

# ILLUMINATE

▶ Coastal

▶ Rural

▶ Urban



**Department:**

English Language and Literature

**Program:**

PhD, MA

**Project Type:**

Academic Partnership

**Project funded by:**

The Games Institute and  
Waterloo Climate Institute

**Project co-researchers:**

**The Games Institute Team (Game Designers):**  
Tina Chan, School of Public Health and Health  
Systems; Adam Leung, Computer Science; Dr.  
Neil Randall, English Language and Literature,  
Faculty Supervisor

**Waterloo Climate Institute Team (Scientific  
Content Consultants):** Simon Glauser,  
Waterloo Climate Institute; Natalie Heldsinger,  
Waterloo Climate Institute; Dr. Alexandra  
Lesnikowski, Geography and Environmental  
Management; Dr. Merrin Macrae, Geography  
and Environmental Management; Andrea  
Minano, Geography and Environmental  
Management; Dr. Juan Moreno-Cruz,  
School of Environment Enterprise, and  
Development; Dr. Daniel Scott, Geography and  
Environmental Management



## LILLIAN BLACK, PAMELA MARIA SCHMIDT

“Illuminate” is an educational simulation game where players explore solutions to the impacts of climate change. In this interactive game, the player is part of Canada’s Climate Task force on Project Illuminate. As a member of the task force players must take action to reduce climate risks in three regions across Canada and discover pathways to fight climate change and move us closer to a sustainable future.

Using the Paris Climate Agreement as a primary metric, the player simulates different scenarios by implementing a combination of mitigation and adaptation techniques to see which combination of choices results in the “best” outcome.

In Illuminate, players must complete two missions to finish the game. In Mission 1, players explore ways to reduce greenhouse gas emissions. Decisions from Mission 1 will lead players to either a high or low carbon scenario in Mission 2. In Mission 2, players visit three types of Canadian communities (coastal, rural, and urban) and must take action to prepare them for the impacts of climate change.

Illuminate articulates the seriousness of climate change without relying on alarmist rhetoric or scare-tactics, while also (most importantly) emphasizing a message of hope.



**For more information  
scan this QR code.**

[games.uwaterloo.ca](http://games.uwaterloo.ca)



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