

Phoenix

Art-Game Commission Resources list

You can access various versions of the Daisyworld simulation online, usually as a programming exercise for university students.

One version, with good contextual information and clear controls is,

<https://www.novamodeler.com/model-library/daisyworld/>

NASA have also produced this concise introduction to Daisyworld: NASA video summarising Daisyworld: <https://youtu.be/uaRi4z5-8j8>

It's also possible to play SimEarth: The Living Planet via online emulators.

For thinking more broadly about Daisyworld and the Gaia hypothesis the work of scholars Donna Haraway, Bruno Latour and Isabelle Stengers might provide helpful starting points.

The podcast Future Ecologies provides an accessible resource for current thinking on ecology

<https://www.futureecologies.net/>

Texts:

Down to Earth: Politics in the New Climatic Regime, Bruno Latour, 2018, Wiley

Staying with the Trouble: Making Kin in the Chthulucene, Donna Haraway, 2016, Duke University Press

[*In Catastrophic Times: Resisting the Coming Barrarism*](#), Isabelle Stengers, Translated by Andrew Goffey 2015, Open Humanities Press

[*SimCities and SimCrises*](#), Paolo Pedercini, 2017 (This essay looks at how games can facilitate more effective and inclusive city-making)

[*Gaia's Game*](#), Niklas Schrape, 2014 (This paper by Niklas Schrape explores the links between the original theory, it's place in contemporary writing and relation to games)

Video:

[Donna Haraway, "Making Oddkin: Story Telling for Earthly Survival"](#)

SimEarth gameplay video: <https://youtu.be/AOt baz BWijw>

Art:

<http://scrnprnt.ca/TheGardenOfEarthlyDelights/>

<http://orteil.dashnet.org/nested>

<http://molleindustria.org/lichenia/>

[Everything library https://itch.io/c/1250195/everything-library](https://itch.io/c/1250195/everything-library)