

Games to adaptive pathways



Judy Lawrence

Climate Change Research Institute
Victoria University of Wellington
NEW ZEALAND

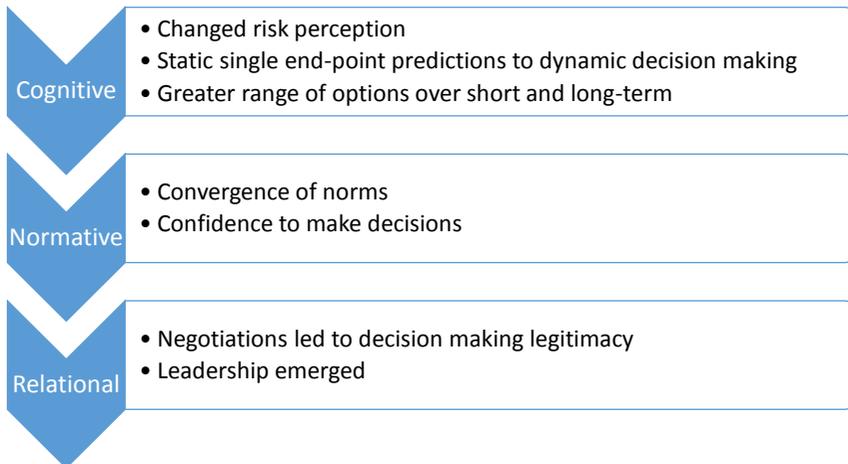


Why pathways?

- *Risk increasing* under static planning practice
- To integrate *changing climate* into long term flood risk planning
- To enable a 1:440 flood protection level to be maintained over “*at least 100 years*”
- To enable *different options* to be assessed for *different climate change scenarios* and raise awareness of *surprises*
- To enable systematic and *transparent decision making* in a real-life decision process



Games motivated learning



Reference: Baird et al (2014) Learning effects of interactive decision-making processes for climate change adaptation. *Global Environmental Change* 27, pp 51-63

Shift in mental maps

First decision is very important. It gets costly to change direction, but it is possible.

“This game showed we can make long-term decisions by anticipating and adjusting.”

We got better results through negotiation with the other groups.



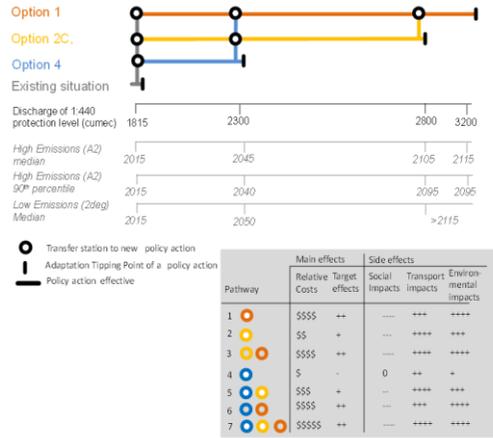
“Working in a team demonstrated that experts from different fields with their experience and knowledge could find solutions for different situations in a very short period of time.

Wrong assumptions could be identified.”



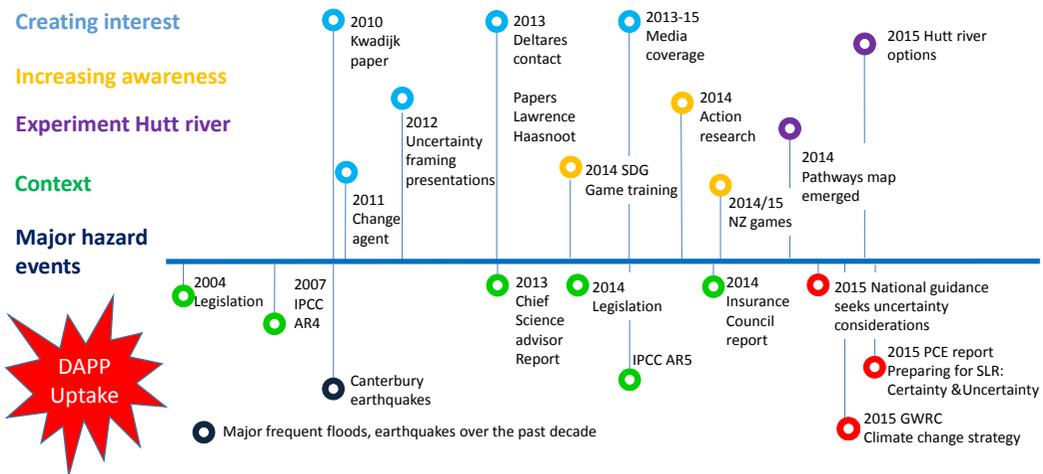
Outcomes

- Games motivated learning and confidence to make decisions under uncertainty and change
- DAPP embedded in decision processes—
 - assessment of options
 - engagement with communities
 - decision making under real conditions
- A transition to adaptive pathways was achieved



Source: Generated by the Pathways Generator (<http://pathways.deltares.nl/>) based on (Boffa Miskell Ltd, 2015; Infometrics and PS Consulting, 2015)

What it took to get there



The challenge

Can such interventions be sustained?

What will be required to embed the transition?

- What political economy?
- What sort of governance?
- What type of institutions?
- What sort of organisations
- What capacity?