

# SUSC☙ETY

## Design Educational Games

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**Sustainability** has continuously been a heated topic in the recent years--to give it a clear definition, it is the ability to meet present needs with long-term consideration for future generations. It is mostly divided into 3 main categories: **environmental, social, and economic**. In this project, we worked as a team of 3 to design an educational board game with the central objective of teaching young adults (especially middle and high school students) about **sustainable urban design**. Specifically, they will be learning what elements contribute to the city's sustainability and what are some sustainable vs. unsustainable practices. Since sustainability is really ubiquitous in everyone's life, we believe that this game will let them understand the imperativeness of achieving sustainability in the city scale, as well as learn to apply sustainable practices in real-world situations.

