

Climate Challenge and Third World Farmer

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Abstract: Third world farmer and climate challenge are serious online games that touch on very critical issues affecting us in the 21st century. Third world farmer touches on the issue of poverty in 3rd world African countries and the struggles families face while climate challenge touches on the issue of global warming and rising carbon emissions. And though these games are very exceptional they have a few short comings that I have mentioned and a few ways in which they can be solved.



THIRD WORLD FARMER PLOT REVIEW AND GAMEPLAY

The game is set in a period between 2000 and 2100, where the player must reduce the amount of carbon emissions. In the third world farmer game, the player is in a family that comprises of two adults and two children who are uneducated. The adults do a 100% of the work while the children only help out and do 38%.

It was on my 4th try that I finally realized how to get the game right. I first invested in communications so as to ensure smooth communication with other farmers. I also invested in infrastructure so as to ensure I had access to the market where I could sell my produce. I also had to take crop insurance to ensure that my family still had capital to rely on in case the crops failed and diversified the crops since some are more resilient than others. Since the adults in the game do most of the work, I had to prioritize their health over that of the children.

SHORTCOMINGS AND WAYS TO IMPROVE IN THE GAME

I felt like the game needed some improvements on some areas such as land. In the game the size of land cannot be changed which is impractical since when limiting the size of land also restricts the amount of produce one can achieve.

CLIMATE CHALLENGE PLOT AND GAMEPLAY

Climate challenge is a fast paced mind engaging game that makes it worth playing. It is also relatively easy to play since it has excellent gaming tutorials and the in-game help and tips make the game easy to understand. Here the president has to balance resources such as food, economy and the environment. The game now requires the player to choose policy cards such as importing food and employing the use of energy efficient appliances.

I played the game twice and on my first try I could not keep my economy up but my popularity was high, and I mostly took on projects that improved the environment such as lowering carbon emissions. These projects were expensive, and they ruined my economy and even raised inflation rates and caused joblessness. But on my second try, I tried my best to balance everything though I still couldn't get enough money to take on some projects such as the space program.

SHORTCOMINGS AND HOW TO SOLVE THEM

I think that the game should make it clearer about what it thinks about your economy, which is the most difficult to maintain. I found that when you click on the bars, it just shows the player the graph trend and the money available to the player but not what it

thinks about your economic status. This issue led to huge surprises, even after implementing aggressive policies such as increasing taxes and raising the retirement age.

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