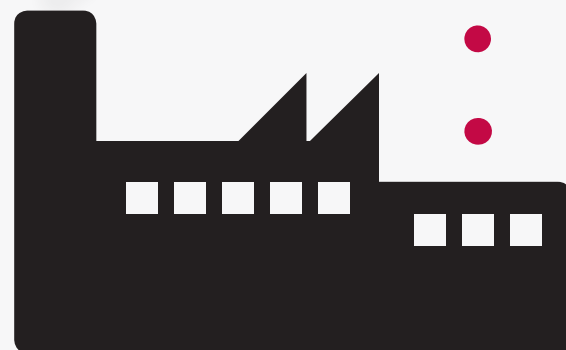


GAME ON



SCIENTISTS ARE GAMIFYING THE HUNT FOR GLOBAL CARBON DIOXIDE

By Rejimon Kabaluchy

Climate-science researchers from Arizona State University are now on a unique mission. They have started a hunt and have appealed to “citizen scientists” to locate all the power plants around the world and quantify their carbon-dioxide emissions through a game.

Hosted on a website called “Ventus”— the Latin word for wind — the game has a simple interface that allows users to enter basic information about the world’s power plants. By playing the

game, people around the globe can help solve the climate-change problem.

“There are as many as 30,000 power plants around the world, burning fossil fuels. Although a list of those facilities — created by the Centre for Global Development — does exist, scientifically accurate information, which researchers need to map each power plant’s location and carbon-dioxide emissions, does not,” claimed Kevin Gurney, an associate professor in ASU’s School of Life Sciences in the College of Liberal Arts and Sciences and a lead scientist for the project.