



**PRESIDENT'S  
SUSTAINABILITY COMMISSION**  
COLORADO STATE UNIVERSITY

Minutes

March 4th, 1:00-2:30 pm

**LSC Room 376-78**

- Introductions
  - Reaghan Fields, Diego Marquez, Jacob VanderRoest, Tonie Miyamoto, Carol Dollard, Jackie Carrillo, Kirstie Tedrick, Mark Paquette, Aaron Fodge, Andrew Warnock, Greg Lewis, Grace Wright, Brian Dunbar, Ryan Scott, Mary Liang, Stacey Baumgarn, Rodolfo Valdes Vasquez, Aiden Lawton, Marie Dondlinger, Svetlana Olbina, Haydyn Deason
  
- Carbon Grid- 60 min
  - This hands-on game brings CSU's Climate Action Plan to life, giving players an opportunity to choose real-life projects and strategies to achieve climate neutrality. Recently graduated CSU Impact MBA student Aidan Lawton has developed this game in collaboration with members of CSU's Climate Action Plan Committee to create an engaging way for students, faculty, staff, and community members to learn more about CSU's goal of carbon neutrality and explore pathways to get there. PSC will pilot the game and provide feedback with the ultimate goal of making copies of the game available for checkout for use in classrooms, in student groups, and in workshops around the university.
  - Questions asked:
    - Do people feel like they could facilitate the game without supervision? The majority said yes.
    - Why doesn't reducing emissions increase reputation? Funding opportunities are hard to come by. We would want reputable sources to get money. Shady investors can harm reputation.
    - What are the most cost-effective emission reductions? Starts with waste.
    - What should or shouldn't be in the game? One group mentioned that they relied less on wildcards as the game progressed.
    - Does the number of players affect the game time? 4 players may be ideal instead of 8. Team dynamics can affect outcomes. Less players will shorten the overall gameplay.
    - Strategies? Getting out of the 'pit' is to play the waste card. It is the lowest risk yet gives a good reward. Build a good reputation so you get better funding for more projects which reduce emissions.
    - Feedback: The game is based on legitimate real-life scenarios. Aaron mentioned Mary's implementation of electric scooters and charging stations relied on her reputation to get that deal. Not perfect but the game resembles reality. Stacey brought of the idea of the pie chart reflecting the categories on the board to focus on certain categories.
  - Thank you to all members of PSC and our special guests who played the beta version of our Climate Action Plan game on March 4! Your feedback will be very helpful in finalizing game play, the board, and the name. This game is a one-hour version of the Carbon Crunch game, which takes about three hours to complete. We hope to have both versions of the game available for classes, student groups, and university workshops in the coming weeks. The longer version will be facilitated while we hope the shorter version can be self-guided.
  - We are planning to offer both versions of the game during the Earth Day Festival workshops on April 22 so stay tuned for details!
  
- Wrap-Up and Feedback – 20 min
  - Mary – We are still looking for volunteers for our Annual Waste Audit, if interested please sign up here: <https://signup.com/client/invitation2/secure/661941654049/true#/invitation>

- Kirstie - Reminder to register for the Earth Day Festival here: <https://green.colostate.edu/earth-month/>
  - Also be sure to nominate folks for the sustainability milestones and recognition event here: <https://green.colostate.edu/>