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SUSTAIN 2030 THERE IS NO PLANET B - SO WE NEED A PLAN B



Septemberschool 2025 – Modul 4 – Prof. Dr. Siegfried Zürn



A plan for our future

Plan A is not working – we need a plan B. The aim of the Sustain2030® PLAN B simulation game is to design this plan together. The simulation integrates forward-looking, scientifically based concepts in a cooperative, interactive format.



The Sustainable Development Goals

(SDG) are a global plan for peace and prosperity for people and the planet, now and into the future.



The Inner Development Goals (IDG)

describe the collective abilities that we need to create a more sustainable future together.

innerdevelopmentgoals.org ↗





The Club of Rome report Earth4All

describes five extraordinary turnarounds to ensure the well-being of all on a stable planet.

earth4all.life ↗

sdgs.un.org ⊅

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Outer perspective

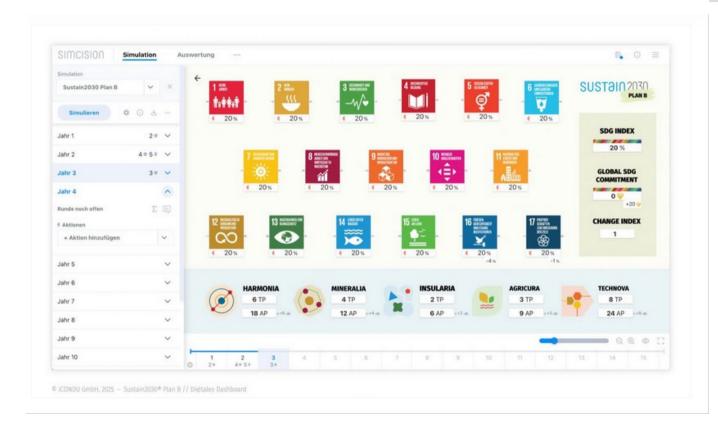
In the Sustain2030® PLAN B simulation game, participants face global challenges against the backdrop of social, political and economic inequalities. The simulation enables them to recognize overarching interrelations, question existing structures and explore how underlying systems can be changed.

Inner perspective

To overcome inequalities, it is important to actively shape collaboration. Through the design of the simulation and reflective exercises, participants engage with their own beliefs and new perspectives, connect with each other and the world, and make forward-looking and courageous decisions.



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hour, so it is also possible to split the game up into several sessions. In a follow-up transfer session of four to eight hours, the concepts of the SDGs, IDGs and Earth4All can be deepened and applied to the individual context.
 The simulation game requires a group size of at least 6 people. For groups of 12 or more, the game can be played either in parallel breakout groups or in a large group format. The decision depends on the location and time quailable. Paris knowledge of sustainability and the 17 SDCs is recommended.



The evaluation will be based on a written assessment that includes some quiz questions on the objectives, content and information obtained during the game as well as a short individual reflection/retrospective of the participants. The assessment has to be submitted by the end of the week following the on-site phase of the September school in Cape Town.

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PLAN B takes about a day to play. The simulation game is divided into six blocks, each taking about an