

Reference Articles

Title	author	url	Year	Comment
A board game for interdisciplinary training and dialogue: Keep Cool	Klaus Eisenack	http://www.pik-potsdam.de/~eisenack/downloads/boardgame-eisenack3.pdf	2006	The paper reports on the design and educational use of a board game on climate change which covers central bio-physical, economic and political aspects of the issue.
CLEAN Gap Analysis	CLEAN	http://cleanet.org/clean/community/gap_analysis	website	CLEAN is a reviewed selection of climate activities. They have done a gap analysis of their resources showing where the strenghts areas and limitation areas of their resources
CLIMATE CHANGE IN SCHOOL: WHERE DOES IT FIT AND HOW READY ARE WE?	Rosanne Fortner	http://earthsys.ag.ohio-state.edu/abstracts.html#CCC%20school	2000	RE: Teacher PD - feel their knowledge is inadequate to teach it.
DEVELOPING A MEASURE OF PUBLIC UNDERSTANDING OF CLIMATE CHANGE AND WILLINGNESS TO ACT WHEN SCIENCE IS UNCERTAIN	Fortner, Rosanne W., Corney, J.R., Lee, J-Y., and Romanello, S.	http://earthsys.ag.ohio-state.edu/abstracts.html#810%20for%20CCC	2000	The audience (n=139) was fairly knowledgeable and certain about global warming. Knowledge was moderately related to willingness to act.
Fold It	UW Center for Game Science	http://fold.it/portal/	website with r	A chance to contribute to science through gaming
IFTF Foresight Engine	Michael Coren	http://www.fastcoexist.com/1678827/foresight-engines-asks-the-crowd-to-change-the-future	2011	With a forecasting model that allows for the discovery of social wisdom and the giving of exposure to outlier ideas, the futurist company is showing the benefits of collective problem solving.

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Microsoft Uses Facebook as a Giant 'Lab' to Study Game Theory	Oarmy Olson	http://www.forbes.com/sites/parmyolson/2011/10/12/microsoft-uses-facebook-as-giant-lab-to-study-game-theory/	10/14/11	<p>Researchers at Microsoft have for the first time been studying the way hundreds of people play strategic games, using Facebook as a kind of giant, global laboratory.</p> <p>The results they are gathering will give them new insights into game theory, that little corner of mathematics where games and economics collide, and which can be found behind everything from corporate bargaining to the 1950s arms race.</p>
Participatory Online Learning Games as a Next Generation Building Tool: An open research design for future collaboration	Noah Raford	http://www.scribd.com/doc/24907940/Participatory-Online-Learning-Games-as-a-Next-Generation-Scenario-Building-Tool		
Solving Collection Action Problems	Seth Baum	https://www.e-education.psu.edu/geog030/node/261	website not pub.	discussion on the process of collective action problems with a list of suggested tenets to follow
SURFING GLOBAL CHANGE: Negotiating sustainable solutions	Gilbert Ahamer	http://www.uni-graz.at/igam7www_2006_simulation_gaming_article.pdf	2006	SURFING GLOBAL CHANGE (SGC) serves as a procedural shell for attaining sustainable solutions for any interdisciplinary issue and is intended for use in advanced university courses. The participants' activities evolve through five levels from individual argumentation to molding one's own views for the "common good."