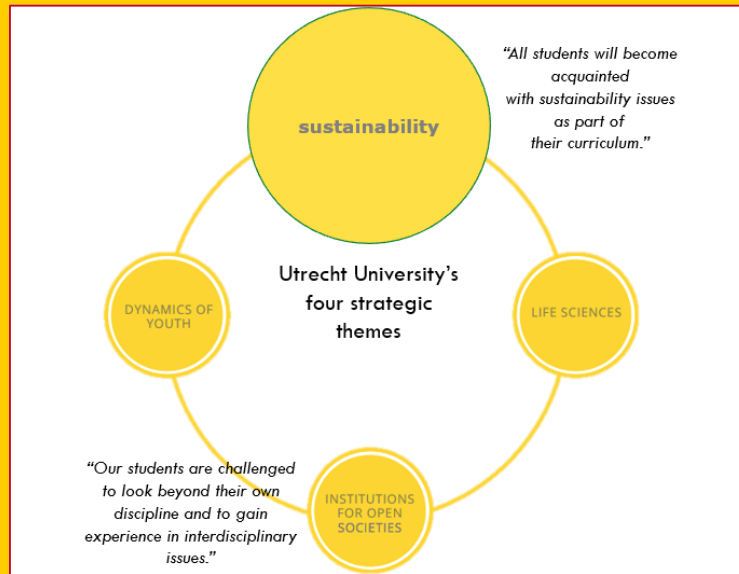


# UTRECHT2040 GUIDE

You are going to play the Utrecht2040 game with your students. Awesome! In this game, participants will watch nano lectures of sustainability experts, after which they will walk through the city while completing challenges. This guide contains an explanation of the game and a step-by-step guide on how the game should be prepared for and can be played.

## About Utrecht2040

In its strategic plan for 2016–2020, Utrecht University states that ‘All students will become acquainted with sustainability issues as part of their curriculum’. In order to learn about the basic concepts of sustainability, a location based, multiplayer, serious game was developed: Utrecht2040. This game can be played with tens, and up to thousands of students at once.



The aim of the game is to open the eyes of first year students and make them aware of sustainability and the potential role they can play from their own discipline. By playing the game, they will get the feeling that they belong to something bigger: they work together to create a vision of the best possible version of Utrecht in 2040.

*“They are the generation that will make things better. Through going outside in teams, watching nano talks, solving challenges and uploading solutions, the students will actively imagine and create Utrecht in 2040. There is no right or wrong. Altogether, their solutions help shape a better Utrecht.”*

– Vanessa Timmer

## Game preparation

- 1 Before the game can be started, some preparation is needed:
- 2 Tell the students to bring their smartphone, fully charged to the Game introduction lecture and also their Solis-id and password.
- 3 Students need to verify their login with the 2FA. Check if they are familiar with this process. If not, refer to the UU helpdesk.
- 4 Let the students watch the Utrecht 2040 game introduction video, and make sure they all download the Utrecht 2040 app.
- 5 Divide the students into groups of 3 in advance. Also appoint a ‘group leader’ who will invite the other two group members to form a team once the game has started.
- 6 Make sure to mention the importance of strictly following the COVID-19 social distance regulations at all times while playing the game.

## Game introduction

Before the game introduction starts, encourage the students to play the game together with their groups if possible. When the students are not at the same location at the time of the introduction, advise them to agree upon a meeting place beforehand.

**! Note:** when a student encounters any problems with the app, advice to **restart** the app.

## Onboarding

The game will be introduced by one of the Utrecht 2040 instructors. After this introduction, the onboarding will take place. Students have to fill in the game code of the game session in order to access the game. This game code they will receive from the instructor. Once they have done that, they have to enter their name. Also, they have to agree to share the game data with the researchers of the UU. It is important to mention that all the data from the game cannot be traced back to the students’ names or student numbers, and therefore will be completely anonymous.



### Statements

The students have 8 minutes to answer 16 statements. After answering these statements, the students will receive their Sustainable Development Goals profile. Can they find themselves in this profile? The profile will evolve during the game. The game now says: 'Wait for your professor to get started'. The instructor will out loud read a text by Vanessa Timmer, the co-founder of the NGO One Earth.

### Teams

The game will be played together in a team. After the students click on 'I've watched the video', they can form a team by using the app. When the team is complete, they can go outside.

### Nano talks

The students start playing the game by watching a nano talk. This is a very small lecture about a certain topic by a sustainability expert. Based on this nano talk, the students can do challenges in the city that they are in. During the game, three nano talks in total will be released after set time intervals.

### Challenges

In order to complete a challenge, the students have to take pictures of their solutions and upload these. Along with the solutions, they note their thoughts and tag 3 SDG's that they find most suited for their solution. For uploading a solution, the students receive Quality of Life points.

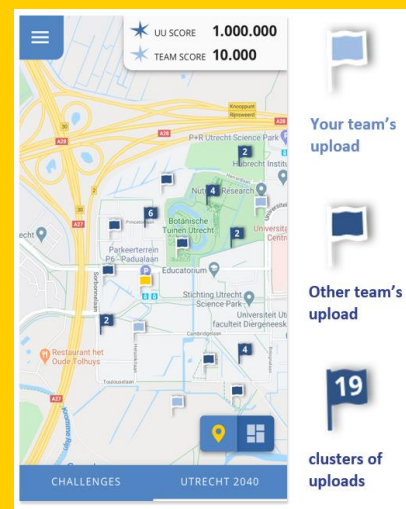
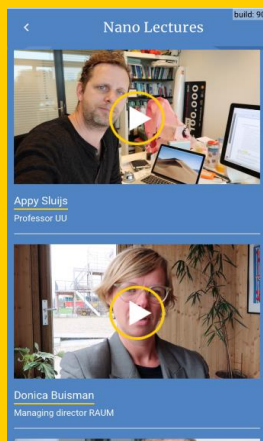
### Solutions on the map

The uploads of the teams will be marked on the map by a light blue flag. The dark blue flags represent the uploads of the other teams. The flags with the numbers are clusters of uploads. The students can click on the flags to see each other's uploads. If they believe something to be a good upload, they can validate it by liking one of the tagged SDGs. For liking the solutions of others, the students will also receive Quality of Life points. If pictures are inappropriate, they can report them.

### Navigating Uploads

There are different ways to navigate uploads. This can be done on the team challenge page, both through the map and through the gallery view.

**BONUS:** The five most liked uploads get a golden flag. Each golden flag will receive 400 extra Quality of Life points by the end of the game.



### End of the game

After a set time, the game session will end. The students have to come back together at this time for a final discussion and reflection of the game. Interesting solutions that came up during the game will be shown. Finally, the winners of the game will be announced, and we will hand out prizes!



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 Stef Knibbeler – Researcher  
 Joost Vervoort – Teacher  
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[www.Utrecht2040.sites.uu.nl](http://www.Utrecht2040.sites.uu.nl)

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