

Abstract for YHYS workshop : Games as transformative tools in environmental policy

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### **Game development and gaming as a tool for interaction and exploration?**

Putting new environmental policies in practice always involves uncertainty – how will it change the relationships between different human and nonhuman actors? In our project proposal already sent to Kone Foundation, we ask whether collaborative game development and simulation gaming could aid dialogue around a new environmental policy tool, biodiversity offsetting.

Human species controls an increasing share of the biosphere and sixth extinction wave is ongoing. There is an increasing pressure to find efficient practices of conservation and to experiment with new practices. Biodiversity offsetting is one of these new practices that aim at reconciling nature conservation and other uses of nonhuman nature. Biodiversity offsets can be defined as *“measurable conservation outcomes resulting from actions designed to compensate for significant residual adverse biodiversity impacts arising from development plans or projects after appropriate prevention and mitigation measures have been taken.”* (UNDP Nda). Hopes of reconciliation and efficiency surround offsetting practices, but also fears and risks of failure and triviality.

In Finland biodiversity offsetting practice is still new and practices only experimentally. Our project aims to develop a board or card game of biodiversity offsetting in a multidisciplinary and collaborative project. Group interviews will be used to gather experiences, thoughts, fears and hopes concerning offsetting, and the relationships at play, to build a credible social simulation game. The finished game will be played together with the different stakeholders. Data will be gathered from interviews and game sessions, and reflection discussions after gaming.