

Submitted Abstract

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Abstract

Approaching issues of sustainable development processes requires the capability to understand problems within their complexity of contexts and interrelatedness. Research subjects are entangled in human-environment relations, various interests and perspectives. Natural conditions play a role as well as cultural, political and historical aspects.

Based on a research project on the sustainable operation of high mountain huts, we developed an indicator-based monitoring tool to evaluate the status of a broad range of sustainability aspects. The knowledge was gained in co-production of scientific partners and practitioners. The aim is to broaden the view from sectoral approaches to a more integrative approach including ecological, economic and social pillars of sustainability. This includes but is not limited to emissions, environmental protection as well as flows of food supply and disposal and the mobility linked to mountain sports trips. As many of the aims of the sustainability process include the behaviour of the hut's guests respectively mountaineers and trekkers, we decided to develop a communication format that functions as a game for a broad range of ages. The format of a role-playing game (RPG) enables to include different points of views and fosters understanding of various constraints and objectives of stakeholders in the mountains, e.g. hut tenants, mountaineers, food suppliers. The RPG is played in groups and uses a climbing wall. The knowledge transfer to society is realized through active, creative gaming and corporeal endeavours that support to open up to new ways of thinking (based on the idea of learning while moving).

The game can be played in climbing halls on the huts, in natural climbing sites in the hut's surrounding as well as in the increased number of indoor climbing halls. It can easily be played in youth climbing groups or mountaineering courses to implement a sustainability learning issue.