

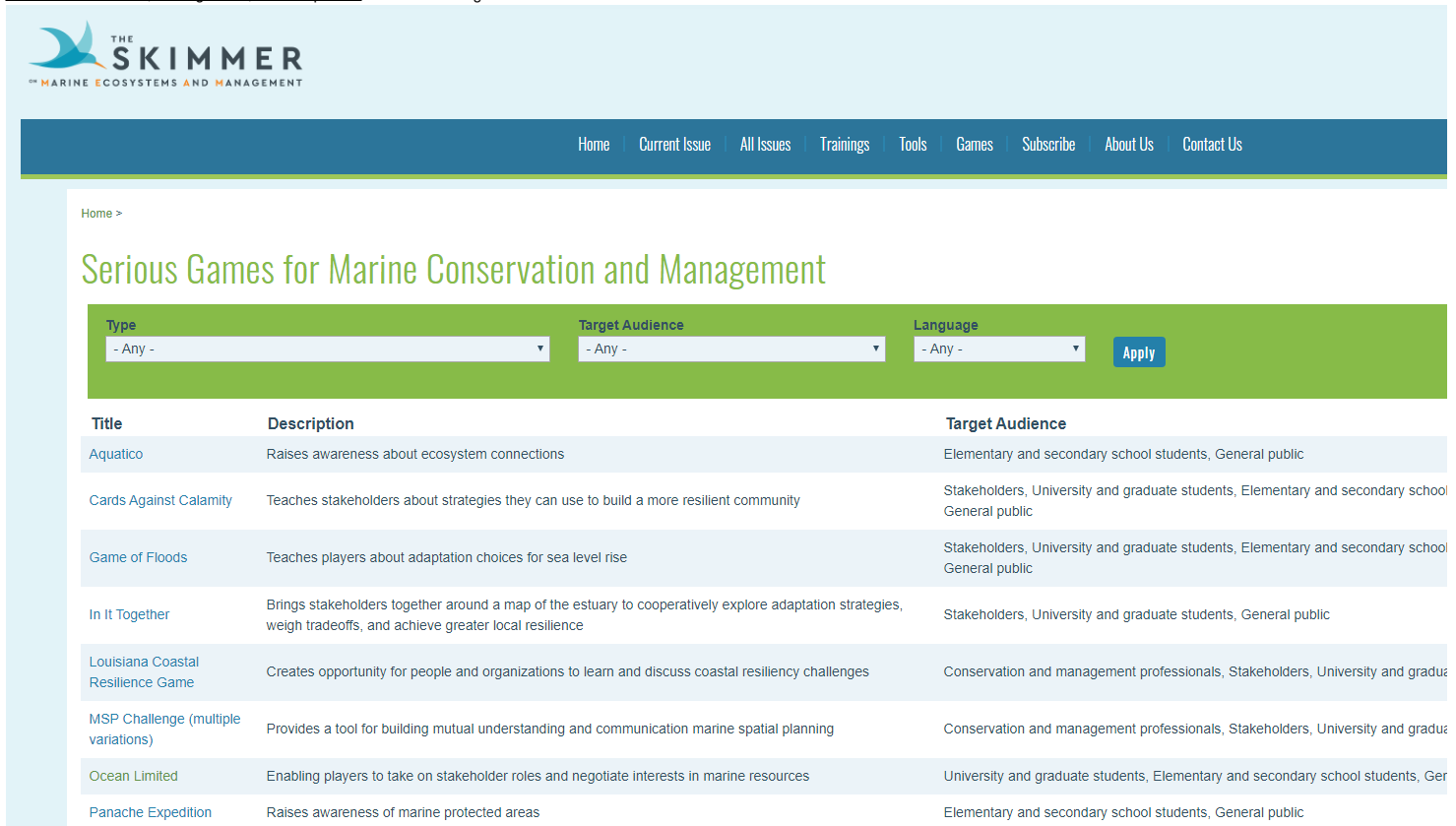
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Serious games for coastal and marine conservation, management, and adaptation – Find a game for your work!

Historically, games were a means for [young people to learn critical survival skills](#). In recent decades, however, games have come to be viewed as simply a source of entertainment. A recent movement – “serious gaming” – is now revitalizing the idea that games can do a lot more than just entertain. It is showing that they can be a powerful tool for teaching, engaging stakeholders, conducting research, and evaluating public policy. For instance, [serious games can](#):

- Help players better understand complex topics and the interests of a wide variety of groups, promoting thinking about systems as a whole
- Let players experiment with and see the consequences of different choices over time, promoting longer-term thinking
- Create a high level of engagement with the public, potentially at lower cost than other more traditional engagement activities
- Help policymakers and researchers understand stakeholder decision making and the way stakeholders may respond to a variety of policy choices.

This month The Skimmer has compiled information about [role-playing/simulation games designed to educate stakeholders, professionals, students, and the general public about aspects of coastal and marine conservation, management, and adaptation](#). These serious games allow



The screenshot shows the website's navigation bar with links for Home, Current Issue, All Issues, Trainings, Tools, Games, Subscribe, About Us, and Contact Us. Below the navigation is a search filter section with three dropdown menus: Type (set to '- Any -'), Target Audience (set to '- Any -'), and Language (set to '- Any -'), followed by an 'Apply' button. Below the filter is a table listing various games.

Title	Description	Target Audience
Aquatico	Raises awareness about ecosystem connections	Elementary and secondary school students, General public
Cards Against Calamity	Teaches stakeholders about strategies they can use to build a more resilient community	Stakeholders, University and graduate students, Elementary and secondary school General public
Game of Floods	Teaches players about adaptation choices for sea level rise	Stakeholders, University and graduate students, Elementary and secondary school General public
In It Together	Brings stakeholders together around a map of the estuary to cooperatively explore adaptation strategies, weigh tradeoffs, and achieve greater local resilience	Stakeholders, University and graduate students, General public
Louisiana Coastal Resilience Game	Creates opportunity for people and organizations to learn and discuss coastal resiliency challenges	Conservation and management professionals, Stakeholders, University and gradua
MSP Challenge (multiple variations)	Provides a tool for building mutual understanding and communication marine spatial planning	Conservation and management professionals, Stakeholders, University and gradua
Ocean Limited	Enabling players to take on stakeholder roles and negotiate interests in marine resources	University and graduate students, Elementary and secondary school students, Ger
Panache Expedition	Raises awareness of marine protected areas	Elementary and secondary school students, General public

players to experiment with coastal and marine conservation, management, and adaptation actions (or inaction) to help players, researchers, and policymakers better understand how coastal and marine ecosystems (including resource users and human communities) work. We also [interview a range of game developers about their experiences using their games in the field](#)

[Look through our new compilation for a serious game for your coastal and marine conservation, management, and adaptation work](#)

[Read about how these games are being used to engage stakeholders, educate students and the general public, and conduct research.](#)

Many thanks to the [EBM Tools Network](#) for contributing their knowledge of serious games to this effort! If you know of a game or games that should be added to this compilation, please send them to us at skimmer@octogroup.org.

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