

QUARTIER DURABLE

You have just been elected to the city council. During your next term in office, as a team, you will build a neighborhood, as sustainable as you can think of, covering topics such as housing, waste management, nature, and governance and you will be faced with social challenges and climate emergencies. How will you build your city to support your needs and those of stakeholders'? How do you define 'sustainable city'?

Quartier Durable is a co-operative city-building serious game, and the first to be based on Quebec scientific data. Following the construction phase, players take part in a plenary session where neighborhoods are analyzed, and discussions are raised about sustainable development. Our game is a gateway to education and engagement.

Award-Winning Games



WASA Games represented Team Canada and won the *Jeux de la Francophonie* 2017 Gold Medal for Best Creative Sustainable Solution.



10+ y.o.
10+ participants



variable duration
1h to 2h+



based on
real-life studies



solutions-based
approach

fr/en

French or english



Turnkey toolkit
Ready-to-play

Learning through an interactive experience. Opening dialogue with play.

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Key Assets

- Facilitate **decision-making** and **peer learning**, sharing knowledge;
- Reinforce **cohesion** of teams, reinforce communication skills;
- Develop **resources** to implement behavioral changes, **to take action**.

All our games are based on scientific data.
Other Games available upon request.

8 Sustainability Themes

Through the game, we explore 8 themes linked to sustainability principles. The themes are flexible and can be adapted or replaced depending on your needs.



21st Century Skills

Our award-winning game is designed to implement sustainable living ideas, but also to teach 21st century skills (critical thinking, problem-solving, collaboration). Participants learn how their creativity can be powerful when they know how to nourish, adapt and communicate their ideas - turning their thoughts into real-life change. This social game is unique for its use of peer-to-peer learning and real-life studies, flexible facilitation, and optimistic solutions-based outcomes. We've facilitated the game nationally across Canada, reaching 3,000+ people.



Get a license

Use the game for a year or a week

Are you

- A professional, an institution or a business curious to add a game to your toolkit to maximize your impact?
- A school, looking for a tool or an activity to increase learning on environmental education and sustainable living?

About WASA Games

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WASA Games is a Montreal-based nonprofit whose mission is to facilitate sustainable living solutions and to empower creativity through play. WASA was founded in 2016 by Julie and Alban, a designer and an engineer who share a passion for board games. The duo believes education and creativity are keys to facilitate the transition.



Playful Design

Are you a professional, an institution or a business curious to use play in your practice or keen to add a game to your toolkit? We can assist you in transforming your practice, adapt *Quartier Durable*, or create a new game with or for you. Let's talk about your needs to discuss possibilities.

Corporate Team-Building

Looking for a team-building activity that will bring awareness and mobilize your team to sustainable development? Keen to learn your team's interests for your sustainable policy? Our sessions are a bridge between team-building and training. They are designed to trigger sustainable and organizational changes within the work environment.

Youth Program

Our games are supplementary to the school curriculum and designed to assist teachers in the learning of environmental education.

Subscribe to our Youth Program to receive a FREE session. For elementary and high schools, some conditions apply.

For
1 corporate
session
We offer (for free)
1 session
in school

« Un peu de maths, un peu de sciences, de l'environnement, il y a beaucoup de contenu dans ce jeu. »

Enseignante, CSDM

« J'ai appris qu'il y a une responsabilité que chaque personne devrait assumer et que le rôle de chacun est essentiel »

Élève (12 ans), CSMB

« C'est vraiment très instructif. Devoir trouver consensus sur des choix stratégiques est un bon point pour le développement de l'entreprise. »

Participante, Polytechnique Montréal