

## triCO2lor plan game

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The “triCO2lor” business game aims to make people more aware of how they are changing the environment with their energy consumption. In the game, participants take on an active role as energy consumers. The game is suitable for large groups, e.g. with 20-30 participants.

As part of the EGS Project, Tilman Langner from the Umweltbüro Nord e.V. initially tested the game with a group of young people from the Nikolai community in Stralsund, as part of the community’s “Climate Week” in March 2010.

It was used for a second time in the Hansa-Gymnasium. The occasion was an international meeting as part of the Comenius project, “Saving Energy for a common Future”, for which pupils and teachers from France and Austria arrived. The game was well received; the press reported on the subject.

There are plans to use the game further.