



Science Breakfast – November 2015 – Jennifer Haskell – Climate Interactive

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Jennifer Haskell and Ellie Johnston from Climate Interactive, will facilitate a World Climate game where SDC Members and guest will be able to participate in a simulation of climate negotiations using their award-winning C-ROADS model, on Tuesday November 3, 2015 from 8am to 10am, at the Embassy of France in Washington, DC.



Jennifer Haskell is a Senior Project Leader at Climate Interactive. She promotes education and action that motivates people around the world to address climate change and other global challenges. She makes connections, moves projects forward, and works with others to make things happen.

Jennifer is a Senior Foreign Service Officer, rank of Minister Counselor, on detail to Climate Interactive from the U.S. Department of State. She has served overseas at U.S. embassies in the Philippines, the Czech Republic, Israel, Mexico, Burkina Faso, South Africa, and the Dominican Republic, as well as held assignments in Washington, DC, in the State Department's 24/7 Operations Center, the White House Situation Room, and the Bureau of Oceans and International Environmental and Scientific Affairs at State. Jennifer has focused much of her career on management issues but also served as deputy director of the Narcotics Affairs Section in Mexico City. She was most recently the director of the Office of Science and Technology Cooperation at State where she oversaw U.S. bilateral science and technology relationships and international people-to-people science and technology engagements, including the Global Innovation through Science and Technology (GIST) initiative and the Science Envoy and Embassy Science Fellow programs.

With her foreign service work and a B.A. in International Studies and Political Science from the University of Oregon and an MBA from Thunderbird, Jennifer brings experience and know-how to Climate Interactive's work.



Ellie Johnston cultivates Climate Interactive's public engagement, which includes managing the World Climate Project and The Climate Leader. Through this, Ellie is working to deepen and expand global understanding on how to act on climate change and related systemic challenges by bridging the gaps between science and policy.

Ellie is a past Chair of SustainUS and now sits on the Board of Directors. At SustainUS, she created a leadership development program to support youth-led sustainability initiatives across the US and led youth delegations to United Nations conferences. She has tracked the UN negotiations around climate change and sustainable development for nearly a decade and presented at numerous UN events. Prior to Climate

Interactive, Ellie brought together hundreds of authors for the ten-volume Berkshire Encyclopedia of Sustainability, where she was an editing and project coordinator. She is a founder of several grassroots efforts on climate change, and advises campaign strategy and network development for organizations. Ellie has spent time as a researcher of climate impacts on high altitude biological systems and also the effectiveness of efforts to institutionalize sustainability in higher education. Ellie has a B.S. in biology from the University of North Carolina Asheville.

About Climate Interactive



Ahead of the Paris climate talks, Climate Interactive, in collaboration with its partners, launched the World Climate Project to engage people worldwide around climate change. World Climate is the cornerstone of the World Climate Project, using Climate Interactive's peer-reviewed computer model called C-ROADS. World Climate enables participants to get a taste of the dynamics that emerge as nations negotiate a global agreement on climate change and to develop an understanding of what is needed to address this pressing global challenge. There have already been more than 100 events held in 2015, reaching more than 4000 people, in over 30 countries, in places as diverse as the U.S., Nepal, Vanuatu, France, and Argentina. We hope to reach 10,000 people with World Climate before COP21 concludes.

Created by Climate Interactive and MIT Sloan School of Management, C-ROADS, is an award-winning computer model that helps people understand the long-term climate impacts of policy scenarios to reduce greenhouse gas emissions. It allows for the rapid summation of national greenhouse gas reduction pledges in order to show the long-term impact on our climate.

While World Climate is a game intended to raise awareness and understanding of the challenges the global community faces in addressing climate change (no homework or other preparation necessary!), Climate Interactive also uses C-ROADS to analyze the Intended Nationally Determined Contributions (INDCs) submitted to the United Nations in the lead up to COP21 in Paris. We released our analysis of the INDCs on September 28, 2015. That same day, it was used as the basis for a front page, above the fold article in the New York Times. Since then, over 400 media stories around the world have referenced the analysis.