

# Welcome to the Game-Changing Game

The Game-Changing Game is a career game. But it is also a life-changing game and a world-changing game.

Research

Entrepreneurship

Solve Global Problems

Save Lives

In 1980, based on a decade of research into the condition of the world and its future prospects, The Club of Rome President Aurelio Peccei wrote "It is absolutely necessary to find a way to change course." The Game is a simple strategy to change course, already in implementation.



Let's begin by replacing Descartes' "cogito" by the *design epistemology*. The rest will be less philosophical, but we need a solid place to stand on. The *epistemology* determines in what way exactly we want to be smart.

A colloquial definition characterizes the *design epistemology* by the kind of attitude one manifests when stopping the car he's driving to change the wheel that has a flat tire. This translates into two challenges:

- determine what corresponds to the flat tire in the given situation
- determine what corresponds to changing the wheel — and do it!

The Game is designed to 'change course' through a course change of its participants. The Game is also designed to have a snowball effect. Each participant begins playing by choosing a career goal. The participant discovers that the chosen goal is best served within The Game. The Game also offers a jackpot—large possibility for gain and contribution, which is realized if The Game succeeds to be game-changing. And there is bonus — within The Game one avoids being part of the problem, and undertakes to be part of the solution.

On a closer look, The Game-Changing Game turns out to be a prototype solution to the challenge posed by the *design epistemology*.

