## GEMING CUIR-WAYOO ARETGEREUTERE

## m. Demora a maneith -id a gnescaeig a this incaies6

Abda ea ago, a mbe of ol ical ind ocial cre ic began to be lae is a wicked of mobilem la man la la ell-dened oblem a gmen igh o ong an e, o im le linea oldion. The fo a da fe decade, and e a e a a h in lae e oblem fom e e ing clima e change, o o iding affo dable

heal he cae, o adde ing heat fom non a gac o. A di ing i hed got of he blice antha endo ed Leon he he' est a adde ing icked oblem deft a antici a ing and managing e entande i e a he han he teac ing o hem. Ho e e, hat e face oda i moe han a eakne in he ool and ochnologie of go e nance. We all o face a mi ma of betteen he com le it of he e olic challenge and he

inade i medica con una nica e

le i le de con in el gen le

need a da nd na jonal and in e na jonal i la e.

In the 40 ea ince icked oblem e e identified, one med me ha eme ged a the mo

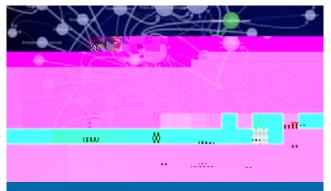


Figure 1. An image of a "wicked problem": the Constellation of Global Agenda Councils, World Economic Forum 2010 (D. McLaren).



i la la e of ande l ing de ail. In factom le it make game mo e challenging and fan a late eg la eldom ok i la ano-ed, PDF le, o olic ome.

Second, game 'in a ac i i an fom la e fom ec a o in o ac o a ici an i hagenc.

Game engage la e; he do no ha info m hem.

Tele i ion, adio, lm, and blog a e la gel a i e media ha ha o a one- a deli e of info maion. Al had gh he e media can be e ha i e, he do haffe fom a majo eakne: he a e icall hea d onl b ho e al ead a jal o hei oin of ie. I i no an acciden has he e iden jal can-

lion, a ing lm. Toda he e a e mo e han 180 million game la e of all age in he Unigd Sag, and mo e han 40 e cen a e female. Game a e i inc ea ing b 10 o 20 e cen e e a and i e anding on o ma hone, hich ha e almo a 100 million b c ibe in he Unigd Sag alone. Gone i he olia game: 62 e cen of la e la i ho he e la i ho he a lea one hor e eek. An inc ea ing hambe of, g e game la e o e 60 ea of age a e al o la ing ideo game. A he Economist ecen had a de, Video game ill be he fa a g o ing and mo e ci ing fo m of ma media o e he coming decade.

The e of game i a it lal oming fo he dang he digital natives in da ocie je, ho e kill and anding ill ha e a ne gene a jon of oli icall info med and engaged ci i en . Among he millennial (18- o 29- ea -old) ho e oli ical a\_ijade ee¼ eedina ¼d eleaedb Haa d' In it e of Politic in Oc obe 2012, fe e han half e o ed an in en jon o e on Elecion Da .8 (Abd 49 e cen of he e millennial did 🔄 n 🚱 Jon Election Da .) While Ino e 🗞 ng eo le ci ed a dee commimen o he con and comnuni, he aloe e ed a belief hay Wa hing on i b oken and ha he na jon' elec ed leade ha e no ad ha e leade o a ecia ed he fai h he elec o a e ha laced in hem. Video game a e a omi ing de e engaging he e millennial la 46 million 18- @ 29- ea -old

ho con its ge he la ge gene a jon in he na jon' hi o . Game can jigge ac je fo m of ci je en engagemen allo ing Ame ican o e la e hei elec ged e e en a je effec jel o o ci cam en je o e e e en a je e al oge he.

Game 'Lecte le lei managemen of com le i and lei abili e fo ce la e e conf on t

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## GAMING OUR WAY TO A BETTER FUTURE



## **The Wilson Center**