Change Games and Greening Deserts founder started a new project development for 'Trillion Trees: The Game', a future game and platform to unite game developers, gamers and game publishers for biodiversity conservation, ecological and environmental concerns. It is the world's first project of this kind.

The main game design will be of course for different tree planting actions and options realised in a playful way. It means that you can use the game for advanced learning, ecological education and to plant a lot of trees by ingame actions - for example achievements, certain items, quests, points and objectives can support tree planting in the real world. The main task of the trillion trees game is to support the **Trillion Trees Initiative** and also tree planting actions. The goal is to plant some billions of trees during the next ten years. International partners and sponsors can improve and support that system. It depends not just on donors, financing models or monetization. The main thing is the environmental and sustainable thinking which can result in real environmental acting and sustainable living. Another important point is the will of politics and certain economies to really change the old systems into more sustainable ones, means making production processes and supply chains cleaner, more ecological and sustainable.

Gamification and serious games for environmental, nature and sustainability issues can support these processes, so like social learning, engagement and real ecological change. The game can promote environmental awareness and a more sustainable lifestyle. Human intervention on the natural environment and the man-made climate change causing more and more disasters, hazards and extreme wheather events like droughts, floods, soil erosion, stroms, air and water pollution. Greening and reforestation on a global scale can reduce these climate change effects and extreme weather events. It would make sense to use a collaborative serious game environment to establish a better relationship between the communities, economies, environment and sciences. Gamification is interesting in mostly any field. Games can make it easier to adapt, learn and understand things by the playful way. Climate games and environmental games are good for many branches, so like for education and research in the fields of climate adaption, deforestation, desertification, ecological education, ecosystem restoration, energy conservation, land degradation, material criticality, resource conservation, sustainable development, waste reduction and water scarity. If more game developments include these concerns into the game design and gameplay, games with real possitive impact can be created.

Biodiversity and environmental concerns can also be combined with ecological education and environmental science. The Trillion Trees Game shouldn't be just about eco-friendly tree planting, it can be a game platform and community for many important issues and topics related to climate change, ecology, environmental protection, nature conservation, species protection and sustainability. The game, connected plaforms and partners can unite gamers, game communities and game developers to care more about the Global Goals or Sustainable Develpment Goals (SDGs), especially in relation to mentioned issues. AI and Deep Learning technologies can help to improve that

developments and support to develop better community applications or games in that relation. Using good cloud services and cloud gaming solutions can also improve the sustainable game developments and gaming experiences in future. With the algorithms of machine learning, people can be stimulated to better habits in algorithmically controlled areas or rooms. Gamification can improve human behavior, especially in terms of sustainability and environmental awareness. Platforms like DeepMind and OpenAI using games to develop strategic AI, for example to solve complex problems in open-world games or even in real life environments. For example the platform AIcrowd gamifies AI development, competitions are awarded with points, badges and rankings. Advanced education, game mechanics and gamified experience can bring real sustainble games on the next level ! Games can promote awareness, concentration, challenge, happiness, joy, cheerfulness, easiness and many other positive qualities or incentives.

The Global Game Jams are another great possibility to exchange about climate change, environmental and sustainability issues for game developments. At these game jams many nice and small games games were developed each year, now they could focus on the important issues and topics related to the climate change, environmental and sustainability issues. It would be great to exchange about possible greening and forestation games, maybe you can call it green games and tree games.

Read more on the upcoming pages of the [Trillion Trees Initiative](#) or [TrillionTreesGame.com](#).