***Reviewer #1***

1. “symbolizing colder-than-average temperatures. It will not be noticed without explanations or a legend. It is unclear whether the author's intention is to limit the work to artistic expression or to convey scientific information. The optimal amount of information to provide before presenting your work depends on the effect you wish to have on your audience. This should be discussed and verified”
2. L103 Regular contours around the stars symbolise the absence of temperature… From a scientific perspective, the size and color of stars are often linked to information about radiation. Without explanation, it is difficult to recognize this as a temperature anomaly. Even with an explanation, since the temperature is transformed into an entirely unrelated object form, it requires much effort to interpret and convert its meaning. In contrast, viewing a traditional, simple graph would likely lead to quicker understanding. On the other hand, what psychological or emotional changes are intended for the audience by using such a form of expression?
3. The visuals resemble those of nostalgic video games from a previous era, which may limit their impact on the audience. If the goal is to manipulate the audience's emotions from a poetic standpoint, it would be more appropriate to enhance the visual resolution and opt for 3D graphics, similar to the high-definition graphics found in modern cutting-edge video games. The achievements, limitations, and prospects of this representation should be discussed objectively, supported by citations or user research.
4. L307 active participants The authors seem to have structured their discussion based on the assumption of a single audience member, but what happens when multiple people experience it together? Furthermore, what would occur if it were viewed under the guidance of an art expert? In this context, the most appropriate framework to consider is the Visual Thinking Strategy. By developing and refining strategies for communication through dialogue, based on the artwork in this study, and incorporating feedback from practice, it may be possible to create a revolutionary approach to science communication. <https://vtshome.org/> https://pz.harvard.edu/projects/momas-visual-thinking-curriculum-project]s
5. Collecting evaluations from art experts and app developers, as well as feedback from the general public through surveys and interviews, is crucial. This allows for improvements that reflect diverse perspectives. While surveys are a commonly used method, expert support in data analysis is desirable, as it ensures more precise and insightful analysis. (e.g. Archer, M. O.: Space Sound Effects Short Film Festival: using the film festival model to inspire creative art-science and reach new audiences, Geosci. Commun., 3, 147-166, https://doi.org/10.5194/gc-3-147-2020, 2020. )]

It is important to rationally evaluate the intervention in the audience's emotions and the subsequent behavioral changes. Conducting such evaluations requires an interdisciplinary team, making collaboration with experts indispensable

***Reviewer #2***

1. While the platform’s design is visually striking, its complexity raises questions about its added value compared to other, more widely recognized forms of communication, such as climate stripes. The manuscript provides an in-depth discussion of the artistic choices behind the design, but it does not explore whether this design enhances or hinders effective communication. This goes back to the general comment above that a discussion on the tool’s usability and accessibility from a communication perspective would strengthen the manuscript
2. As far as I understand, the tool is currently only available as an executable file on GitHub. This raises concerns about its accessibility, particularly for audiences outside the scientific and tech communities, such as educators and decision-makers. GitHub is a highly specialized platform, and the lack of an online version may limit the tool’s reach. Additionally, the executable file is not compatible with all operating systems (e.g., Macs), further restricting accessibility. It would be helpful for the authors to address this limitation and discuss whether there are plans to develop a web-based version to make the tool more widely accessible.
3. While the tool is beautifully designed, with well-thought-out metaphors, the manuscript lacks an assessment of its effectiveness for user engagement—an essential aspect given the tool's intended purpose. The results primarily focus on the visualization of case study graphics, demonstrating that SEAMAN can represent evolving climate conditions for specific locations and events. However, the manuscript does not evaluate its effectiveness as a communication tool, nor does it discuss whether any user feedback has been gathered or if there are plans to do so in the future.]
4. The metaphors used are very well thought-through and beautiful. However, their complexity may impact their effectiveness for communication. The generated seascape images contain multiple layers of information (e.g., waves' colours, movement, thickness and sound, stars' colors and positions, moon's size and position), which require users to invest time in learning how to interpret them. Given this learning curve, I would be interested in reading the authors' reflections on whether this complexity enhances or hinders accessibility. What is the added value of this tool compared to more widely used and immediately understandable climate visualizations, such as the climate stripes or other climate visualizations?