

GAME Network - The GAME changer for sustainable development

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Gothenburg Action for Management of the Environment (GAME) is a network that brings together business with authorities and research organizations, with the purpose to strengthen the regional development in Region Västra Götaland within innovation and environment to contribute to sustainable development.

GAME has been actively involved in regional development since the mid 90's and has the following vision: West Sweden should lead the contribution to sustainable development.

The network wants to contribute to a region where:

- Fossil dependence and environmental impact have decreased
- Skills and resources are utilized and developed
- Innovative solutions are demonstrated and spread globally
- It is attractive to live, act as a company and cooperate within the region

GAME focuses on actively supporting collaboration between business, authorities and research organizations, with the aim of driving the development of innovation and environmental technology in West Sweden by:

- Providing a meeting place for networking with the purpose of widening West Sweden's participation in national and internationally funded demonstration projects in innovative environmental technology
- Contribution with knowledge for regional sustainability efforts through activities and investigations aimed at identifying opportunities and solutions to current environmental problems and societal challenges
- Provide strategic environmental monitoring

Several challenges exist, e.g climate change and the need to plan and create sustainable cities. GAME engages in complex societal challenges and attracts key players to contribute to common goals, such as sustainable urban development, transport and energy. Together solutions can be found which are only possible through collaboration. The network also works to spread regional business solutions to the global arena, e.g through collaboration with SDSN Northern Europe.

The GAME network has initiated several innovation action projects within different arenas. One example is Climate Neutral Freight Transport (KNEG). The aim of KNEG is to show how climate impact from freight transportation by road in Sweden can be reduced through various measures. The projects focuses mainly on shipping efficiency, fuel production, vehicle efficiency, and expanded use of renewable fuels, <http://kneg.org/english-summary>

More examples of events and reports that GAME network has contributed with can be found

at www.gamenetwork.se.

GAME's steering committee consists of representatives of West Sweden companies, research organizations and authorities and these are: SCA, SKF Sweden, DB Schenker, Babcock & Wilcox Volund AB, Port of Gothenburg, Ramböll, Chalmers University, Region Västra Götaland, County Administrative Board of Västra Götaland, Swedish Agency for Marine and Water Management, Business Region Göteborg, University of Göteborg's Environmental Science Center, University of Göteborg, RISE, IVL, Innovatum and Göteborg & Co.

GAME's project office is based at the University of Göteborg's Environmental Science Center (GMV) at Chalmers University of Technology and the University of Göteborg.