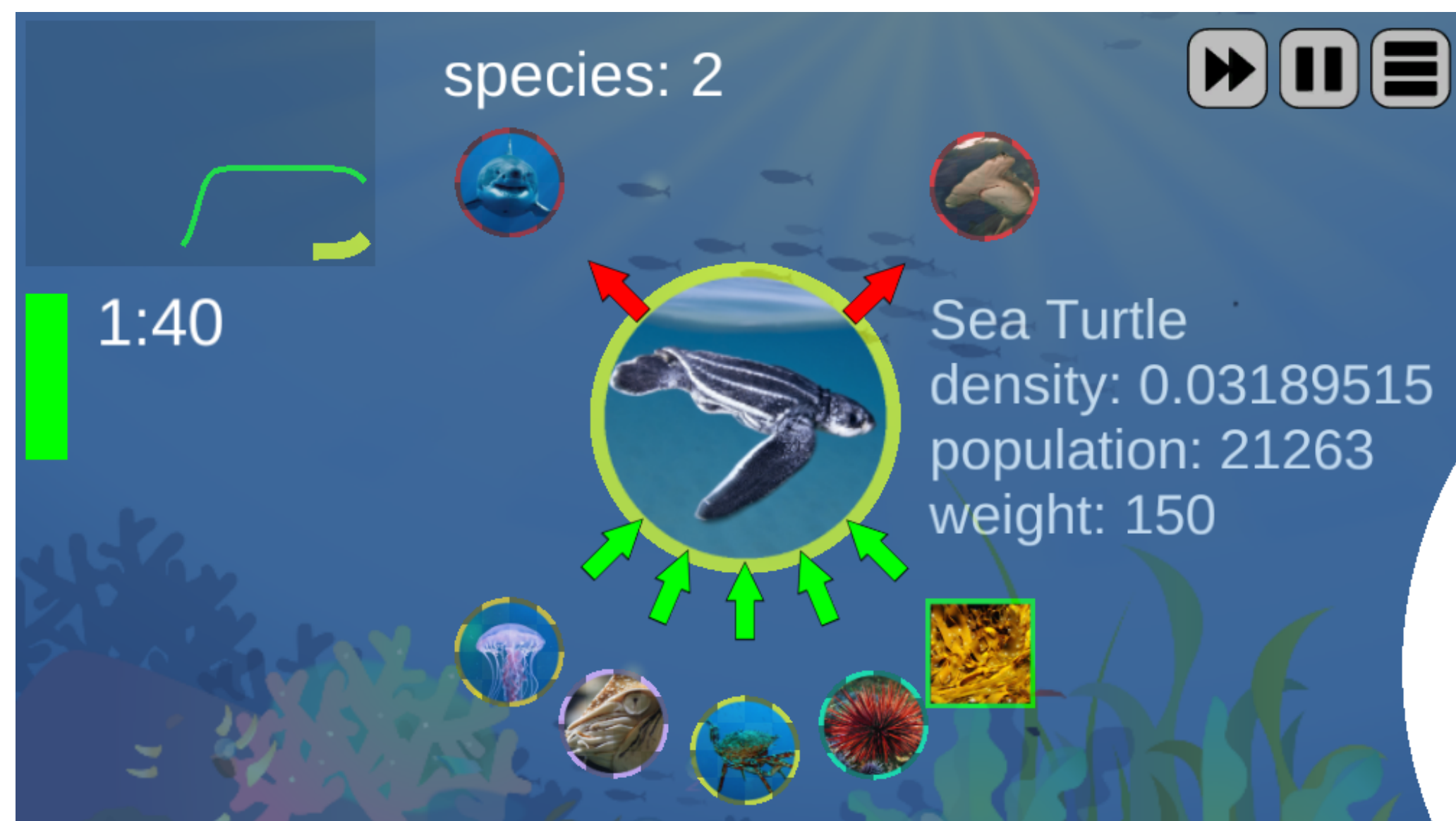


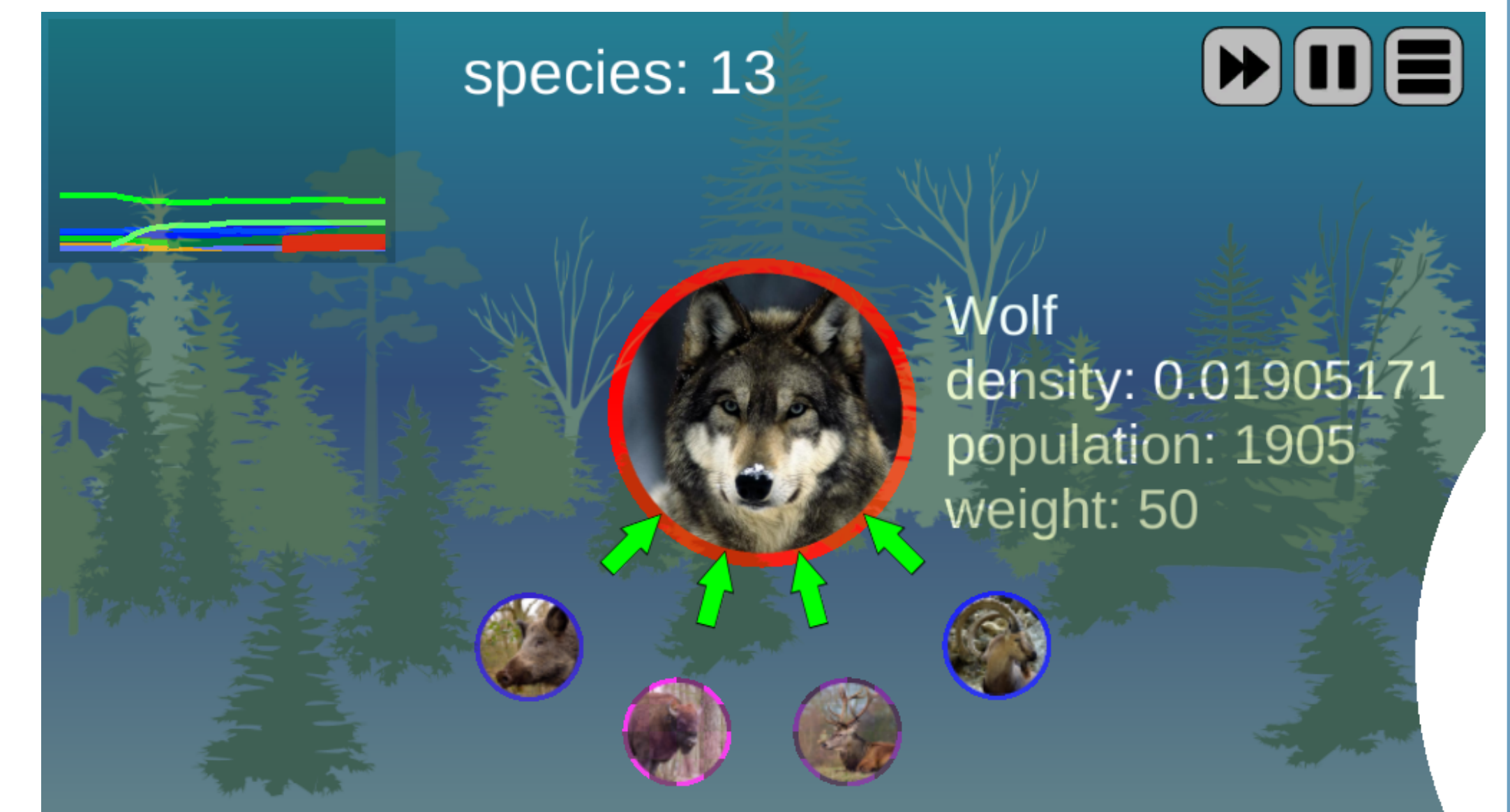
The Challenge: PREDICTING ECOSYSTEM COLLAPSE, ENGINEERING RECOVERY

ecobuildergame.org | **Imperial College
London**

Ecosystem Models and Data

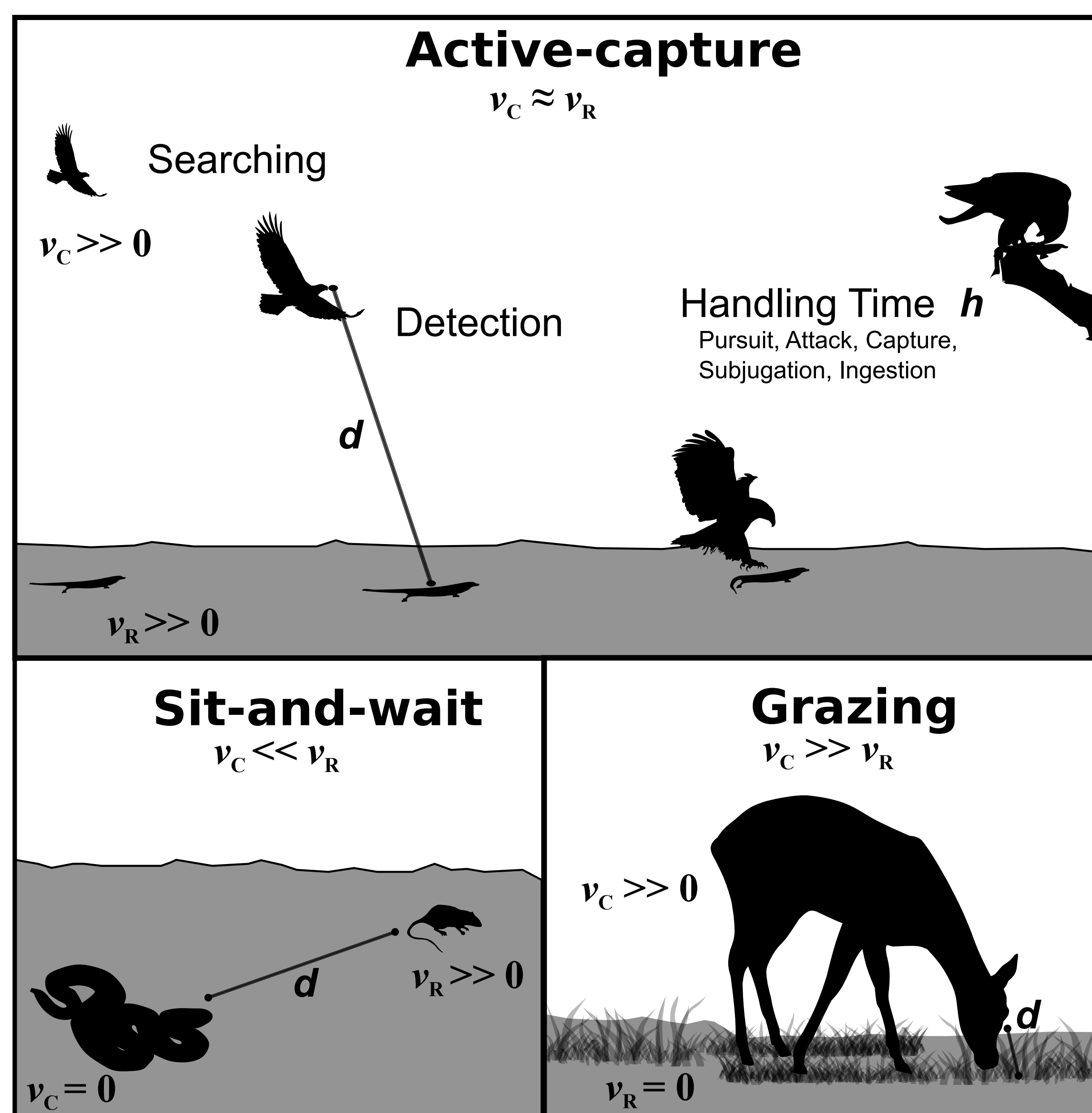


- We are building increasingly **realistic mathematical models of ecosystems** using **theory and data on species interactions** in food webs (the living “fabric” of ecosystems).
- Like the real stuff, these model ecosystems have **complex behavior** (Ecosystems are not a sum of their parts) — Understanding and predicting these complex behaviors require **computer simulations**.
- The **EcoBuilder game** uses one such ecosystem model.



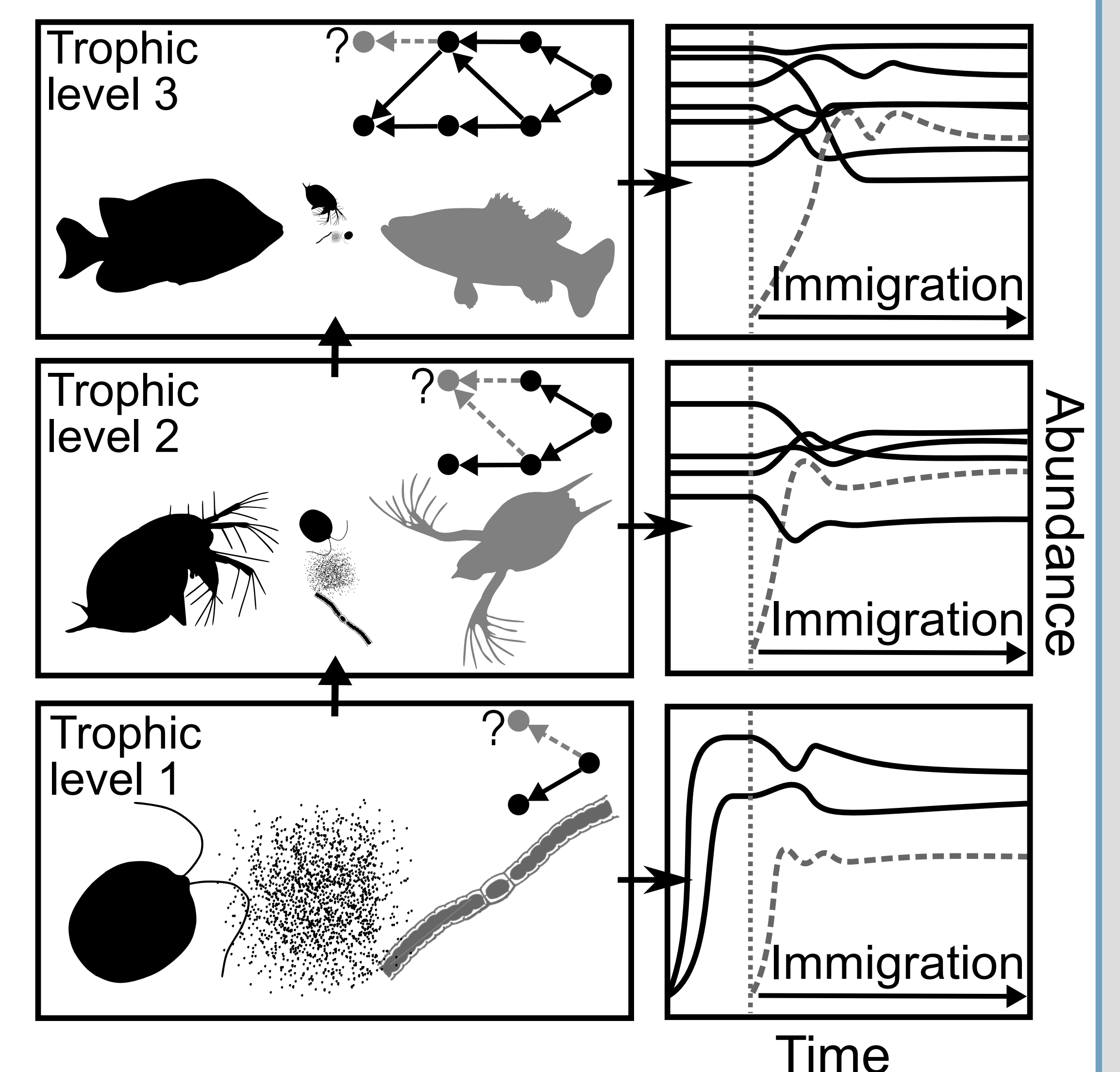
How do we model species interactions?

- We use biomechanics and metabolic theory to generate realistic “rules” for species interactions
 - Larger-bodied species grow more slowly!
 - Larger predators eat proportionally larger prey
 - Increasing climatic temperature speeds up species interactions
 - Certain foraging strategies are more common



How do we model ecosystem collapse and recovery?

- We use species interaction rules to sequentially build or break foodwebs in computer simulations
- You can try this out yourself using the **EcoBuilder game**!



EcoBuilder

- EcoBuilder allows players to build an ecosystem by controlling the arrival of different types of species into the underlying food web.
- Each introduction has a “butterfly effect” that the player may not necessarily foresee.
- This makes the game inherently challenging!

Try your hand at
building an
ecosystem:
ecobuildergame.org/



What else is going on?

We are testing
our models with
real ecosystem
data at the
Silwood Park
Campus!

