In a game, people can live through an oil crisis or listen to messages that leak out of a climate-changed future. By creating intriguing story-frames that seem authentic at some level, we can engage people in interacting with new ideas and collaborating to solve real-world problems. Ken will talk about the art of defining playful yet effective storyspaces, growing emergent narratives, and using ‘authentic fictions’ to catalyze public dialogue and spur personal reflection about energy, community resilience and sustainability, educational reform, climate change, new technologies, the lessons of history, and other contemporary issues.