



## **S7: Universities as catalysts for change and community building around the Sustainable Development Goals**

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### **Summary of themes covered in workshop**

GLASS: Global to Local Analysis of Systems Sustainability

- Integrated approach to modelling policy-climate-economic interaction.
- Online with cyber infrastructure and access to AgMIP and CMIP5 data.
- Interface for implementation of policy/economic changes. Gridded at 0.5x0.5

MOOC:

- Integrate teaching on a global online scale.

Climate game:

- Making computerized interactive collective action games as a learning tool for policy makers.

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### **Most controversial question that came up in this workshop?**

Most controversial subject was pointing out that if we are committed to a certain level of climate change, then the tipping points of that goal are committed and are not important to focus on.

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**Results of the discussion**

We are at a tipping point of integrating MOOCs, online aggregates from various climate change analysis tools, and game research to put together forward thinking adaptive research-learning tools.

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**Research gaps identified**

Evaluation methods for quality of instruction for gaming and MOOCs

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**Next steps**

Introducing gaming to next climate policy meeting. Beta testing of online Economic-Climate-Policy research tools.

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**Other**

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**3-5 keywords that characterize the session**

Climate Complex Systems Integration with Gaming, Cyber Infrastructure, and Policy/Economics