

Not Just A Game.

Scientists are gamifying the hunt for global carbon dioxide

By Rejimon K

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

