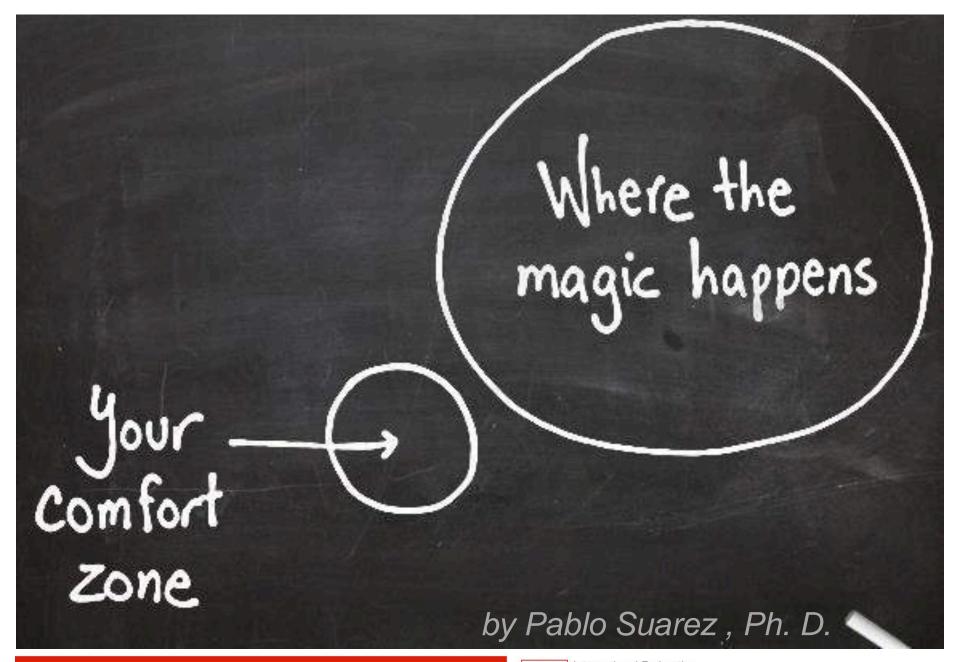


GAMES?

Snap !



+C International Federation of Red Cross and Red Crescent Societies

RED CROSS/RED CRESCENT

The Netherlands **Red Cross**

IPCC Latest Report

Change in average precipitation (1986-2005 to 2081-2100)

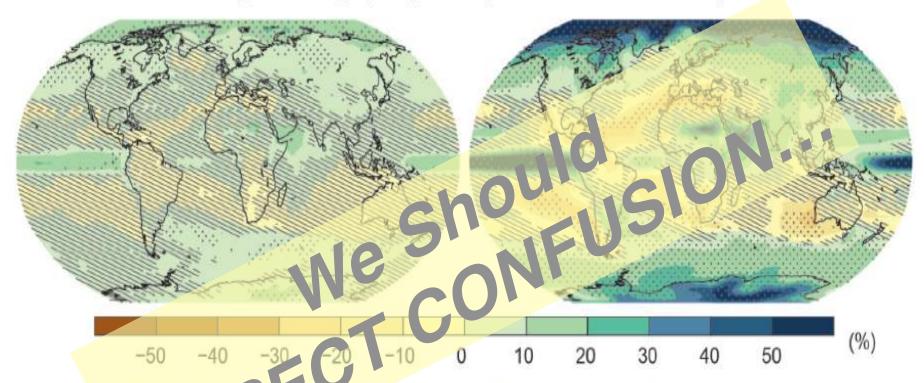


Figure 6 (SPM.8): Model r s. tr for ressible changes in precipitation under two future scenarios (lower emissions on the k-c hig - c missions on the right). Colours show the average change that is expected for each region, but areas w th hatching (diagonal lines) are uncertain about this change. Areas with stippling (dots) have stronger projections, and have more agreement among the models about the projected changes.

A Model of the Usual Experience

Allegedly Actionable Info

Audience: Passive Role

-50 -40 -30 -20

Figure 6 (SPM.8): Model results for possible c emissions on the left, higher emissions on the region, but areas with hatching (diagonal line have stronger projections, and have more agree.



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50

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20

(%)

ET 'S



Decisions for the Decade

How to make smart long-term decisions?





THE WORLD BANK



International Federation of Red Cross and Red Crescent Societies

The Netherlands 🛑 Red Cross

BASIC GAME RULES

1. Simplification of reality

No challenging the rules!

2. Decisions are individual

But team consultations welcome

3. We will make 4 decades of investment decisions Each round is 10 years

WINNERS & LOSERS

Losers: Most red stones (humanitarian crises)

Winning Player: No crisis, and Most beans for prosperity

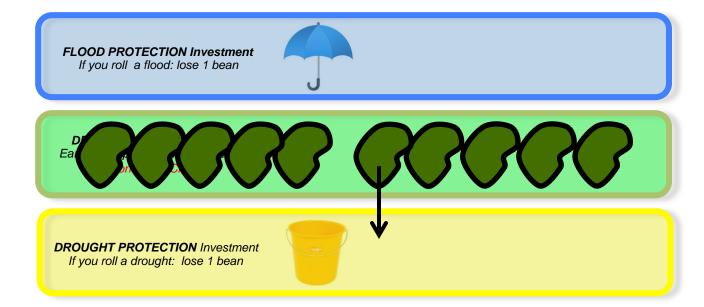
Winning Team: Fewest crises (if tied: Most beans for prosperity)



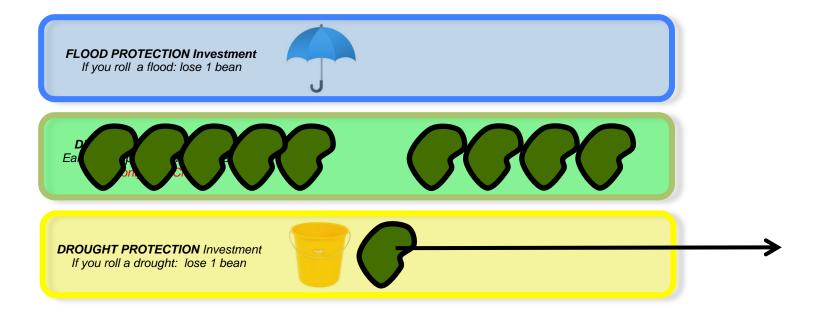
DEVELOPMENT Investment Earn 1 Prosperity Point per bean, But only if no Crisis



DROUGHT PROTECTION Investment If you roll a drought: lose 1 bean

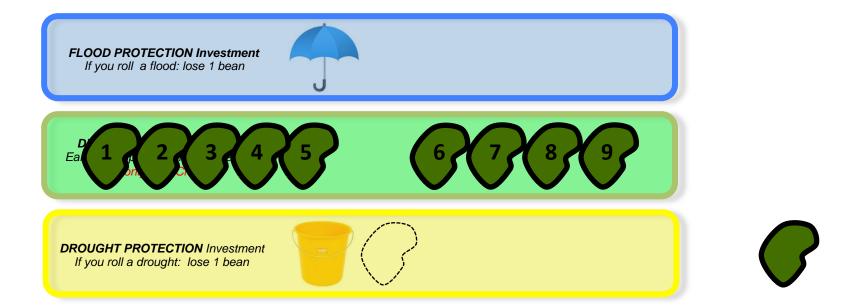


Let's protect against 1 drought...



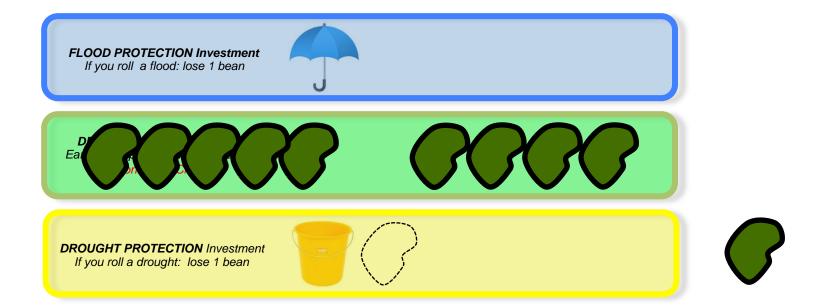
Let's protect against 1 drought...

When a drought occurs, use a protection bean...



Let's protect against 1 drought... When a drought occurs, use a protection bean...

If just 1 drought occurs in the decade... ...you gain 9 Prosperity Points!



But, what if we had a second drought? Not enough protection!

...triggers *humanitarian crisis* ...NO prosperity points!



The Climate is Changing...

Change in average precipitation (1986-2005 to 2081-2100)

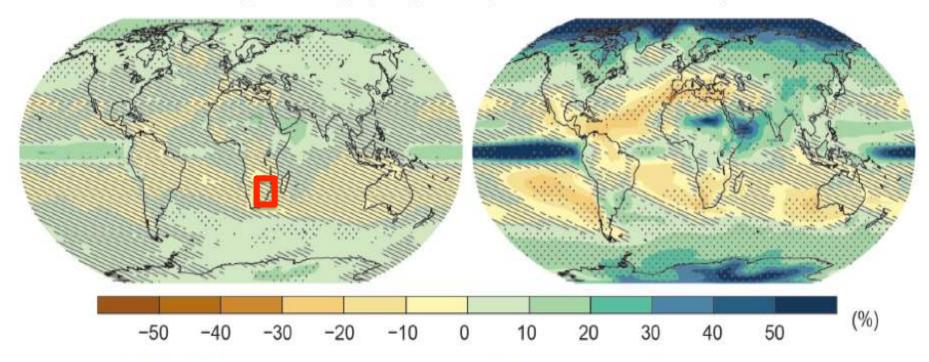
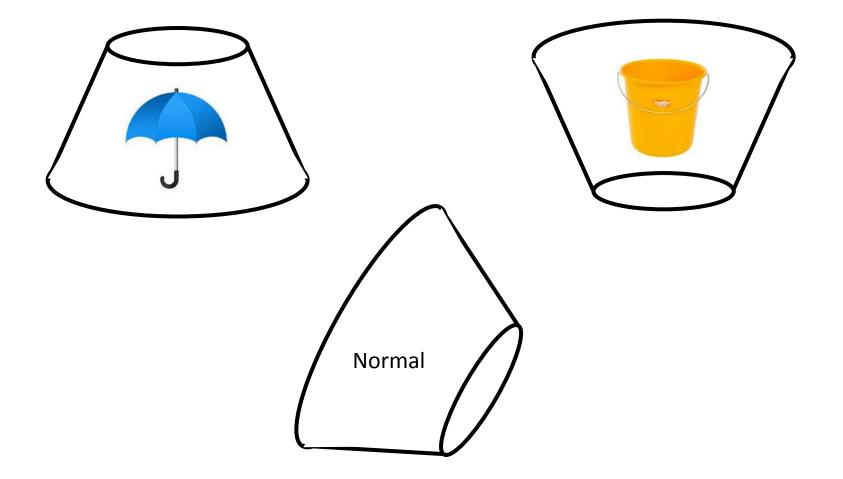


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NEW MODEL for climate change... The cone can land 3 ways:



IPCC Latest Report

Change in average precipitation (1986-2005 to 2081-2100)

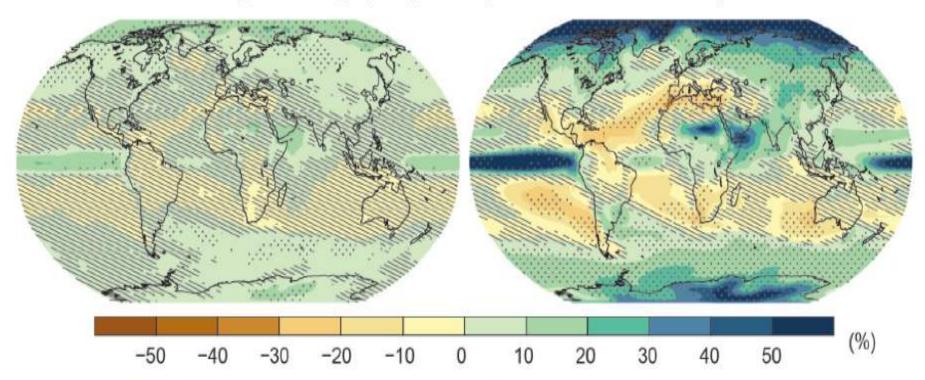


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A Model of the Usual Experience

Allegedly Actionable Info

Audience Passive Role

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-50 -40 -30 -20

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A Model of the Gameplay Experience



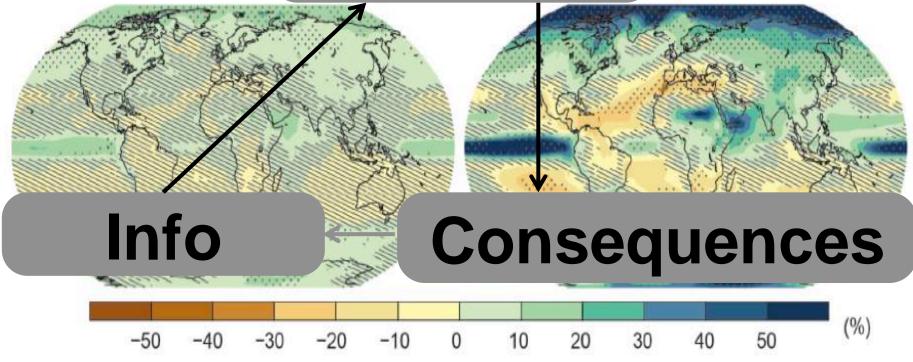


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Making 'The Cone of Uncertainty'



Gameplay beats Powerpoint

- 1. Active learning (Peer-to-peer, "Aha!" moments UNFCCC)
- 2. Serious, fun engagement (Emotions matter! RockFound)
- 3. Data collection on decisions (In real time GEC)
- 4. Optimization platform (illiteracy no problem)

WWW.CLIMATECENTRE.ORG





with University Students



ate Change Adaptation (CCA) seeks to disburse funding for aster, allowing communities to prepare for the oncoming forces of rather than simply react once the damage has been done. As Dr.



8

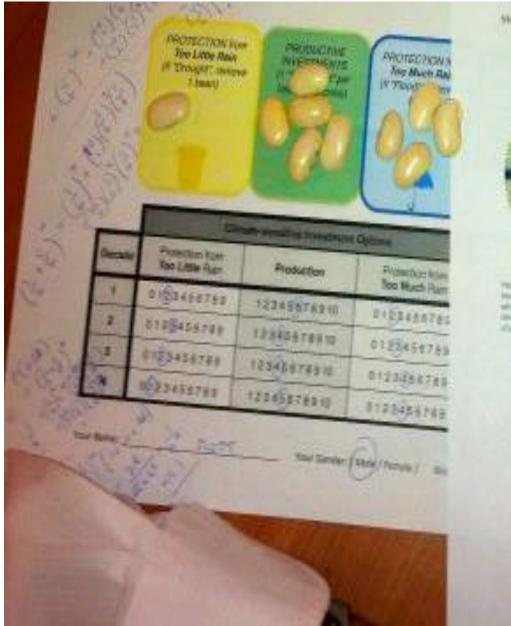
Fritz Policelli (Goddard) Science Advisor Spotlight

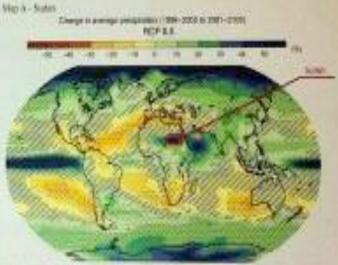


Lauren Makely (Langley) Center Lead Spotlight



Stennis Space Center Node Spotlight





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with IPCC Lead Authors

Games for a New Climate: US. Pablo Suarez plays Dodging the Storm at the White House in Washington, DC. (Photo: American Red Cross)

6

at the White House

WHY GAMES for Actionable Info:





Boston University The Frederick S. Pardee Center for the Study of the Longer-Range Future

> Games for a New Climate: Experiencing the Complexity of Future Risks

1.1 Games as Interactive System Dynamic Models

1.2 "Inhabitable" Games as Systems That Create Meaning Through Experience

1.3 Games Help Challenge Questionable Mental Models

- 2. Towards a Game-Enabled Climate Risk Management Framework 15
- 2.1 A Six-Stage Framework for Risk Management Decision-making Problem/Context, Risks, Options, Decisions, Actions, Evaluation

2.2 Seeking Innovation in Risk Management Processes: Insights from Game Design 2.2.1 Mechanics, Dynamics, Aesthetics (MDA)

2.2.2 Rules, Play, Culture

2.2.3 "What's in a Game?" Game Design as a Participatory Tool

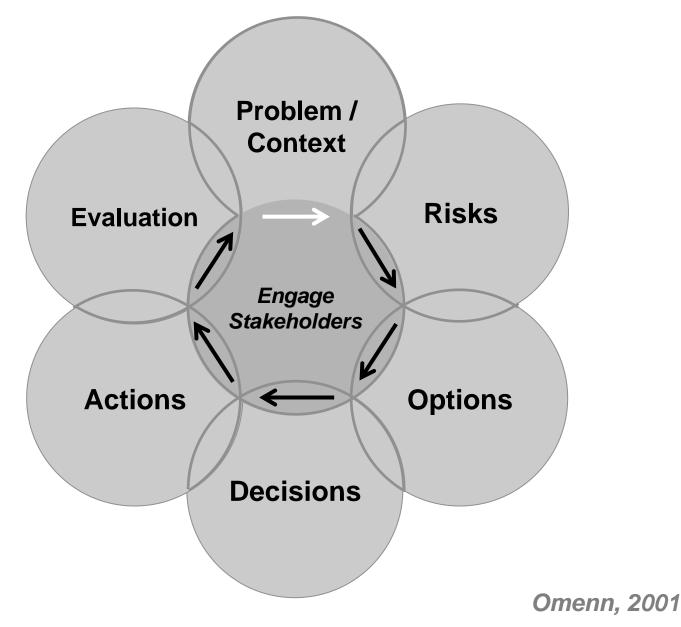
2.3 Towards a Game-Infused Risk Management Framework

- 3.1 Peer-to-Peer Learning Games
- 3.2 Games as Diagnostic Tools and for Imagining Alternative Futures
- 3.3 Co-Design as a Bridging Process
- 3.4 Seriously Fun Games as Motivators
- 4.4 Limits to Growth of Games

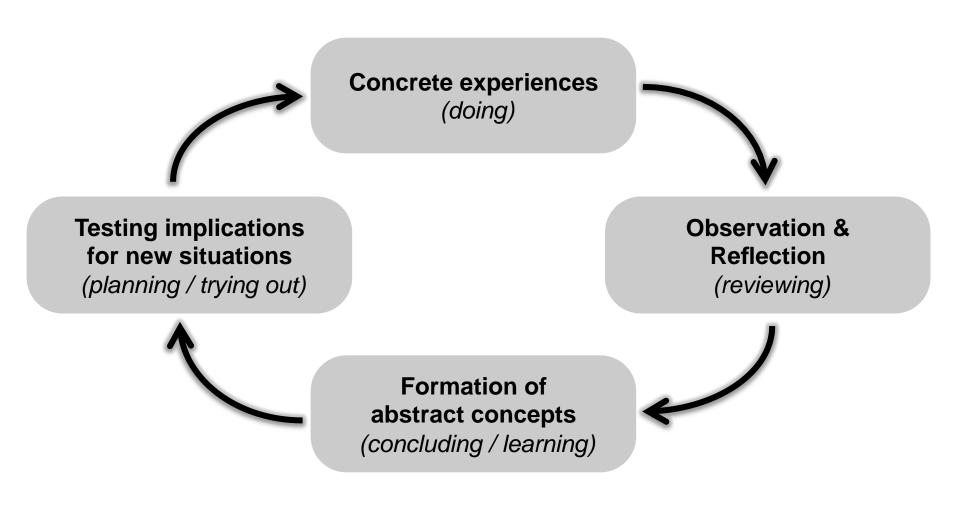
4.5 Measuring Change-How to Assess Effectiveness and Justify Investments?

- 4.5.1 Unpacking Impacts
- 4.5.2 M&E of Games and by Games-Practical Tips
- 5.1 Games for a New Climate: Reimagining the Space of Possibility
- 5.2 Roadmap to the Next Level: An Agenda for Action
- 5.3 Games for the Longer-Range Future: "Analysis for a better tomorrow, today"

Risk Management Framework



The Experiential Learning Cycle



Kolb, 1984



INTERGOVERNMENTAL PANEL ON Climate change

WMO