Twitter Thread by Ben Pile



Ben Pile
@clim8resistance

The only poll that counts is a vote.

Until people can vote for or against what Greenpeace and the UN want, opinion polls are for the birds.

> Dear Policy Makers,
>
> The people have spoken.
>
> Free yourself of exploitative interests and do your damn job.https://t.co/isCJc6faOq
>
> — Greenpeace (@Greenpeace) January 29, 2021

"The survey was conducted by the United Nations Development Program (UNDP), analysts at the University of Oxford, and NGO partners using a new approach: mobile gaming."

Seriously...

"From October 7 to December 4, 2020, advertisements in popular mobile games like Angry Birds and Words With Friends were replaced by the survey in 17 languages. "

That's not how "the people" express their voices, Greenpeace.

Moreover, it's f***ing weird.

"Survey questions were drawn from a game that puts players in the role of politicians who are trying to limit global warming to 1.5 degrees or less through different policy areas. "

It is therefore self-selecting, you cretins.

"The survey results provide an invaluable asset for world leaders who will come together later this year at COP26, the UN's annual climate change conference..."

Imagine that! A mandate manufactured out of a computer game that runs on smartphones.

They are insane.

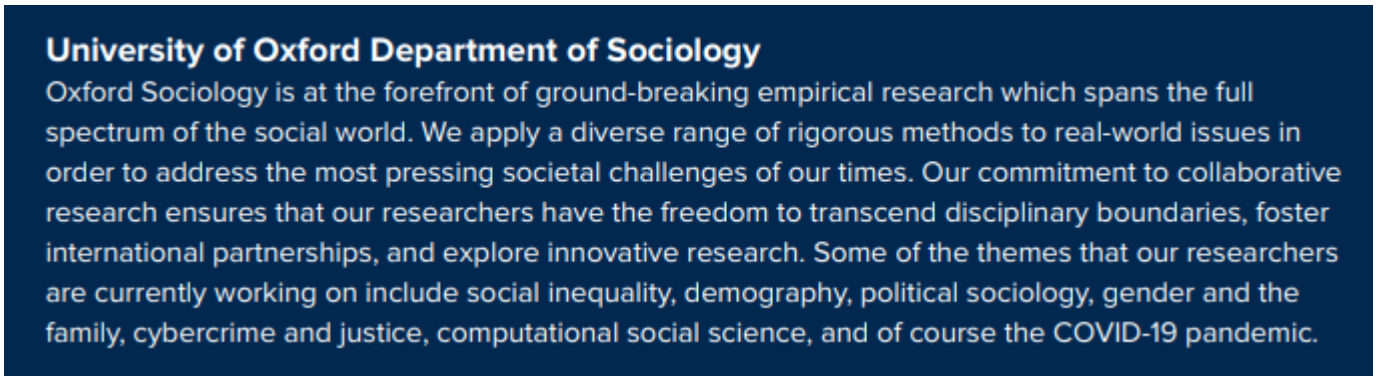
They've actually called it "the people's climate vote".

They are **desperate** for legitimacy, and they know that they have absolutely no mandate whatsoever.

https://t.co/nyFOLKbsdT

It would seem that the Department of Sociology at @UniofOxford believe that computer games can produce democratic mandates.

That being the case, the department should be closed.



The UNDP should be closed too.

They are dangerously separated from reality.

They are toxic to democracy.



Seriously, @UniofOxford, this has your name on it. Your name is being used to advance the idea that computer games can produce democratic mandates.

What are you going to do about it?

The Peoples' Climate Vote was conducted from 7 October to 4 December 2020 by **distributing poll questions through adverts in popular mobile gaming apps** to 50 countries. When a person

played a popular mobile game – such as Words with Friends, Angry Birds, Dragon City or Subway Surfers – the poll would replace the traditional in-game advert. This innovative approach led to a huge, unique, and random sample of 1.22 million people of all genders, ages, and educational backgrounds. It also meant that the Peoples' Climate Vote reached people who are sometimes hard to reach in traditional polling, such as those below the age of 18.

Voters were first asked two questions about whether they believe climate change is a global emergency and, if so, what kind of action they think the world should take (see Box 1). Then they were asked a series of questions about the different kinds of climate policies – across the six key policy areas of the Mission 1.5 game – that they would like their government to enact. The data were collated and processed by analysts at the University of Oxford, who used official statistics to weight the data to create representative estimates of public opinion. With such a large sample size, and rich socio-demographic information, the margin of error of the results is on average +/- 2%.

It's interesting to note the @UNDP's disclaimer. The study they paid for doesn't reflect their views.

But the idle opinion of 1.2 million game players DOES reflect the views of all 7.8 billion people on Earth.

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Acknowledgements
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Any comment, @DanSnow96, @StephenDFisher, @ZackG_Politics?

Your work appears not only to be total bullshit, it's like something from beyond Black Mirror.