



SOLANDIUM

2063

experimental
solarpunk AI
computer game

can you build
sustainable
society?

PRESS KIT

contact:
Nejc Trampuž
nejc.trampuz@gmail.com
+386 41 982 636

experimental solarpunk AI computer game

SOLANDIUM 2063 is an experimental solarpunk 3D strategy computer game with integrated artificial intelligence. Enter the year 2063 and transform an abandoned futuristic robotic centre into an eco-community by playing the role of a climate expert. Can you build a sustainable society?

SYNOPSIS

Solandium 2063 is an experimental 3D solarpunk strategy computer game that integrates artificial intelligence, developed in 2024 by Slovenian multimedia artist Nejc Trampuž and his team. Set in a dystopian future of 2063, where environmental collapse has led to societal breakdown, your mission is to strategize through dialogue with the AI to transform an abandoned robotic facility into a thriving eco-community through strategic dialogue with an AI assistant – will you succeed?

This hybrid of artwork, computer game, and interactive educational tool is also a technological experiment, as the game elements have been

generated using early-generation AI tools. It follows the aesthetics and values of solarpunk, optimistically striving for a just and ecological society and the responsible use of technology. Solandium 2063 explores the role of AI in the transition towards sustainability, drawing attention to downsides such as high energy consumption and biases, but also highlighting its potential in addressing environmental challenges.

At the heart of the project is the belief that every individual has the power and responsibility to contribute to a better future and is invited to actively co-shape the world.

pollution — **biodiversity** — **gas station resources** — **welfare** — SOLANDIUM 2063

WEEK: 63 II **TIME STOPPED**

Animal farm, Port and warehouses, Residential houses, Blocks of flats, Monoculture fields, Central supercomputer, Blocks of flats

Click on an existing infrastructure to replace it.

Player
How can AI be used for weather warning systems?

AI system
AI can analyze vast amounts of data from weather satellites, sensors, and historical patterns to predict extreme weather events, providing timely alerts to our community so we can prepare and respond effectively.

Player
Tell me more.

AI system
AI weather warning systems can utilize machine learning algorithms to improve forecasting by recognizing patterns in meteorological data, thereby predicting events like storms or floods with increased accuracy. These systems can also integrate real-time data from local sensors, enhancing

AD CAMPAIGN FOR INDIVIDUAL RESPONSIBILITY | AI WEATHER WARNING SYSTEMS | LOCAL PRODUCE PRODUCTION | FUNDING FOR SMALL WIND TURBINES | WEATHER-RESILIENT HOUSES

Sounds like a good solution... 30/250

ARTIST'S STATEMENT

Set in a post-collapse future where players transform a robotic facility into an eco-community through AI-driven strategic dialogue, Solandium 2063 is more than just an educational game. It serves as a reflection on solarpunk ideals—balancing sustainability, social justice, and responsible technology use. Solarpunk, an emerging genre in art, literature, and activism, envisions a world where cities integrate with nature, powered by renewables, with fair resource distribution and ecological harmony. While such a future may seem utopian, solarpunk offers a necessary counterpoint to dystopian narratives, inspiring resistance against the destructive forces of capitalism and environmental exploitation.

We live in chaotic times with a very rapid technological development. I have always been drawn to technological wonders, but I don't glorify them as one and only solution to every problem we are facing. Technology itself is not good or evil, it depends what we, people do with it. In the end, it is only a tool, many times being double-sworded. So responsible use of any technology is crucial, while taking into consideration the good for people and nature alike. It is important to have an open and critical discourse about it. The public must

be well informed in order to define what are acceptable ways of using certain technology and what aren't. Technology, particularly AI, plays a dual role in my work, acting as both a tool of innovation and a subject of critique. In Solandium 2063, AI is utilized to generate game elements and facilitate interactive storytelling, demonstrating its potential in creative processes. However, the game also addresses the drawbacks of AI, such as high energy consumption and inherent biases, prompting players to reflect on the ethical implications of technology in societal transformation.

My goal is to engage audiences, inspire critical thinking and spark proactive efforts toward building a more just and sustainable future. In the current situation, where many of us grapple with fear, depression, apathy, burnout, material hardships, and repression, I believe that games like Solandium 2063, and similar mediums, offer immersive experiences that not only provide respite but also empower individuals to envision and work toward a better future. By confronting players with realistic challenges and encouraging collaborative problem-solving, such projects can rekindle hope and agency, demonstrating that positive change is attainable through collective effort.



From the exhibition Solandium 2063 in Kulturni Inkubator Gallery
(photo: Nejc Trampuž)



From the premiere of Solandium 2063 in Miklova hiša Gallery
(photo: Daniel Vinček, Miklova hiša Gallery)



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Use PC for best gaming experience.

ABOUT

SLO / ENG

START

TEAM



Nejc Trampuž

artist, producer

Nejc Trampuž (1993) is a multimedia artist from Slovenia who graduated Cum Laude and received an award for his Master's degree in photography at the Academy of Fine Arts and Design in Ljubljana. For the past five years, he has been actively involved in environmental and ecological art projects (e.g. [Rooted in Code](#) & [Another Future Entirely](#)). His preferred means of expression is art collage, combined with experimentation with various contemporary technologies, media and approaches. Trampuž has held dozens of solo and group exhibitions in Slovenia and abroad, as well as had received multiple awards for his work, including prizes for his latest experimental film at international film festivals.

Instagram: @nejctrampuz

READ AN INTERVIEW

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<https://znetwork.org/znetarticle/solandium-2063-playing-for-change/>



Gašper Štrumbelj

programmer

Gašper Štrumbelj (1996) is a programmer and computer game developer working primarily in the mobile games industry. With a strong background in software development, he specializes in creating engaging and interactive experiences, leveraging his technical expertise to enhance gameplay mechanics and optimize performance.



Simone Cibrario

game designer

Simone (1994) is a game designer and user researcher interested in the intersections between play, storytelling and sustainability. He graduated with a MSc in Games from the IT University Copenhagen: his approach to game design is methodological and innovation-oriented. Simone has a broad set of skills, from advanced game design techniques, to 3D modeling, to production and in-engine development. He has interned at Memorable Games, as well as being the lead designer at Monobit Games: an educational game startup.



Brina Meze-Petrić

3D design

Brina Meze-Petrić (1996) is an architect, DJ and musician. She obtained her master's degree from architecture at the Akademie der bildenden Künste Wien (AT). Her favorite form of expression is 3D modeling, video, comics, infographics and collage.



Tim Kropivšek

sound & music

Tim Kropivšek (1993) is an illustrator, sound designer and musician. His works comment on the human psyche, the values of contemporary society and environmental injustice. He obtained his Masters degree at the Academy of Fine Arts and Design in Ljubljana with the interactive sound installation A New Natural World. He is currently creating enigmatic soundscapes in a duo project Bellows on Titan.

Benjamin Čišić

3D design - assistant

Benjamin Čišić (1991) is a motion graphics designer and musician originally from Bosnia and Herzegovina, now living in Slovenia. Through seamless loops of audio and 3D animation, his work draws viewers into a surreal world of abstract forms and saturated colors. He's also interested in various aspects of 3D design and concept art. Currently, he's part of the ambient soundscape duo Bellows on Titan.

pollution — biodiversity — resources — welfare — SOLANDIUM 2063

WEEK: 63 ||

TIME STOPPED



! PROBLEM ALERT !

Large food demand

As our community grows, current farming can't meet rising food demands anymore. Members desire for self-sufficient local food production - how do we scale up our farming practices and ensure food security?

RESOLVE



Debate with AI system and select one of the solutions.

AI system

You're here as a key member of our community, helping to rebuild Solandium into a sustainable eco-settlement after experiencing the fallout of corporate greed and environmental crisis. Your role involves guiding our efforts to improve infrastructure, ecology, and community well-being while collaborating with fellow experts and community members to create a resilient and self-sustaining environment.

AI system

Transportation is becoming increasingly insufficient in our eco-settlement, leading to demands for sustainable options to move efficiently while addressing pollution. What are your thoughts on the different solutions we have available to improve our transportation options?

Write your message here!

0/250



COLOPHON

Artist: Nejc Trampuž
Producer: Nejc Trampuž
Game design: Simone Cibrario, Nejc Trampuž
Programmer: Gašper Štrumbelj
3D model generation: Nejc Trampuž + AI
3D designer: Brina Meze-Petrić
3D designer - assistant: Benjamin Čišić
Music composition and sound design: Tim Kropivšek + AI
Sound effects generation: Tim Kropivšek + AI
Participating musicians: Barbara Sokolovič, Urban Konjar, Chihiro Okada, Izak Jenko
User interface design: Nejc Trampuž
User experience design: Nejc Trampuž, Simone Cibrario, Gašper Štrumbelj
AI integration: Nejc Trampuž

AI tools: Meshy V3/4, GPT-4o mini, Midjourney V6.1, Adobe Firefly, Stable Audio V2, PopPop AI

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