Serious consequences require a serious game

Clarifying long-term effects on Amazon sediment transport

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Compared to more conventional communication media, serious games are found to result in improved self-learning, a larger increase in topic interest and a greater enjoyment. Similarly, education through serious games in sustainable development specifically raises users' incentive and engagement, resulting in advantageous outcomes through fast learning and effectively causes a long-term change of habits.

The Science

Safaa Naffaa (PhD at Physical Geography) has created a model to simulate the effect of multiple climate scenarios and landuse change scenarios on discharge conditions, sediment erosion and sediment loads in the Amazon river basin.

Serious ideas wanted!

- Do you have experience in designing a serious game? What aspects did you consider most important?
- How to match user expectations with practical development constrains?
- Want to help in creating attractive visuals?

STEP 01 — The Talk

- What is the main goal of our serious game?
- Do we want to raise awareness or do we want to create a tool to actively support decisions?
- What do possible users consider important?

The Development — STEP 02

Given the goal of the game, develop the technical part of the game. The game has to create possibilities to identify the involved stakeholders, , implement management options and compare the implications of their choices from economic, social and environmental perspectives for a certain climate scenario.

STEP 03 — The Design

To make the game intuitive to play and visually attractive designing the serious game might take just as much time as developing the game. The focus will be on creating suitable visials for the game dashboard and sudden game events.

The Dissemination — STEP 04

The game needs to be delivered to where it has impact: At the specified users. A special test event will be held to anounce the release.