Competition Challenge

Topic

Climate change has been increasing the frequency and intensity of extreme weather events and their destructive consequences, such as floods and droughts. Communities can be better prepared for the consequences of climate change by building **resilience**.

> Your game should focus on **water-related resilience under climate change**. The game is expected to help players learn the concept of resilience, understand the challenges in resilience building, or develop strategies to improve resilience.

What is resilience? Resilience is the ability to cope with, recover from, and adapt to adverse events, such as flood, drought, or other climate-change related disasters.

How can we build resilience? Example sources of resilience include:

- Early warning systems that give people advance notice of severe events so they can prepare appropriately.
- Ecosystem restoration so that nature can help buffer some of the negative consequences of climate change. An example of this is re-meandering streams to prevent flooding.
- Green infrastructure to ensure that we have more green spaces in urban areas and that these can help us mitigate the negative effects of urban life, like Urban Heat Islands.
- Public participation
- Learning, training, and capacity building
- Improved environmental management and governance measures
- Sufficient pre-disaster preparation so that everyone is prepared for floods, droughts, storms, etc.
- Fast post-disaster response

Practicalities

You have **two weeks** to design a serious game for climate change. You can build a single-player, cooperative multiplayer, or competitive multiplayer game based on the challenge. **The game can be in any format**, such as a browser game, a mobile game, a physical board game, or a card game.

The game *doesn't have to be fully playable* – It's the idea that counts! You will have up to 10 minutes to present your idea. The presentation should include a short video clip (max. 5 minutes) that needs to be uploaded to YouTube in advance. The game should use the Creative Commons licence (CC BY 2.0).

The final presentations can include live demos and will be followed with questions from the judging panel.

What we're looking for

The serious games will be judged based on the following criteria:
- Alignment with the brief, e.g. how well does it relate to water resilience?
- Creativity, e.g. how innovative is your idea?
- Fun/Engagement, e.g. would anyone want to play it in their free time?