

## ESS Seminar Invitation

# Developing a simulation game to explore pathways to the post-fossil Swiss city

Speaker **Patrick Wäger, Andreas Gerber, EMPA**

When **Friday, June 21<sup>st</sup> 2019, 13.30 – 14.30**

Where **Forum Chriesbach C24, Eawag Dübendorf**

Abstract *The 21st century is expected to become the century of the cities, with urban spaces being the central organizational form of society. Reaching the goals of the Agenda 2030 and of the Paris Agreement will require an active design ("Gestaltung") of the transformation to future cities. In the NRP73-project "post-fossil cities", we develop and apply a generic simulation game that allows finding and evaluating pathways towards the post-fossil Swiss city, a fictional built environment sheltering 10 million people that is both net fossil carbon free in 2050 and a substantial atmospheric carbon sink by 2100. The game both includes haptic elements and a software system, which allows the players to feed numerical simulation models (including a dynamic material stock and flow model) with their decisions and to see the simulation outcomes during the game in real-time.*

*In the seminar, we will introduce the project, present the latest prototype of the simulation game, and provide first insights into the developed dynamic stock and flow model.*