Paying for Predictions

Rethinking Climate Services through Gameplay

by Pablo Suarez & Janot Mendler de Suarez

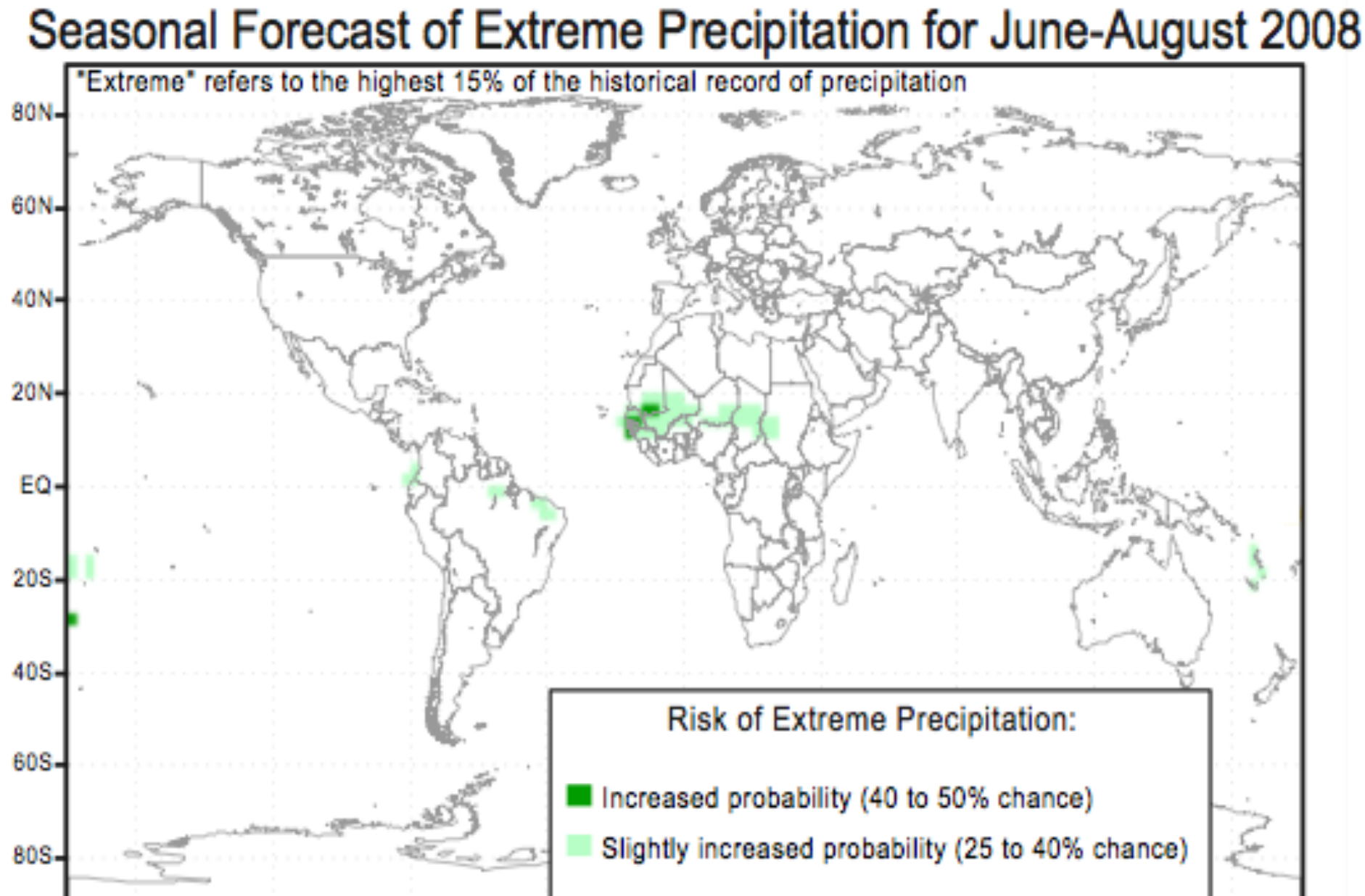
RED CROSS/RED CRESCENT
CLIMATE CENTRE

International Federation
of Red Cross and Red Crescent Societies

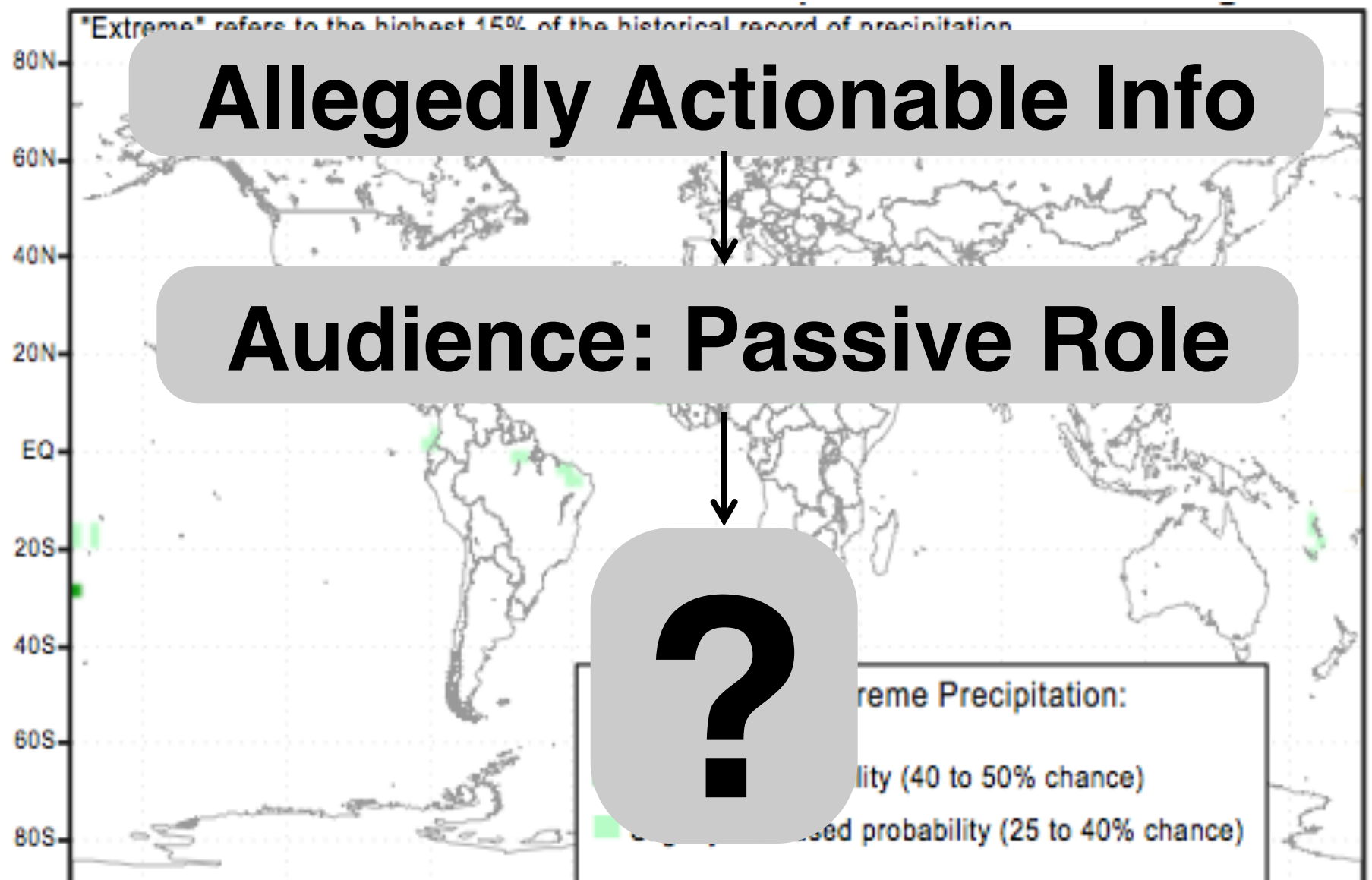
The Netherlands Red Cross

Where the magic happens
Your Comfort Zone

Fax to Red Cross with New Info (May 2008)



Model of a Forecast Experience



A Model of the Usual Experience

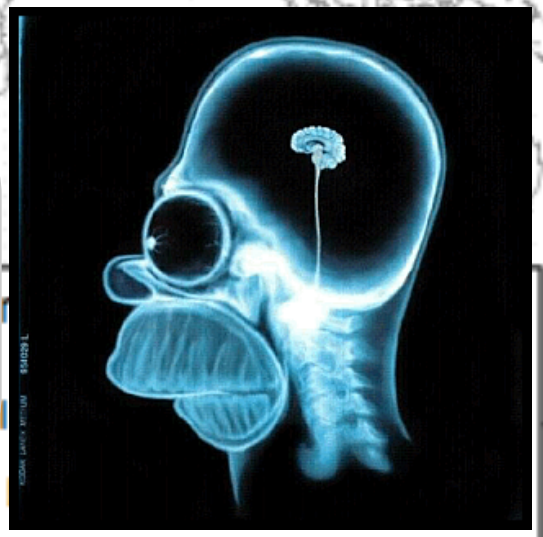
Allegedly Actionable Info

↓

Audience: Passive Role

↓

?



GROUND RULES

1. **Game = *simplified* representation of reality**
   No questioning of game rules

2. **Decisions are individual**
   But consultation with team is encouraged

3. **You win or lose beans**
   Beans cannot be shared - Start with 10

4. **We will play 10 years** (rounds)
   Expect time pressure…

WINNERS & LOSERS

Losers: *Most red stones*
(humanitarian crises)

Winning Players: *No crisis, and*
Most beans for Long-Term Investment

Winning Team: *Fewest crises*
(if tied: Most beans for Long-Term)

Flood Risk Depends on Upstream Rains

Flood if 10+
(~16% chance)

YOU

(DISASTER MANAGER)

Long-Term Investment

Stay sitting

Pay 1 bean for Long Term

Early Action

Stand up for Flood Preparedness:

Pay 1 bean for Early Action

Long-Term
Investment
10+
Long Term
(Stay Sitting – Pay 1)
Oh No!! ('Long-Term' investment reallocated)
Pay 4 – or CRISIS

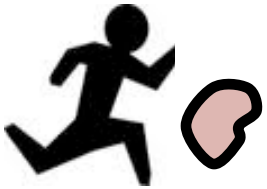
Long-Term
(Stay Sitting – Pay 1)

10+

Long-Term Investment

Oh No!! ('Long-Term' investment reallocated)
Pay 3 – or *CRISIS*

Do Nothing,
No Flood`



Early Action
(Stand Up – Pay 1)

10+

Act in Vain
(Beans gone)

Hero !

Not enough beans to pay? ***Crisis!***
(get red stone)

GET A REGIONAL EARLY WARNING?

~Half of provinces will have info about likely rains

- Cost of transparent cup: XX beans

- Highest bidders get the investment

Provinces that get Early Warning can see regional die before *decision, throughout game.*

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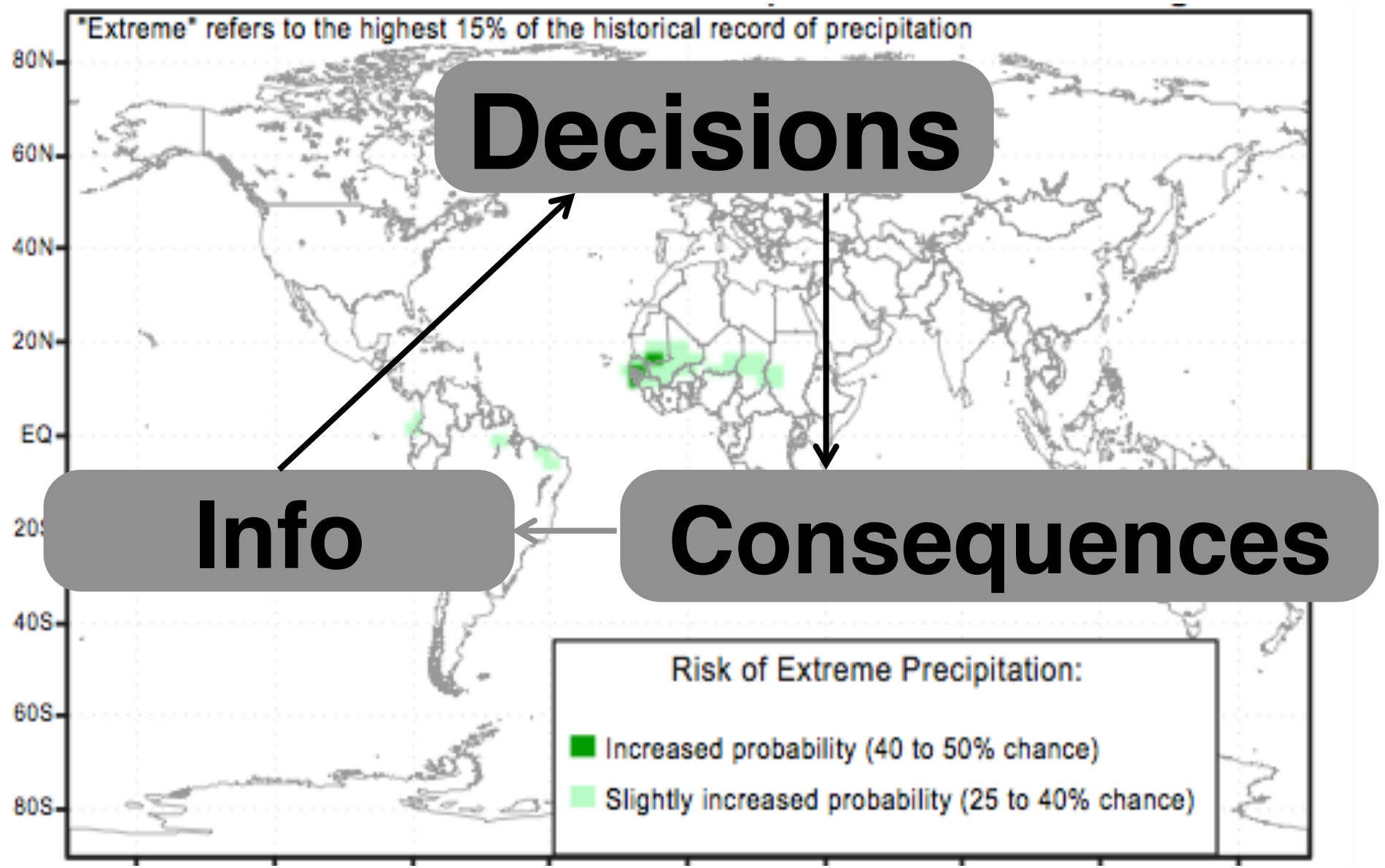
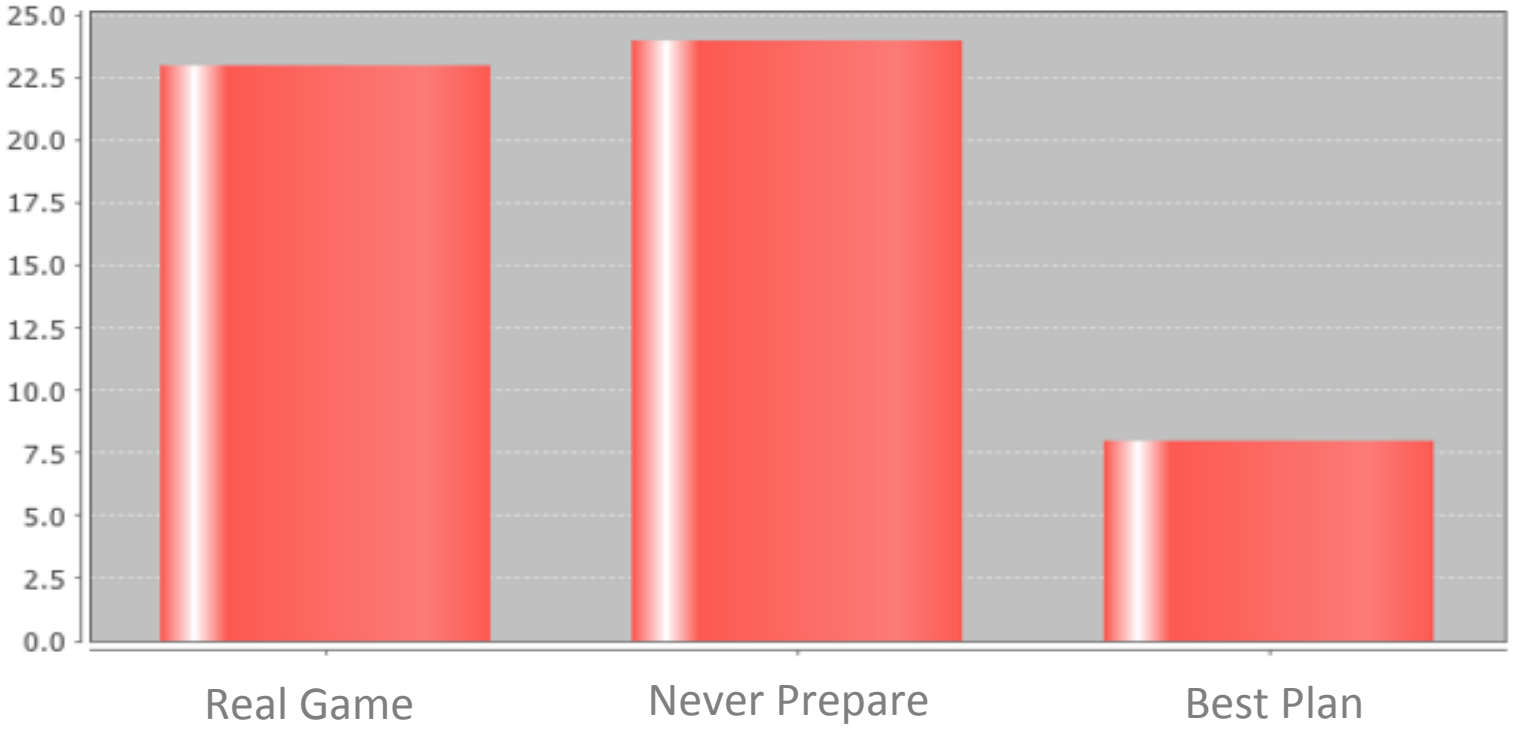
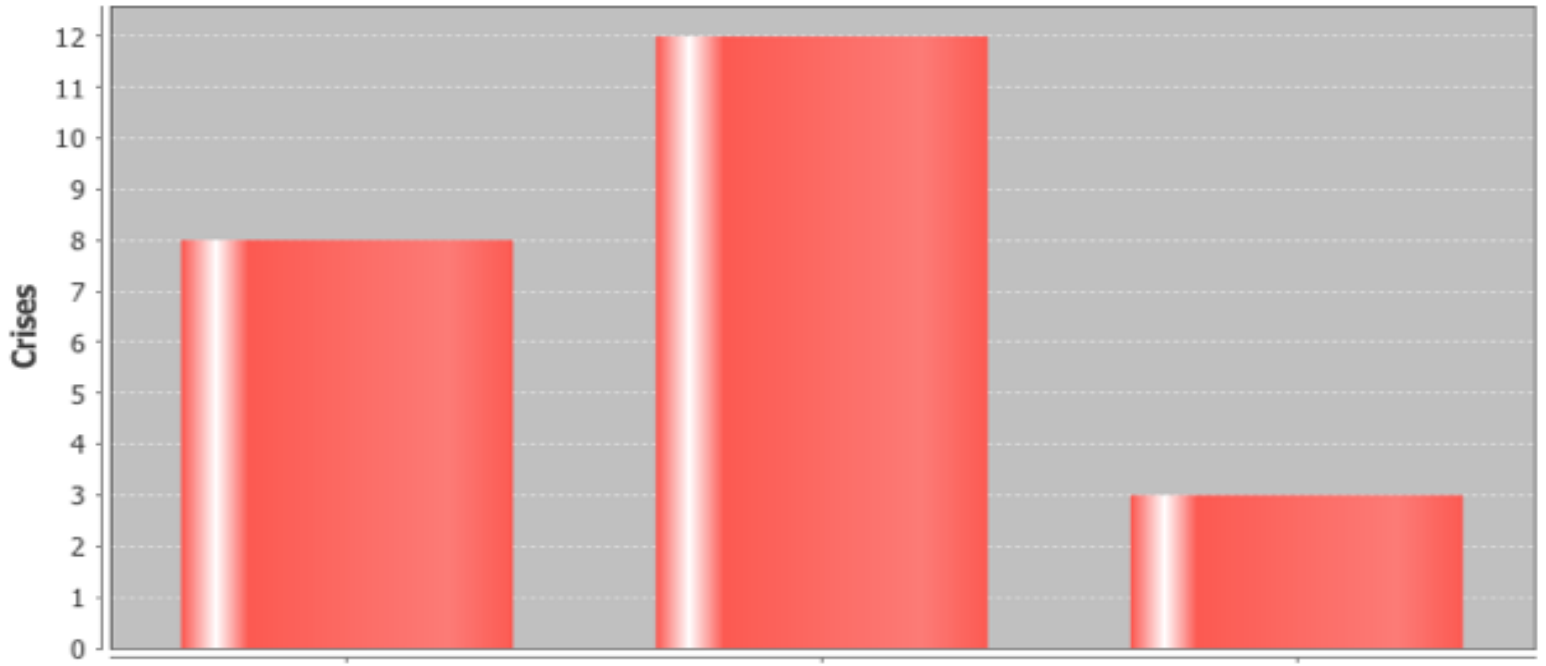
A Model of the Gameplay Experience



Washington (RC)



Univ. Lugano



WHY GAMES for Actionable Info:

HUH?

AHA!

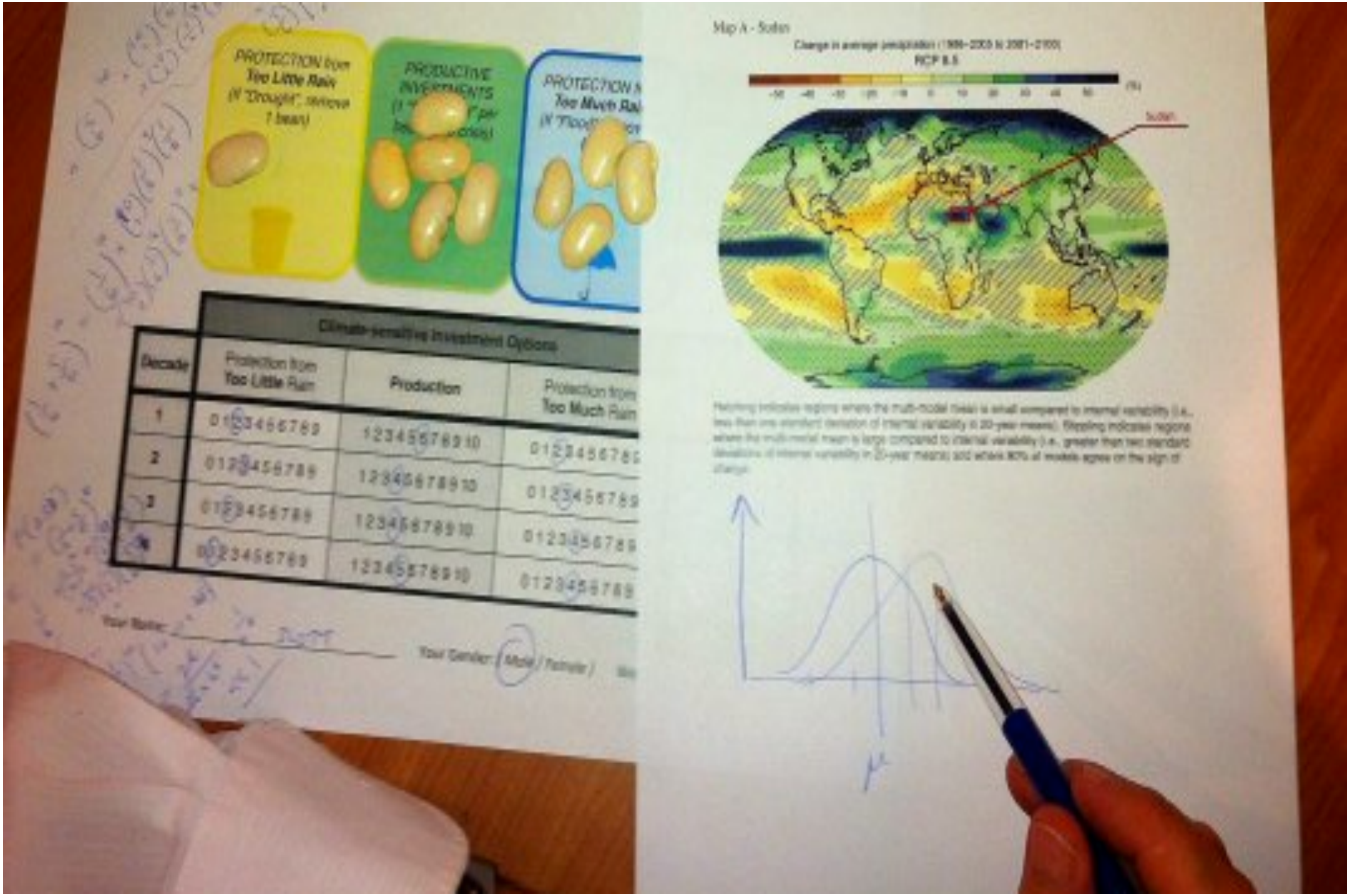
with University Students

ıate Change Adaptation (CCA) seeks to disburse funding for
aster, allowing communities to prepare for the oncoming forces of
rather than simply react once the damage has been done. As Dr.

8 Fritz Policelli (Goddard)
Science Advisor Spotlight

16 Lauren Makely (Langley)
Center Lead Spotlight

40 Stennis Space Center
Node Spotlight



with IPCC Lead Authors

Games for a New Climate: US. Pablo Suarez plays *Dodging the Storm* at the White House in Washington, DC. (Photo: American Red Cross)

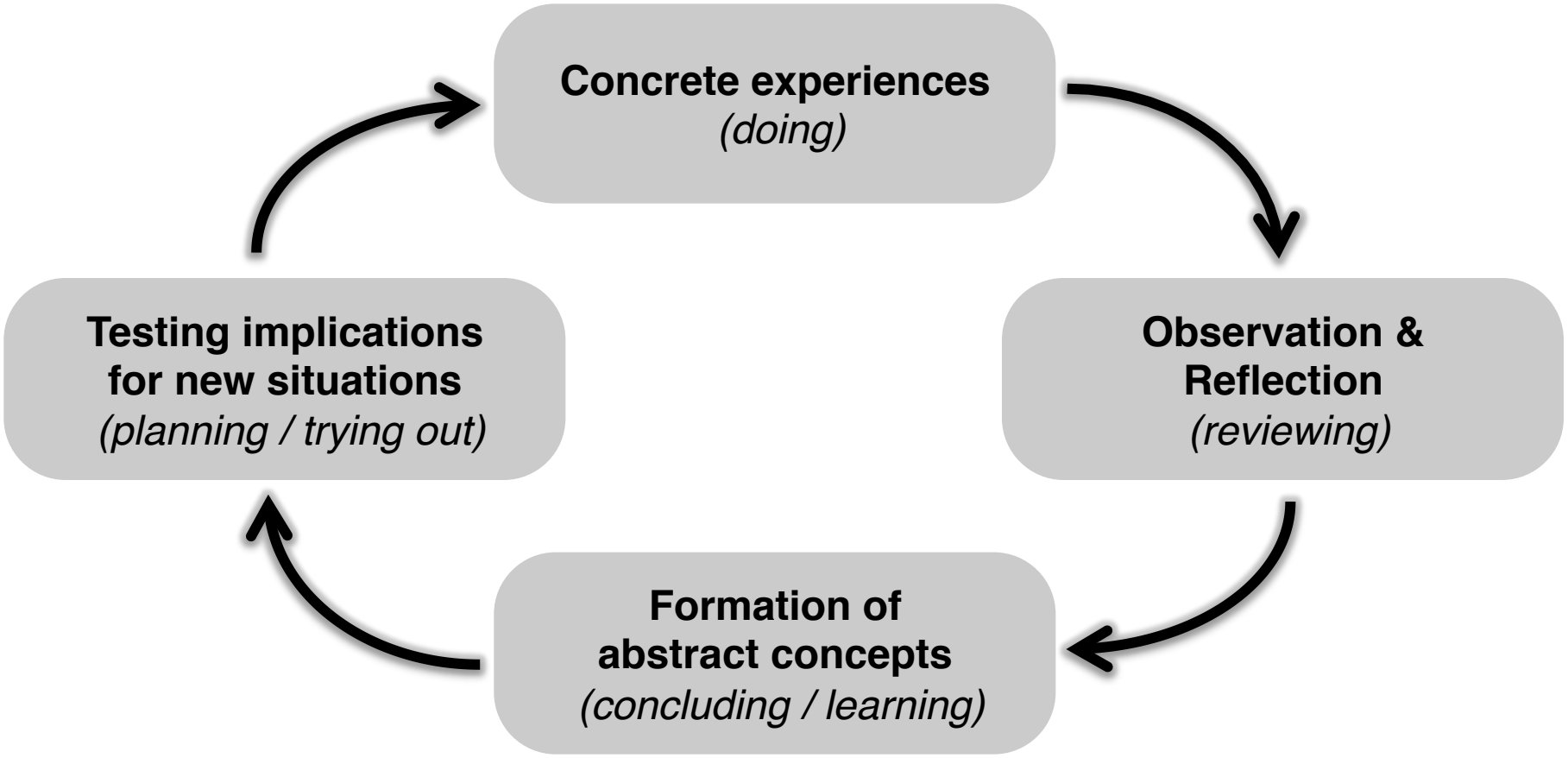
at the White House

Gameplay *beats* Powerpoint

1. **Active learning** *(Peer-to-peer, "Aha!" moments UNFCCC)*
2. **Serious, fun engagement** *(Emotions matter! RockFound)*
3. **Data collection on decisions** *(In real time GEC)*
4. **Optimization platform** *(illiteracy no problem)*

WWW.CLIMATECENTRE.ORG

The Experiential Learning Cycle: A Model for 'Lincoln Lab + Climate Centre' ?



Kolb, 1984

RED CROSS/RED CRESCENT
CLIMATE CENTRE

International Federation
of Red Cross and Red Crescent Societies

The Netherlands Red Cross

ISDR
International Strategy for Disaster Reduction
Africa

THE ROCKEFELLER FOUNDATION

IFAD

African Union

WORLD RESOURCES INSTITUTE

WFP

ICA

Aalto University

Oxfam America

MIT

Stanford University

OPDS
Organismo Provincial para el Desarrollo Sostenible

UNFCCC

American Red Cross

HARVARD HUMANITARIAN INITIATIVE

CDKN
Climate & Development Knowledge Network

ipcc
INTERGOVERNMENTAL PANEL ON climate change
WMO UNEP

THANK YOU!!!