

# It's Not as Bad as Using the Toaster All the Time—Trade Offs in a Scratch Game About Energy Use

Gilly Puttick, A. Strawhacker, Debra Bernstein, and Elizabeth Sylvan (2014).

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## Summary

Young people can represent and understand complex systems by designing games. The work we report is from a Scratch workshop focused on understanding trade-offs associated with energy use in relation to climate change. One participant's work illustrates the potential for game design to support understanding of complexity and, in particular, the mutually constitutive nature of conceptual understanding and the contextualized activity of game design.

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