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WICKED CHARACTERISTICS

- Specific focus on 3, 4, 10:
- Solutions to wicked problems are not true-or-false, but good-or-bad
- There is no immediate and no ultimate test of a solution to a wicked problem
- The planner has no right to be wrong

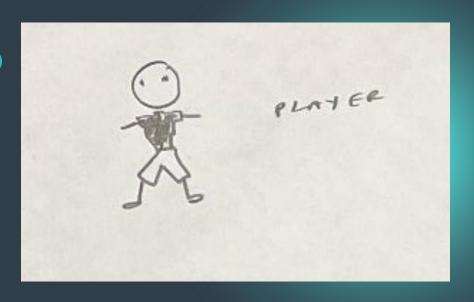




WHAT'S THE SITUATION? WHO IS THE PLAYER?

- YEAR: 2025

- ROLE: choosing the fishing methods your company, WARMD, implements







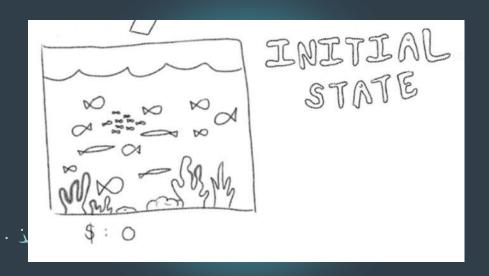


A BIT ABOUT THE COMPANY

- a BAD history: last person in player's position was FIRED
- Public Opinion? Not a fan!







INITIAL STATE!

- "Healthy" ecosystem
- Balanced number of Cod, Tuna, Salmon, Pompano, Halibut, Striped Bass in the ocean
- Player takes the role of decision maker in the company, "WARMD Fishing co."
- Company profit starts at \$0
- 12 rounds in total
- Score on biodiversity score is full at 100



- Player gains \$1000
- Player chooses LINE FISHING
- Less fish than in original state
- Biodiversity score decreases





WAYPOINT TWO!

- Player gains \$5000
- Players chooses trawling
- Players have to make decision: Making more money or protect the biodiversity.
- Much less fish than in Waypoint 1
- Biodiversity score largely decreased



END STATE!

- No more fish, no more plant life!
- The player failed to maintain the biodiversity of the ecosystem!
- The player failed the game!
- "Winning" vs. "Failing?
- Lots of profit, at what cost?

