

**EduTalks@Council of Europe:  
Video Games and Sustainable Development Goals**

**Tuesday, 17 October 2023 17:00 – 18:20 CET**

**Moderator**

**Alessandro Soriani**, PhD, is senior assistant professor (fixed term) at the Department of Education Studies “G.M. Bertin”, University of Bologna. His research explores the influence of relationships that develop within digital environments on the social climate of learning environments and the development of inclusive school’s policies in contexts of social violence. His scientific interests are ICT and media, video games included, in educational and pedagogical contexts. He works as consultant for the Council of Europe’s [Digital Citizenship Education](#) Project. He is the coordinator of the Council of Europe’s [Video Game Culture](#) Working Group.



**Speakers**



Creative Producer and Co-founder of indie game studio [We Are Muesli](#), **Claudia Molinari** is a multi-talented visual designer and creative director with a background in anthropology, media, and art direction. She has won awards in graphics and illustration, curated design events, and now teaches design and creative writing while contributing to video game culture as a Women in Games Ambassador.

“ This presentation provides an opportunity to contemplate the intersection of arthouse games, game creators, cultural institutions, experts, and journalists and their connection to global goals. The objective is to explore how improved gameplay can fortify our gaming culture while simultaneously advancing the 2030 Agenda for Sustainable Development. This talk advocates for conscientious video game consumption and demonstrates how indie games offer an interdisciplinary approach to comprehending complex societal issues, challenging prevailing stereotypes surrounding the medium.

**Ivan Blečić** is full professor and director of the interdepartmental research centre Glab at the University of Cagliari. With training in urban planning and public policy analysis and design, he has developed research and has co-designed and produced games which explore human relationship with space and territory, using gaming simulations, interactive storytelling, geotelling, augmented reality, and other tools capable of constructing, altering, accompanying, or enhancing experiences of social interaction with space.



“ *Leveraging the idea that games are a form of crystallisation of human agency, the talk will introduce the model of territorial narrative games for cultivating relationships with urban spaces. It will showcase examples of such games designed to encourage walking and exploration in urban environments. Additionally, it will briefly present results from environmental psychology research, highlighting the potential impact of these games on players in terms of influencing and evolving their attitudes, intentions, perceptions, and relationships with the city and social practices of use of urban space. These effects could, in principle, be harnessed to advance the 2030 Agenda for Sustainable Development.*



**Paolo Pedercini** is a game developer, curator, and educator. He teaches digital media and experimental game design at the School of Art at Carnegie Mellon University. Since 2003 he works under the project name “Molleindustria” producing provocative games addressing issues of social and environmental justice, religion, and labor.

[www.molleindustria.org](http://www.molleindustria.org)

“ *The EduTalk will be a medium to share his latest game “Green New Deal simulation” and the challenges and dilemmas of making accessible games about complex social issues.*