

Assessment 2 is a group assignment

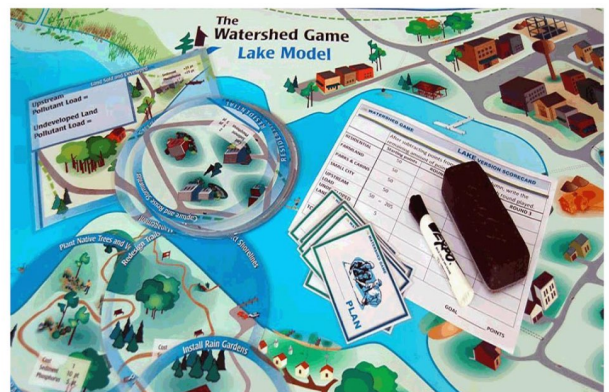
Incident Response Management Plan for public dissemination

- 2,000 words
- 50% of module grade
- Students work in small groups (4-5) to create a serious game to communicate a range of ideas, information and research for professional and public audiences.

Focus on one topic within managing flood incidents

The serious game has to focus on one topic within Managing Flood Incidents

1. Field measurement and experimental modelling of floods
2. Infrastructure for managing flood risk
3. Communication risks before (and after)
4. Emergency planning and response (including decision making)
5. Flood event simulation (from controlled flooding through to evacuation)



The Watershed Game (2021) Minnesota Sea Grant and University of Minnesota Duluth
<https://gamesforcities.com/database/the-watershed-game/>

Seven steps to completing this assignment



This is what your report should include

- 1 Explanation of why your topic is relevant to managing flood incidents – show your understanding of the topic using relevant academic literature
2. Explanation of how serious games can be helpful in public dissemination and engagement – show your understanding of the approach using relevant academic literature
3. Describe and explain the aims of the serious game and explanation of the game design – what's the purpose of the game? What influenced your choice of design? Did you use elements from other games, and why did you use them?
4. Explain how you collected data from game participants in order to evaluate its success – did the game do what you wanted it to based on the evidence collected
5. Outline how the serious game could be disseminated to members of the public (and others if relevant)

1. Explain why your topic is relevant to managing flood incidents

Field measurement and experimental modelling of floods	Infrastructure for managing flood risk	Communication of risk before/during/after	Emergency planning and response	Flood event simulation
<ul style="list-style-type: none">• Simon Lewis – information coming in to local forecasting and response teams• Pauline – lab modelling to support better planning	<ul style="list-style-type: none">• York field trip• Humberside Fire and Rescue field trip• Learning from other fieldtrips e.g. IDB and Living with Floods	<ul style="list-style-type: none">• Risk Communication• Session with Ray Hanson/Flood Line/Flood Warnings• Simon Lewis, Simon Hildon	<ul style="list-style-type: none">• Simon Lewis, Andy Doyle• Humberside Fire and Rescue and York trips• Workshops with JBA consulting and Simon Hildon	<ul style="list-style-type: none">• Learning from other modules• Workshops with JBA consulting and Simon Hildon

Use relevant academic literature to show your understanding of the topic and support your argument e.g. we know xyz is important because Smith and Forrest (2011) demonstrate that abc

2. Explain how serious games can be helpful in public communication

What do serious games allow us to do?

What can't they do?

How have other researchers used them?

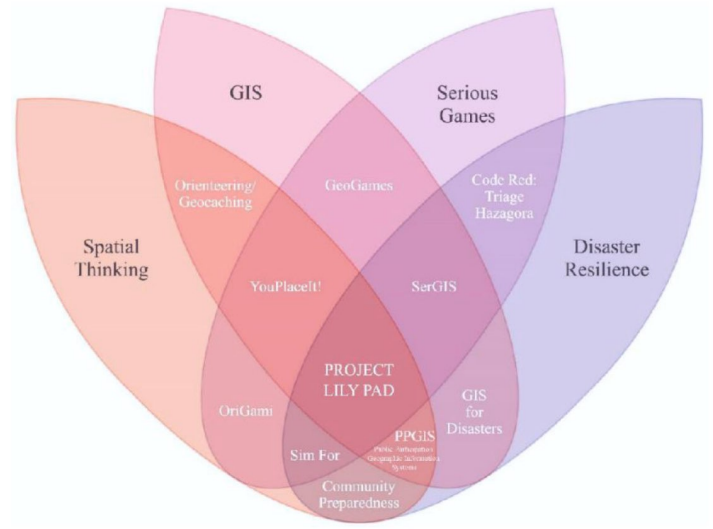


Image from Tomaszewksi et al (2020)
<https://www.mdpi.com/2220-9964/9/6/405>

3. Describe and explain the aim of your game

What’s the purpose of the game?

What influenced your choice of design?

Did you use elements from other games, and why did you use them?



4. Explain how you collected data from game participants

You need to evaluate the game's success – did the game do what you wanted it to? What kind of evidence do you for this?

Your game must be finished so that you can collect data during the workshop on 31st March

Your data must be described/presented, analysed and discussed in your report



5. Outline how the serious game could be disseminated to members of the public (and others if relevant)

Did the game do what you wanted it to, based on the evidence collected?

What changes would need to be made for it to be effective?

To whom should/could the game be disseminated?

Playing time

Activity – establish groups and start planning

- Small groups of 3-5
- Decide the topic you want to focus on and identify a sub-topic within that e.g. Risk Communication > flood alerts > understanding different alert levels
- Record some ideas about what your game will look like e.g. card game, board game, paper-based/quiz-based, dice, role-play etc
- Will it be collaborative or competitive? Will it be playable within a short-enough timescale (10-20 mins including explanation time is ideal) Will you award points or penalties?
- Record some ideas about how you will collect data