# Article information:

Gamification for climate change engagement: review of corpus and future agenda - IOPscience
<https://iopscience.iop.org/article/10.1088/1748-9326/abec05>

# Article summary:

1. Games and gamification offer a promising approach to foster behavioral change and education towards climate change engagement.

2. The systematic literature review of 64 research outputs reveals a trend of promising findings in this nascent and growing area of research, but also highlights shortcomings such as geographic and demographic imbalances and limited rigor in research designs and reporting.

3. Guidelines are provided for advancing the space of game-based interventions for climate change engagement, including contexts, interventions, results, and research quality and internal validity.

# Article rating:

Appears moderately imbalanced: The article provides some useful information, but is missing several important points or pieces of evidence that would be required to present the discussed topics in a balanced and reliable way. You are encouraged to seek a more balanced perspective on the presented issues by exploring the provided research topics and looking at different information sources.

# Article analysis:

该文章是一篇关于气候变化与游戏化的综述，旨在探讨游戏化对于气候变化参与度的影响。文章认为，游戏和游戏化可以促进行为改变和教育，从而实现减少温室气体排放和适应措施的目标。通过系统性文献综述，作者分析了56种不同的游戏化方法，并发现这个领域有很大的潜力来同时影响多个参与维度，并创造一个引人入胜的游戏体验。然而，作者也指出了一些缺陷，如地理和人口统计学上的不平衡以及干预时间过短等问题。

尽管该文章提供了一些有价值的信息，但也存在一些偏见和片面报道。首先，文章没有充分考虑到可能存在的风险和负面影响。其次，在提出建议时，作者没有提供足够的证据来支持他们所提出的主张。此外，在评估已有研究时，作者并未平等地呈现双方观点，并忽略了某些重要因素。

总之，该文章提供了一些有用信息，但需要更加客观、全面地考虑问题，并提供更多的证据来支持其主张。

# Topics for further research:

* Potential risks and negative impacts of gamification for climate change engagement
* Evidence supporting the effectiveness of gamification for behavior change and education
* Balancing perspectives and considering all relevant factors in evaluating existing research
* Addressing geographic and demographic imbalances in gamification approaches
* Extending intervention timeframes to ensure sustained impact
* Exploring alternative approaches to climate change engagement beyond gamification

# Report location:

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