



Greening Games Reference Library

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| Item Type | Name | Authors | # Year | Title | DOI |
|-----------------|--|---------------------------------------|--------|--|---|
| Journal Article | May and Hall, 2024 | May, Lawrence Hall, Ben | 2024 | Thinking Ecologically with Battlefield 2042 | |
| Book | Ecogames: Playful Perspectives on the Climate Crisis, 2024 | | 2024 | Ecogames: Playful Perspectives on the Climate Crisis | |
| Web Page | Arsenault and Guay. | Arsenault, Dominic Guay, Louis-Martin | | Exploration, Colonisation and Sustainable Development Loading... | |
| Journal Article | op de Beke, 2020 | op de Beke, Laura | 2020 | Anthropocene Temporalities in Climate Change Video Games | |
| Journal Article | Westerlaken, 2017 | Westerlaken, Michelle | 2017 | Self-Fashioning in Action: Zelda's Breath of the Wild Vegan Run | |
| Book Section | Raessens, 2019 | Raessens, Joost | 2019 | Collapsus, or how to make players become ecological citizens | |
| Journal Article | Lee and Wu, 2015 | Lee, Joey Wu, J.S. | 2015 | Climate change games as tools for education and engagement | https://doi.org/10.1038/NCLIMATE2566 |
| Journal Article | Woolbright, 2018 | Woolbright, Lauren | 2018 | Ecofeminism and Gaia Theory in Horizon Zero Dawn | |

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| Web Page | Reckien and Eisenack, 2013 | Reckien, diana Eisenack, Kalus | 2013 | Climate Change Gaming on Board and Screen: A Review | |
| Journal Article | Beke, 2021 | Beke, Laura op de | 2021 | Premediating climate change in videogames: Repetition, mastery, and failure | https://doi.org/10.2478/njms-2021-0010 |
| Blog Post | ElizabethF | ElizabethF | | No. 31 Video Games as Interventions in the Climate Disaster, pp 105-122 (pdf download) Paradoxa | |
| Journal Article | Freya, 2023 | Freya, Sarah | 2023 | Ecocritical Agency in I Was a Teenage Exocolonist | https://doi.org/10.1177/15554120231209804 |
| Journal Article | Deshbandhu, 2022 | Deshbandhu, Aditya | 2022 | Ludic Prognostication. Games as Sites for Simulating the Future | https://doi.org/10.48783/gameviron.v16i16.186 |
| Journal Article | Chang, 2011 | Chang, Alenda Y. | 2011 | Games as Environmental Texts | https://doi.org/10.5250/quiparle.19.2.0057 |
| Journal Article | Abraham and Jayemanne | Abraham, Benjamin Jayemanne, Darshana | | Where are all the climate change games? Locating digital games' response to climate change | |
| Journal Article | Fizek et al., 2023 | Fizek, Sonia Fiadotau, Mikhail Wirman, Hanna Garda, Maria | 2023 | Teaching Environmentally Conscious Game Design: Lessons and Challenges | https://doi.org/10.1145/3583058 |
| Book Section | Fizek, 2024 | Fizek, Sonia | 2024 | Material Infrastructures of Play: How the Games Industry Reimagines Itself in the Face of Climate Crisis | |
| Web Page | Fizek, 2024 | Fizek, Sonia | 2024 | Spielen für die Zukunft | |
| Journal Article | Fizek, 2024 | Fizek, Sonia | 2024 | Nature Playing: On the Experience of Contemplating Technologically Mediated Nature within the Game World of Riders Republic | https://doi.org/10.1177/15554120241273329 |

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| Journal Article | Ramos-Mejía et al., 2021 | Ramos-Mejía, Mónica Dueñas-Ocampo, Sebastián Gomati de la Vega, Isabella | 2021 | Understanding organisations for a post-growth era: contributions from an epistemic analysis | https://doi.org/10.1108/IJSSP-06-2020-0251 |
| Journal Article | Blanco-Murcia et al., 2022 | Blanco-Murcia, Laura Gomati de la Vega, Isabella Perdomo-Ortiz, Jesús Rodríguez-Pinilla, Juan P. | 2022 | Towards Sustainable Food Consumption: Emerging Tensions Behind the Plate in a Colombian University Community | https://doi.org/10.1080/21683565.2022.2062520 |
| Journal Article | Steg, 2023 | Steg, Linda | 2023 | Psychology of Climate Change | https://doi.org/10.1146/annurev-psych-032720-032720 |
| Report | Barrat, 2022 | Barrat, Sam | 2022 | Playing for the Planet - Annual Impact Report 2021 | |
| Journal Article | Galloway, 2021 | Galloway, Kate | 2021 | Climate Games, the Blue Humanities, and Listening to the Deep-Sea Ecosystems in Games in a Time of Ecological Crisis | https://doi.org/10.5325/ampameropus.2.2.0 |
| Report | GDC | GDC | | GDC 2023 State of the Game Industry Report | |
| Journal Article | Agusdinata et al., 2023 | Agusdinata, Datu Buyung Lukosch, Heide Hanif, Muhammad Watkins, David | 2023 | A Playful Approach to Household Sustainability: Results From a Pilot Study on Resource Consumption | https://doi.org/10.1177/10468781221138583 |
| Journal Article | Nygren et al., 2022 | Nygren, Nina V. Kankainen, Ville Brunet, Lucas | 2022 | Offsetting Game—Framing Environmental Issues in the Design of a Serious Game | https://doi.org/10.1177/10468781221126786 |
| Journal Article | Caracciolo, 2021 | Caracciolo, Marco | 2021 | Animal Mayhem Games and Nonhuman-Oriented Thinking | |
| Journal Article | Neset et al., 2020 | Neset, Tina-Simone Juhola, Sirkku Wiréhn, Lotten Käyhkö, Janina Navarra, Carlo Asplund, Therese | 2020 | Supporting Dialogue and Analysis on Trade-Offs in Climate Adaptation Research With the Maladaptation Game | https://doi.org/10.1177/1046878120904393 |

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| | | Glaas, Erik Wibeck, Victoria Linnér, Björn-Ola | | | |
| Journal Article | Felczak, 2020 | Felczak, Mateusz | 2020 | Ludic guilt, paidian joy: Killing and ecocriticism in the theHunter series | https://doi.org/10.1386/jgvw_00013_1 |
| Journal Article | Szafran et al., 2013 | Szafran, Robert F. Williams, Jerry L. Roth, Jeffery E. | 2013 | If Local Weather Was Our Only Indicator: Modeling Length of Time to Majority Belief in Climate Change | https://doi.org/10.1177/1046878112443357 |
| Journal Article | Kauneckis and Auer, 2013 | Kauneckis, Derek L. Auer, Matthew R. | 2013 | A Simulation of International Climate Regime Formation | https://doi.org/10.1177/1046878112470542 |
| Journal Article | Ahamer, 2013 | Ahamer, Gilbert | 2013 | Game, Not Fight: Change Climate Change! | https://doi.org/10.1177/1046878112470541 |
| Journal Article | Gramelsberger, 2011 | Gramelsberger, Gabriele | 2011 | Generation of Evidence in Simulation Runs: Interlinking With Models for Predicting Weather and Climate Change | https://doi.org/10.1177/1046878110375671 |
| Journal Article | Lee et al., 2013 | Lee, Joey J. Ceyhan, Pinar Jordan-Cooley, William Sung, Woonhee | 2013 | GREENIFY: A Real-World Action Game for Climate Change Education | https://doi.org/10.1177/1046878112470539 |
| Journal Article | Maiolini et al., 2012 | Maiolini, Carlo De Paoli, Stefano Teli, Maurizio | 2012 | Digital games and the communication of health problems. A review of games against the concept of procedural rhetoric | |
| Conference Paper | Niesenhaus et al., 2011 | Niesenhaus, Joerg Muentner, Daniel Hussein, Tim Ziegler, Juergen | 2011 | Playful Crowdsourcing for Energy- Efficient Automotive Navigation | |
| Conference Paper | Bang et al., 2009 | Bang, Magnus Svahn, Mattias Gustafsson, Anton | 2009 | Persuasive design of a mobile energy conservation game with direct feedback and social cues | |

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| Conference Paper | <u>Pereira and Roque, 2009</u> | Pereira, Luís Lucas Roque, Licínio Gomes | 2009 | Design Guidelines for Learning Games: the Living Forest Game Design Case | |
| Journal Article | <u>Witteveen and Enserink, 2007</u> | Witteveen, Loes Enserink, Bert | 2007 | Visual problem appraisal— Kerala's Coast: A simulation for social learning about integrated coastal zone management | https://doi.org/10.1177/1046878107300667 |
| Journal Article | <u>Barreteau et al., 2007</u> | Barreteau, Olivier Le Page, Christophe Perez, Pascal | 2007 | Contribution of simulation and gaming to natural resource management issues: An introduction | https://doi.org/10.1177/1046878107300660 |
| Journal Article | <u>Barreteau et al., 2007</u> | Barreteau, Olivier Le Page, Christophe Perez, Pascal | 2007 | Simulation and gaming in natural resource management | https://doi.org/10.1177/1046878107300657 |
| Journal Article | <u>Crookall, 2007</u> | Crookall, David | 2007 | From natural resource management (NRM) to natural commons leadership (NCL)? | https://doi.org/10.1177/1046878107303849 |
| Journal Article | <u>Lankford and Watson, 2007</u> | Lankford, Bruce Watson, Drennan | 2007 | Metaphor in natural resource gaming: Insights from the RIVER BASIN GAME | https://doi.org/10.1177/1046878107300671 |
| Journal Article | <u>Barnaud et al., 2007</u> | Barnaud, Cécile Promburom, Tanya Trébuil, Guy Bousquet, François | 2007 | An evolving simulation/gaming process to facilitate adaptive watershed management in northern mountainous Thailand | https://doi.org/10.1177/1046878107300670 |
| Journal Article | <u>Qudrat-Ullah, 2007</u> | Qudrat-Ullah, Hassan | 2007 | Debriefing can reduce misperceptions of feedback: The case of renewable resource management | https://doi.org/10.1177/1046878107300669 |
| Journal Article | <u>Camargo et al., 2007</u> | Camargo, Maria Eugênia Roberto Jacobi, Pedro Ducrot, Raphaële | 2007 | Role-playing games for capacity building in water and land management: Some Brazilian experiences | https://doi.org/10.1177/1046878107300672 |

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| Journal Article | <u>Pearce et al., 2007</u> | Pearce, Celia Fullerton, Tracy Fron, Janine Morie, Jacquelyn Ford | 2007 | Sustainable Play: Toward a New Games Movement for the Digital Age | https://doi.org/10.1177/1555412007304420 |
| Journal Article | <u>Ahamer, 2006</u> | Ahamer, Gilbert | 2006 | Ready-to-use simulations: SURFING GLOBAL CHANGE: Negotiating sustainable solutions | https://doi.org/10.1177/1046878106287772 |
| Journal Article | <u>Hansmann et al., 2005</u> | Hansmann, Ralf Scholz, Roland W. Francke, Carl-Johan A. C. Weymann, Martin | 2005 | Enhancing environmental awareness: Ecological and economic effects of food consumption | https://doi.org/10.1177/1046878105279116 |
| Journal Article | <u>Meadows, 2001</u> | Meadows, Dennis L. | 2001 | Tools for Understanding the Limits to Growth: Comparing a Simulation and a Game | https://doi.org/10.1177/104687810103200408 |
| Journal Article | <u>Torres and Macedo, 2000</u> | Torres, Maruja Macedo, Joseli | 2000 | Learning Sustainable Development with a New Simulation Game | https://doi.org/10.1177/104687810003100112 |
| Journal Article | <u>Kos and Prenosilova, 1999</u> | Kos, Zdenek Prenosilova, Eva | 1999 | Simulation and Gaming in Water Management in the Czech Republic | https://doi.org/10.1177/104687819903000405 |
| Journal Article | <u>Applegate and Sarno, 1997</u> | Applegate, John S. Sarno, Douglas J. | 1997 | Futuresite: An Environmental Remediation Game-Simulation | https://doi.org/10.1177/1046878197281003 |
| Journal Article | <u>Fusco et al., 1991</u> | Fusco, Marc E. Bell, Paul A. Jorgensen, Michael D. Smith, Jeffrey M. | 1991 | Using a Computer to Study the Commons Dilemma | https://doi.org/10.1177/1046878191221005 |
| Journal Article | <u>Kirts et al., 1991</u> | Kirts, Carla A. Tumeo, Mark A. Sinz, Jeanne M. | 1991 | The Commons Game: Its Instructional Value when Used in a Natural Resources Management Context | https://doi.org/10.1177/1046878191221001 |
| Journal Article | <u>Schapira et al., 1989</u> | Schapira, Leopoldo Arguello, Liliiana Maffrand, | 1989 | Regional Planning Through Simulation in Argentina | https://doi.org/10.1177/104687818902000107 |

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| | | Graciela Dorfeo, Maria Elena Olcese, Maria Ignacia | | | |
| Journal Article | Sharda et al., 1988 | Sharda, Ramesh Willett, Keith Chiang, Peter S. | 1988 | WQM: A Water Quality Management Simulation Game | https://doi.org/10.1177/003755008801900102 |
| Journal Article | Wolf and Laessig, 1973 | Wolf, Lyle P. Laessig, Robert E. | 1973 | ERG-Energy Resources Game: Simulation Gaming of Regional Energy Management | https://doi.org/10.1177/003755007343003 |
| Journal Article | Schran and Kumpf, 1972 | Schran, Henning Kumpf, Dieter | 1972 | Environmental Games in the United States: A Review of a Decade of Confusion | https://doi.org/10.1177/104687817200300405 |
| Journal Article | de Vries, 1998 | de Vries, Bert | 1998 | Susclime: A Simulation/Game on Population and Development in a Climate-Constrained World | https://doi.org/10.1177/1046878198292006 |
| Journal Article | Chang and Parham, 2017 | Chang, A. Parham, John | 2017 | Green Computer and Video Games: An Introduction | |
| Journal Article | Fernández Galeote and Hamari, 2021 | Fernández Galeote, Daniel Hamari, Juho | 2021 | Game-based Climate Change Engagement: Analyzing the Potential of Entertainment and Serious Games | https://doi.org/10.1145/3474653 |
| Journal Article | Liarakou et al., 2012 | Liarakou, Georgia Sakka, Eleni Gavrilakis, Costas Tsolakidis, Costas | 2012 | Evaluation of Serious Games, as a Tool for Education for Sustainable Development | |
| Thesis | Aslan, 2020 | Aslan, Joshua | 2020 | Climate Change Implications of Gaming Products and Services | |
| Journal Article | Kwok, 2019 | Kwok, Roberta | 2019 | Can climate change games boost public understanding? | https://doi.org/10.1073/pnas.1903508116 |
| Document | B corporation certification | | | B corporation certification | |
| Journal Article | Ouariachi et al., 2019 | Ouariachi, Tania Olvera-Lobo, María Dolores Gutiérrez-Pérez, José | 2019 | A framework for climate change engagement through video games | https://doi.org/10.1080/13504622.2018.1545156 |

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| | | Maibach, Edward | | | |
| Journal Article | Valkering et al., 2013 | Valkering, Pieter van der Brugge, Rutger Offermans, Astrid Haasnoot, Marjolijn Vreugdenhil, Heleen | 2013 | A Perspective-Based Simulation Game to Explore Future Pathways of a Water-Society System Under Climate Change | https://doi.org/10.1177/1046878112441693 |
| Journal Article | Madani et al., 2017 | Madani, Kaveh Pierce, Tyler W. Mirchi, Ali | 2017 | Serious games on environmental management | https://doi.org/10.1016/j.scs.2016.11.007 |
| Journal Article | Kelly and Nardi, 2014 | Kelly, Shawna Nardi, Bonnie | 2014 | Playing with sustainability: Using video games to simulate futures of scarcity | https://doi.org/10.5210/fm.v19i5.5259 |
| Journal Article | O'Neill et al., 2023 | O'Neill, Patrick Wu, Xinming Samson, Cameron Bodnar, Susan | 2023 | Nature Connection as a Predictor of Climate Activism | https://doi.org/10.1089/scc.2023.0041 |
| Journal Article | Bell-Gawne et al., 2013 | Bell-Gawne, Keari Stenerson, Mark Shapiro, Ben Squire, Kurt | 2013 | Meaningful Play: The Intersection of Video Games and Environmental Policy | https://doi.org/10.1177/1946756713497472 |
| Journal Article | Abraham, 2018 | Abraham, Benjamin | 2018 | Video Game Visions of Climate Futures: ARMA 3 and Implications for Games and Persuasion | https://doi.org/10.1177/1555412015603844 |
| Journal Article | Norio Baba, Hitoshi Uchida, Yoshikazu Sawaragi, 1984 | Norio Baba, Hitoshi Uchida, Yoshikazu Sawaragi | 1984 | A Gaming Approach to the Acid Rain Problem | https://doi.org/https://doi.org/10.1177/00375500 |
| Journal Article | Cox and Zagal | Cox, Morgan Zagal, José P | | Sustainability in City-Building Games | |
| Journal Article | de Salas et al., 2022 | de Salas, Kristy Ashbarry, Louise Seabourne, Mikaela Lewis, Ian Wells, Lindsay Dermoudy, Julian Roehrer, Erin Springer, Matthew Sauer, James | 2022 | Improving Environmental Outcomes With Games: An Exploration of Behavioural and Technological Design and Evaluation Approaches | https://doi.org/10.1177/10468781221114160 |

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| | | D. Scott, Jenn | | | |
| Journal Article | Miner, 2022 | Miner, Joshua D. | 2022 | Critical Protocols in Indigenous Gamespace | https://doi.org/10.1177/15554120211005366 |
| Journal Article | Tribaldos and Schneider, 2021 | Tribaldos, Theresa Schneider, Flurina | 2021 | Enabling Players to Develop Theories of Change for Sustainable Development: A Serious Game | https://doi.org/10.1177/10468781211022399 |
| Journal Article | Maria et al., 2022 | Maria, Garda Niklas, Nylund Anna, Sivula Jaakko, Suominen | 2022 | From Cultural Sustainability to Culture of Sustainability: Preservation of Games in the Context of Digital Materiality | |
| Journal Article | Merlin, 2020 | Merlin, Seller | 2020 | Lichenia and Climate Crisis: Feeling Dark Rhythms in the Longue Durée | |
| Journal Article | Rooney-Varga et al., 2020 | Rooney-Varga, Juliette N. Kapmeier, Florian Serman, John D. Jones, Andrew P. Putko, Michele Rath, Kenneth | 2020 | The Climate Action Simulation | https://doi.org/10.1177/1046878119890643 |
| Journal Article | Condis, 2020 | Condis, Megan | 2020 | Sorry, Wrong Apocalypse: Horizon Zero Dawn, Heaven's Vault, and the Ecocritical Videogame | |
| Journal Article | Agusdinata and Lukosch, 2019 | Agusdinata, Datu Buyung Lukosch, Heide | 2019 | Supporting Interventions to Reduce Household Greenhouse Gas Emissions: A Transdisciplinary Role-Playing Game Development | https://doi.org/10.1177/1046878119848135 |
| Conference Paper | Hoffmann and Chlocher, 2018 | Hoffmann, Greta Chlocher, Brice | 2018 | Incentivizing Correct Waste Sorting by Game Design | |
| Journal Article | Waddington and Fennewald, 2018 | Waddington, David I. Fennewald, Thomas | 2018 | Grim FATE: Learning About Systems Thinking in an In-Depth | https://doi.org/10.1177/1046878117753498 |

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| | | | | Climate Change Simulation | |
| Journal Article | Matzner and Herrenbrück, 2017 | Matzner, Nils Herrenbrück, Robert | 2017 | Simulating a Climate Engineering Crisis: Climate Politics Simulated by Students in Model United Nations | https://doi.org/10.1177/1046878116680513 |
| Journal Article | Gerald and Charlotte, 2016 | Gerald, Farca Charlotte, Ladevèze | 2016 | The Journey to Nature: The Last of Us as Critical Dystopia | |
| Journal Article | Wells et al. | Wells, Lindsay de Salas, Kristy Lewis, Ian Berry, Adam | | Behaviour Change Wheel Driven Normative Feedback in a Serious Game for Energy Conservation | |
| Journal Article | Bassi et al., 2015 | Bassi, Andrea M. De Rego, Frank Harrisson, John Lombardi, Niccolò | 2015 | WATERSTORY ILE: A Systemic Approach to Solve a Long-Lasting and Far-Reaching Problem | https://doi.org/10.1177/1046878115580412 |
| Journal Article | Sterman et al., 2015 | Sterman, John Franck, Travis Fiddaman, Thomas Jones, Andrew McCauley, Stephanie Rice, Philip Sawin, Elizabeth Siegel, Lori Rooney-Varga, Juliette N. | 2015 | WORLD CLIMATE: A Role-Play Simulation of Climate Negotiations | https://doi.org/10.1177/1046878113514935 |
| Journal Article | Erb, 2015 | Erb, Ulrike | 2015 | Possibilities and Limitations of Transferring an Educational Simulation Game to a Digital Platform | https://doi.org/10.1177/1046878115621980 |
| Journal Article | Goetze, 2015 | Goetze, David | 2015 | Hybrid Active Learning Situations: Common Pools, Climate Change and Course Purposes | https://doi.org/10.1177/1046878115620089 |
| Journal Article | Barnabè, 2015 | Barnabè, Federico | 2015 | Managerial Myopia in Mismanaging Renewable Resources: The GONE FISHING Game | https://doi.org/10.1177/1046878115615991 |

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| Journal Article | Ansoms et al., 2015 | Ansoms, An Claessens, Klara Bogaerts, Okke Geenen, Sara | 2015 | LAND RUSH: Simulating Negotiations Over Land Rights - A ready-to-use simulation | https://doi.org/10.1177/1046878115613491 |
| Journal Article | ElSawah et al., 2015 | ElSawah, Sondoss McLucas, Alan Mazanov, Jason | 2015 | Communicating About Water Issues in Australia: A Simulation/Gaming Approach | https://doi.org/10.1177/1046878115580410 |
| Journal Article | Blanchard and Buchs | Blanchard, Odile Buchs, Arnaud | | Clarifying Sustainable Development Concepts Through Role playing | |
| Journal Article | Schrier, 2015 | Schrier, Karen | 2015 | Ethical Thinking and Sustainability in Role-Play Participants: A Preliminary Study | https://doi.org/10.1177/1046878114556145 |
| Journal Article | Katsaliaki and Mustafee, 2015 | Katsaliaki, Korina Mustafee, Navonil | 2015 | Edutainment for Sustainable Development: A Survey of Games in the Field | https://doi.org/10.1177/1046878114552166 |
| Journal Article | Fennewald and Kievit-Kylar, 2013 | Fennewald, Thomas J. Kievit-Kylar, Brent | 2013 | Integrating Climate Change Mechanics Into a Common Pool Resource Game | https://doi.org/10.1177/1046878112467618 |
| Journal Article | d'Aquino and Bah, 2013 | d'Aquino, Patrick Bah, Alassane | 2013 | Land Policies for Climate Change Adaptation in West Africa: A Multilevel Companion Modeling Approach | https://doi.org/10.1177/1046878112452689 |
| Journal Article | Eisenack and Reckien, 2013 | Eisenack, Klaus Reckien, Diana | 2013 | Climate Change and Simulation/Gaming | https://doi.org/10.1177/1046878113490568 |
| Journal Article | Joerg et al., 2011 | Joerg, Niesenhaus Daniel, Muentert Tim, Hussein Juergen, Ziegler | 2011 | Playful Crowdsourcing for Energy- Efficient Automotive Navigation | |
| Journal Article | Fullerton | Fullerton, Tracy | | Sustainable Play: Towards A New Games Movement for the Digital Age by Ludica | |
| Journal Article | Nguyen, 2017 | Nguyen, Josef | 2017 | Digital Games about the Materiality of Digital Games | |

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| Journal Article | Backe | Backe, Hans-Joachim | | Within the Mainstream: An Ecocritical Framework for Digital Game History | https://doi.org/https://doi.org/10.37536/ECOZON |
| Book Section | Abraham, 2022 | Abraham, Benjamin J. | 2022 | Where to from Here? | |
| Document | Abraham | Abraham, Benjamin | | What can I do about my games' impact on the planet? | |
| Journal Article | Mills et al., 2019 | Mills, Evan Bourassa, Norman Rainer, Leo Mai, Jimmy Shehabi, Arman Mills, Nathaniel | 2019 | Toward Greener Gaming: Estimating National Energy Use and Energy Efficiency Potential | https://doi.org/10.1007/s40869-019-00084-2 |
| Document | Gordon, 2020 | Gordon, Lewis | 2020 | The many ways video game development impacts the climate crisis | |
| Document | Wood and Ruiz | Wood, Dan Ruiz, Benoit | | The Green Games Guide | |
| Book Section | Coakley and Garvey, 2015 | Coakley, D. Garvey, R. | 2015 | The great and the green: Sustainable development in serious games | |
| Document | Gordon, 2019 | Gordon, Lewis | 2019 | The environmental impact of a Playstation 4 | |
| Book | Whittle et al., 2021 | Whittle, C. York, T. Escuadra, P. Shonkwiler, G. Bille, H. Fayolle, A. McGregor, B. Hayes, S. Knight, F. Wills, A. Chang, A. Fernández Galeote, D. | 2021 | The Environmental Game Design Playbook (Presented by the IGDA Climate Special Interest Group) | |
| Book Section | Abraham, 2022 | Abraham, Benjamin J. | 2022 | The Carbon Footprint of Games Distribution | |
| Book | Starosielski and Walker, 2016 | | 2016 | Sustainable media: critical approaches to media and environment | |
| Book | Lönngqvist, 2022 | Lönngqvist, Oliver | 2022 | Sustainable Game Development : Mapping the climate impact | |

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| | | | | and the negative impact reduction actions in the Swedish gaming industry | |
| Document | Space Ape's methodology on reducing carbon footprint | | | Space Ape's methodology on reducing carbon footprint | |
| Journal Article | Chang, 2020 | Chang, Alenda Y. | 2020 | Rambunctious Games: A Manifesto for Environmental Game Design | https://doi.org/10.1080/00043249.2020.1765557 |
| Journal Article | Sørensen and Noonan, 2022 | Sørensen, Inge Ejbye Noonan, Caitriona | 2022 | Production, policy and power: the screen industry's response to the environmental crisis | https://doi.org/https://doi.org/10.1177/01634437/ |
| Book | Patterson and Barrat, 2019 | Patterson, T. Barrat, S. | 2019 | Playing for the Planet – How video games can deliver for people and the environment. | |
| Document | Play Create Green community. | | | Play Create Green community | |
| Journal Article | Vervoort et al., 2022 | Vervoort, Joost M. Milkoreit, Manjana van Beek, Lisette Mangnus, Astrid C. Farrell, David McGreevy, Steven R. Ota, Kazuhiko Rupprecht, Christoph D.D. Reed, Jason B. Huber, Matthew | 2022 | Not just playing: The politics of designing games for impact on anticipatory climate governance | https://doi.org/10.1016/j.geoforum.2022.03.009 |
| Magazine Article | Stock, 2022 | Stock, Petra | 2022 | Next level: the climate-changing potential embedded in the immersive world of video games | |
| Journal Article | Starosielski, 2011 | Starosielski, Nicole | 2011 | 'Movements that are drawn': A history of environmental animation from The Lorax to FernGully to Avatar | |

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| Journal Article | Razali et al., 2022 | Razali, Nurlieda Ramli, Ratna Mohamed, Hazura Mat Zin, Nor Azan Rosdi, Fadhilah Diah, Norizan | 2022 | Identifying and Validating Game Design Elements in Serious Game Guideline for Climate Change | https://doi.org/10.1016/j.heliyon.2022.e08773 |
| Blog Post | Epps, 2022 | Epps, DeAngelo | 2022 | How the game industry is fighting its carbon footprint | |
| Book Section | Abraham., 2022 | Abraham, Benjamin J. | 2022 | How Much Energy Does it Take to Make a Videogame | |
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| Document | Mills and Mills | Mills, Evan Mills, Nathaniel | | Greening The Beast | |
| Report | Wood and Ruiz, 2022 | Wood, Daniel Ruiz, Benoit | 2022 | Green Games Guide - An Action Plan for the Sector | |
| Journal Article | Gerber et al., 2021 | Gerber, Andreas Ulrich, Markus Wäger, Flurin Roca-Puigròs, Marta Goncalves, Joao Wäger, Patrick | 2021 | Games on Climate Change: Identifying Development Potentials through Advanced Classification and Game Characteristics Mapping | https://doi.org/10.3390/su13041997 |
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