



# Rising awareness of key mitigation challenges through gamification

*Organised by IEA and Financial Times*

Tuesday, 15 November 2022, 15:00-15:40, Action Hub

This session will present the climate game, a freely accessible web based ["The Climate Game"](#) that was developed by the Financial Times and the International Energy Agency (IEA) to explain to the wider public the key decisions and trades off that are required to reach net-zero emissions by 2050. The session will run through the game and have active audience engagement. At the end of the game session, the authors of the game will discuss the impact that this game has had and provide concluding remarks on the importance of using digital tools to raise awareness about complex topics related to climate change.

The session will be centered around a run-through of the game by the creators of the game. There will be active audience engagement by allowing the audience to answer the questions of the game. The audience answers will be compared with the answers provided by the average user. IEA analysts will explain the key considerations behind each of the questions. The event will be closed by concluding remarks by IEA analysts and FT journalists.

Agenda	
<b>Speakers</b>	<ul style="list-style-type: none"><li>• Ms. Emiliya Mychasuk, Climate Editor, Financial Times</li><li>• Dr. Leonardo Paoli, Clean energy analyst, IEA</li><li>• Mr. Sam Joiner, Visual stories editor, Financial Times (remote)</li></ul>
<b>15h00-15h15</b>	Background to the Climate Game
<b>15h15-15h30</b>	Climate game run-through with commentary
<b>15h30-15h40</b>	Q&A from the audience