**Appendix 1. Reviewed Games.**

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| **Application** | **Game name** | **Reference** |
| Both planning and climate | The Urban CoBuilder | Imottesjo & Kain 2018 |
| IkigaiLand | Bhardwaj et al., 2020 |
| Mayor’s dilemma | Müller et al., 2018 |
| Land.Info | Campbell-Arvai & Lindquist, 2021; Lindquist & Campbell-Arvai, 2021 |
| Climate | Green Awareness in Action (GAIA) | Mylonas et al., 2021a,b |
| Agrihood | Bucchiarone et al., 2021 |
| MiniLautern | Polst et al., 2021 |
| Global Change App | Leuzinger et al., 2019 |
| Global Sustainability Crossroads | Capellán-Pérez et al., 2019 |
| Smiling Earth app | Petersen et al., 2019 |
| Social Power | Wemyss et al., 2018 |
| Cool Choices | Ro et al., 2017 |
| WasteApp | Aguiar-Castillo et al., 2019 |
| Greenify | Lee et al., 2013 |
| Maladaptation Game | Asplund et al. 2019 |
| Ready! | van den Homberg et al. 2015 |
| WeShareIt | Onecan et al. 2016  |
| Urban Planning | Parkis | Baušys et al., 2021 |
| Cities: Skyline | Khan et al., 2021 |
| EDUGAME4CITY / GAME4City | Fonseca et al., 2021; Renodo et al., 2020 |
| SimCity | Pramaputri & Gamal 2019  |
| Community Circles | Thiel et al., 2019 |
| SimUSys | Mueller et al., 2018 |
| USP-Planning-Tool | Mühlhaus et al., 2018 |
| Community PlanIt | Gordon & Baldwin-Philippi, 2014 |
| DuBes Game | van Bueren et al., 2007 |
| NextCampus | Poplin, 2012 |