Green Games Community and Trillion Trees Game Tree Planting Platformas for Game Developers

Leipzig, Saxony Jan 3, 2022 (Issuewire.com**)** - The **Green Games** and **Trillion Trees Initiative** develops innovative concepts and projects for sustainable IT and game developments. The future community platform and social networks will connect game developers, publishers, and gamers together for global sustainability, climate, and environmental goals. This will motivate and support especially species, climate, and environmental protection actions as well as organizations. The actions, initiatives, and projects also promote more environmentally friendly behavior.

The founder of **Change Games** and **Greening Deserts** launched the first developments for the Trillion Trees Game in 2020 in Leipzig. The game is not just a simple tree planting game, AAA game, or larger indie game development. It will be an online game and a platform with many games. People will be able to play mini-games and indie games directly in the game, and they can start other games outside directly through the game. If the games are played in the Trillion Trees Game or special actions and events are started in externally connected games, real trees will be planted in the real world. It depends on how much and how long you play, extra tree points can be collected. Later, special tasks, actions, events, achievements, and challenges will support special reforestation or forestation projects and conservation actions. Other tree plantings, renewable energy projects, recycling actions, and important environmental projects, organizations, or even movements can then also be supported with appropriate support from the Green Games and Trillion Trees Game Community. Sponsors, grants, and innovative funding models from around the world can accelerate and improve the projects. So the platform and network can bring together not only the game industry and industry but also some other important industries as well as climate, nature, and environmental organizations. The media, culture, IT and global

technology industries can benefit as well, especially industries like cleantech, Greentech, and green IT. Many additional jobs could be created.

The game will be realized with the highest performance and quality standards such as modular game design, API connectivity, cross applications, green coding, energy-efficient cloud streaming for many popular devices in the future. Accessibility, usability, and different uses on the platform are considered and optimized over time like other services - such as energy-efficient streaming or scaling for diverse devices like smartphones and tablets. More innovative details can be found in the game design papers and the concept of Trillion Trees Game development. Experienced game developers are invited to integrate suitable developments. Meant are not only whole games but also elements or parts like art, graphics, audio or music, and sounds.

Games change games. Game developers, publishers, and gamers can be real game-changers in relation to the environment, innovation, and ecological gaming.

Game developers, publishers, game consumers, or gamers, and all branches that have to do with the game industry should overthink their real impacts on climate and the environment. It is not just about energy efficiency, preventing or saving CO2 like many organizations or even institutions want to suggest. It's about all the factors in relation, starting with first game developments and using resources and services. The impacts of video games on the environment and climate change rise up by cloud gaming, game, and video streaming plus all the media produced for platforms like Twitch or Youtube. Some games, esport gamers, streamers, and lets players waste much resources and energy without really knowing their impact. Think about all the productions, supply chains, resources, main and side events, advertising, marketing, promotion, media streaming, etc... what most people see is just the tip of the iceberg. That's why Change Games started in 2017 the Green Games community which is now a global movement.

It would be good if more media, Global Game Jams, and other game events would take more care of the important issues and points, for example on the topic of energy efficiency, recycling, and the environment. The founder visited many events like Gamescom and Games Week in Berlin, also to educate and inform the industry - especially in the field of eSports and online gaming. Unfortunately, when it came to the point of environment and responsibility, there was often a lot of disinterest, misunderstanding, or ignorance - who likes to admit mistakes. Mostly only the old typical arguments and problems came, which they try to cope with. It's sad that nothing or so little has changed for the better over the years, things have even gotten worse, for example in terms of energy consumption. The game industry doesn't have much time left to change course. Green Games consultants and game experts can help! Just ask, let's support each other and use our work, services, and projects directly or indirectly, like recommendations for other good services and solutions we have found over the years.

The game branch made a lot of extra money during the crisis, the energy and video game consumption was higher than ever before. Now it is time that the game branch or industry takes responsibility and starts finally to challenge the most serious problems like energy consumption, reducing overproduction, improving the supply chains and work conditions by more sustainable production and working. The maybe most important issues in 2021 are the carbon footprint of industries like fossil, media, tech, IT,

and game industries.

Game developers, gamers, and publishers should understand the impacts of console, computer, and video games on the environment, climate change, and global warming! Just a few examples of energy consumption and inequalities. Online gaming in California consumes more energy than the entire population of Ghana or Ethiopia in Africa. Bitcoin mining is more than Bangladesh or Nigeria. It's not just about energy waste, e-waste, or carbon footprint. 2021 e-waste is surging at 57.4 million tons with just 17.4% was recycled as per 2019 figures. E-waste impacts climate, environment, health, and global warming. E-waste recycling emits emerging synthetic antioxidants. Recycling e-waste requires energy, resources, tech, and IT again!

The video game industry is part wise responsible for generating mountains of toxic e-waste and plastics that leach hazardous chemicals into the ground and waters. 91% of worldwide plastics weren't recycled, billions of tons of plastic have been made and much of it has become trash, litter, and microplastics. More than 99% of plastics are produced from chemicals derived from oil, natural gas, and coal - which are dirty and non-renewable resources. Only 9% of all plastic waste has been recycled. The main problem is the use of too many plastics and plastic packaging. It is similar to other electronic equipment, gamer gear, high-end gaming PCs, notebooks, and countless smartphones. So many models and overproduction of hardware over half of humanity never can use or will be e-waste after short use. Too few people use their stuff over many years, repair or reuse it by upcycling. More game-related businesses should see these facts, chances, and opportunities – not just the recycling.

To be more aware and to care more about we reported about these topics with the Green Games community. We want to integrate special cleantech and recycling programs on the Trillion Trees Game platform in the future, for example, renewable energy generation by solar and wind power. For example, you can then support local communities in your own region or other regions - such as reducing overconsumption or overproduction and improving renewable energy, recycling, repair, and upcycling. This is particularly beneficial to poor countries such as Africa, Asia, or South America. Read more about climate change and environmental impacts of e-waste and video games on our social pages. We want to build a special team for all major networks and platforms in the future. When we finally get proper support after many years, we can set this up in 2022, which is when active and financial support for the projects will be offered or proposed. Because to date, sustainability and environmental protection are not really promoted in the games industry.

The video game industry is bigger than the sports and movie industry combined! If there are no real regulations to reduce the bad impacts on climate, humanity will fail to stop the climate crisis. Green Games and Green IT could change that! Read more about it on social networks like Twitter. We will build a special team in the future just for all the networks and platforms.

We invite all people with the courage to join and support our ongoing project developments. Individual

game developers and game studios are welcome to participate in a joint venture, for example with an extra team. In future spaces at the Urban Greening Camp, there will be a lot of space, a lot of interesting work, and of course a lot of fun. At the moment you can do a lot online and of course in your home office. With the right financial support, it would be no problem to quickly build appropriate teams, create the necessary equipment and infrastructure, and outsource tasks or services, such as those that are too complicated to do on-site or better done externally. The founder has years of experience as a clan and guild founder as well as a project developer and event manager. He has assembled and led teams with over a hundred members! This was of course a lot of work and took good time, with financial support this is of course even better and faster.

Some information about actual developments and backgrounds

Change Games Entertainment launched the Greening Deserts and Trillion Trees Initiative with many innovative projects to improve conservation, environmental education, climate, and environmental protection, species rescue, and species protection by building, expanding, and supporting biotope networks, wildlife reserves, national parks, and other nature-based habitats. Flower strips, wild meadows, parks, and groves in urban areas can be created through more urban greening and community gardening. It's not just about planting trees in forests. Urban trees and urban forests are just as important a part of the greening process. Species diversity (biodiversity), species rescue, and biodiversity play a particularly important role.

People should understand the true value of a single tree, especially in cities. In August the founder published a world innovation for urban greening with energy storage raised beds, the project development is called **Energy Storage Tree**. The **Urban Greening Camp** project started also **Greening MENA**, **RooftopGreening.com**, and the **Urban Greening Network** for healthier and greener cities, many followed a good example. With the first Urban Greening Camp and vertical farming startup in Leipzig, we will not just cultivate trees and save tree species by professional seed storage and plant breeding. We will develop also awesome applications, products, services, and technologies – especially cleantech, Greentech, energy-efficient, resource-saving, and greening solutions. Better light setups and water management, sustainable irrigation, development of new innovative fertilization, natural and smooth pesticides are other aspects. Read more on the project pages in the future.

The mentioned and connected projects show how broadly Greening Deserts is positioned and which topics also play into the latest developments, especially into the current game development of the Trillion Trees Game platform. **GreenGames.club, Play2Plant.org**, **and TreeGame.org** will support future developments. There will be Green Games Forests in Africa and Europe, especially in regions that need more biodiversity and tree species that can contribute to better climate change adaptation. If you want to be a game-changer and a part of the movement or just want to show support, contact us and support the Green Games community with useful contributions. Don't hesitate to contact and connect.trilliontreesgame.com.

Some inspirational thinking and writing:

Climate protection, nature conservation, and environmental protection are also species protection.

Electronic and energy waste: environmental impacts, toxins, and pollution by media, IT and video games industry are serious threats to life on planet Earth. Reduce climate impact with sustainable supply chains, cleantech, Greentech, and Green IT!

Greening Camps can reduce deforestation, land degradation, desertification, and global warming through global greening, conservation as well as biodiversity enhancement, ecosystem restoration, and ecological reforestation!
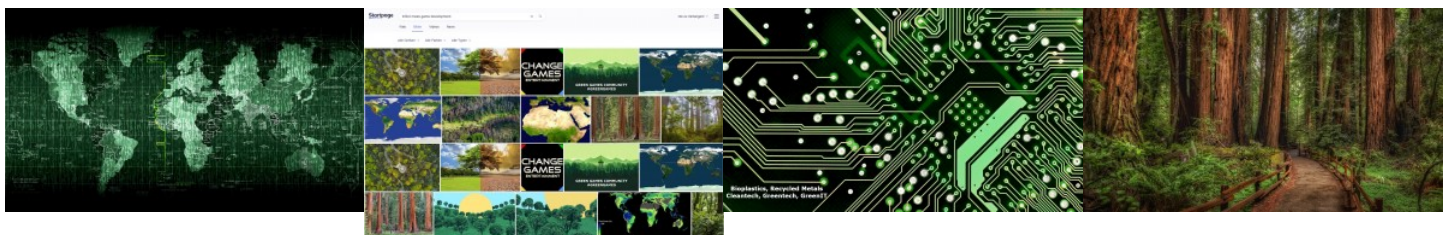
Some of the biggest world problems and challenges are to reduce the big waste of energy, money, and resources, especially at mega-events like COP26, E3, or Gamescom. The Green Games Community and upcoming green video game industry could change that!

We need more environmental awareness and sustainability, sustainable living, and sustainable working, in all fields or areas. We need to create a world of understanding, acceptance, respect, tolerance, compassion, and consciousness. - Oliver Gediminas Caplikas

Computer and video games represent one of the most important new media developments of this generation. Unlike many other forms of entertainment, they offer players the opportunity to explore, be creative, learn through interaction and express themselves to others. It is vitally important that we protect and nurture this new art form so that it can reach its full potential. Like most new forms of artistic expression that have come before (music, novels, movies), the primary critics of video games are the people that do not play them. - Will Wright

Today, your cell phone has more computer power than all of NASA back in 1969, when it placed two astronauts on the moon. Video games, which consume enormous amounts of computer power to simulate 3-D situations, use more computer power than mainframe computers of the previous decade. The Sony PlayStation of today, which costs $300, has the power of a military supercomputer of 1997, which cost millions of dollars. - Michio Kaku

What if we started to live our real lives like gamers, lead our real businesses and communities like game designers, and think about solving real-world problems like computer and video game theorists? - Jane McGonigal

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