

Participating in the 2030 SDGs Game and Simulation with Members of the UIMF Club at Utah Valley University

On February 7, 2025, a group of UVU students in the Pols 3410 class on globalization and sustainable development were able to participate in a sustainable development goal simulation game. This game was created by a Japanese company and is intended to simulate the real world and how real-life projects can influence the world. The main aspects that were focused on were the economy, the environment, and the people/society.



Getting instructions about the game

The game was done by the presenter handing out our materials. We each got some “money” cards and “time” cards as well as project cards. The last card we got was our own personal goal card. The goal was to fulfil and “complete” our projects while trying to maintain a balanced world and fulfil our own goal. To complete these projects, we would take our project cards to the front with the necessary time and money, and in return, we would get some time and money cards back along with a new project, and a “principle” card. Then, based on what the completed project card said, we would update the world board to show how well the economy, environment, and society were doing. The game was split into a few different parts. Part 1 was 9 minutes, then the next part was a break to talk about the state of our “world”, then part 3 was a 15-minute period to complete

the projects. The last part was a reflective time to talk about what this all means in the real world and how it is beneficial to learn from this simulation.



Choosing our goal cards

From this simulation, we learn how important it is to maintain a balance between the social, economic, and environmental parts of the world. By focusing too much on one aspect, we tend to neglect another. By focusing too much on our own personal goals, the world tends to get unbalanced and other parts tend to suffer. One part on all our personal goal cards said, “To live in a balanced and thriving world.” This one line sticks out to me as the main goal of the whole simulation and the sustainable development goals. We all may have our own projects, ideas, and goals, but the main goal for all of us should be to live in a balanced world where everyone and everything is thriving.



Trading our finished project cards for money, time, new project, and principle cards

All of us who were involved in this project were grateful to be involved. For me, I learned much more about the SDGs as well as what the true endgame is of all 17 goals. Along with learning a lot, we were able to utilize the student engaged learning model (SEL) by participating in this simulation. It was a very hands-on experience that helped gain perspective on real issues in the world.

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