



PRE-GAME SETUP (FACILITATORS)

Before the game begins, facilitators set the stage by defining the area of interest and customizing the game by drawing a polygon, and delineating the boundaries of the game. Facilitators then select a list of EBA solutions suited to the local context, ensuring they align with regional challenges. They also configure the timer for each round and set limits on the number of solutions participants can propose. This pregame setup ensures a localized and structured approach to the gameplay

Search for the location you want to play this game

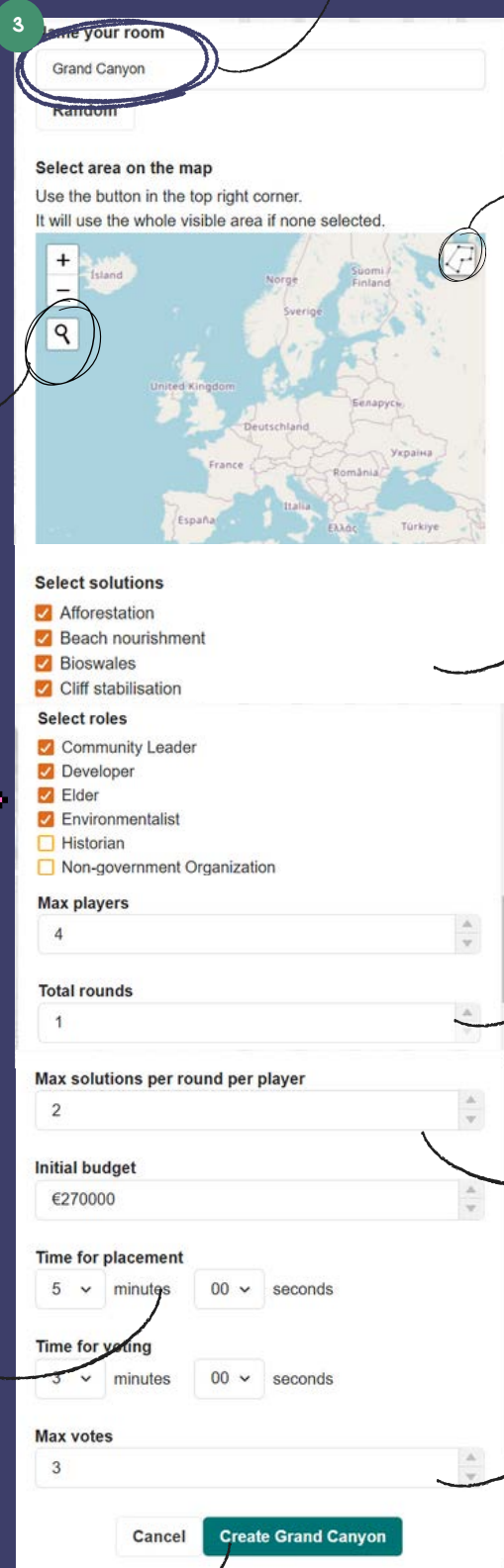


The facilitators create the room to begin the session

IT REQUIREMENTS

- Devices: Laptop or tablet with internet access.
- Software: Access to the GeoGame platform
- Materials: Notebook or digital tools

Get creative and have your fun with the name



To select the game location on the map, use this polygon icon to set the boundary condition

Select the EBA solutions, roles, and number of players, that are relevant to the CCLL and the local context

Choose the number of rounds to play

In each round, players are expected to choose limited number of solutions, facilitator can edit here.

Number of votes each participant gets can be edited here

Create the room



Geo-Design Game



LET'S PLAY

The Geodesign Game is an interactive tool that leverages OpenStreetMap (OSM) to engage communities and local authorities in co-creating ecosystem-based adaptation (EBA) solutions. Rooted in Geodesign and Serious Gaming principles, this digital platform facilitates participatory spatial decision-making by addressing conflicting perspectives and promoting collaboration. Participants work together to propose, discuss, and vote on EBA solutions tailored to the region's specific ecological, social, and economic needs. This process encourages inclusive decision-making and fosters innovative, community-driven solutions for sustainable development.

BRIEFING

There are 29 EBAs curated from the CCLLs within the SCORE project. Each facilitator can pick the EBAs that are most relevant to their local context. All players engage in core rounds. In the first round, players drag and drop their allocated number of EBA solutions directly onto the map within the defined area. They must complete this task before the timer runs out. In the second round, participants review all the proposed solutions and cast their votes for those they believe are the most impactful and feasible. Each player has a limited number of votes, encouraging strategic decision-making. Facilitators may guide additional rounds, refining the proposed solutions and fostering consensus as needed.

Participants are encouraged to collaborate respectfully, engage constructively, and use their votes strategically to advocate for impactful and sustainable solutions. Facilitators provide feedback after each round, helping participants refine their ideas and align on shared goals. The facilitator also moderates the groups in discussions and ideations. The number of rounds can be adjusted based on the group's progress, making the game flexible and adaptive to workshop needs.



Facilitator's Role

- Guide participants through the game setup and rounds.
- Ensure balanced participation and constructive dialogue.
- Summarize outcomes and provide the next steps for integrating selected EBA solutions.
- Facilitator is currently one of the players, allowing them to participate as well, however, it is not required to participate directly by placing solutions or voting.

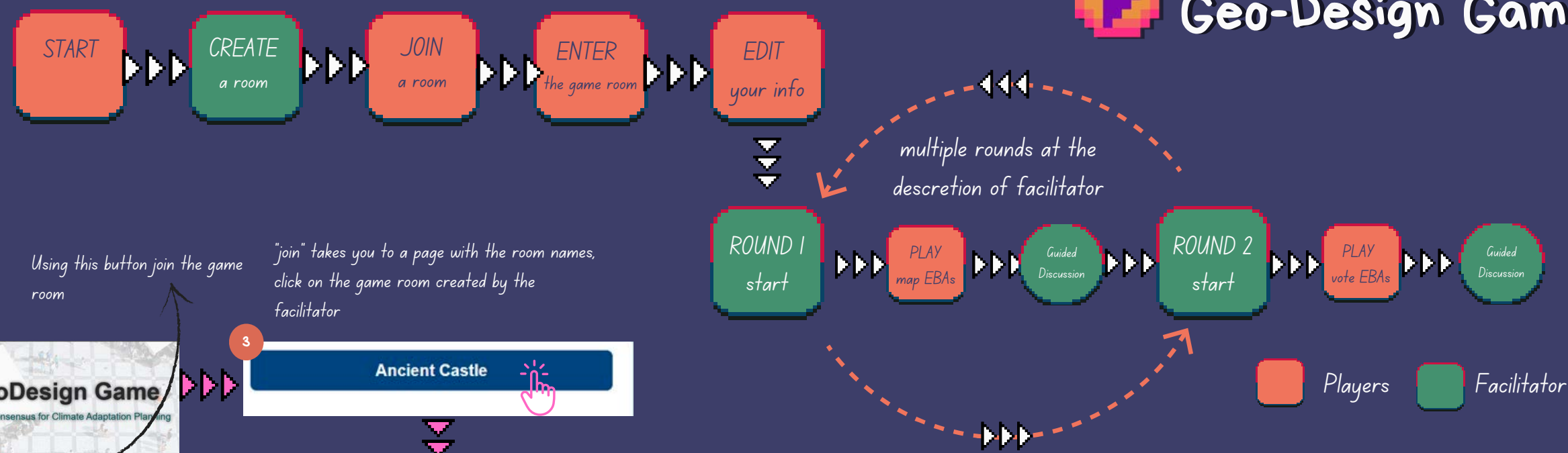


Geo-Design Game

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GAME MECHANICS



GAME PLAY

1. Main menu with 'Start' button.

2. Room selection screen with 'Create', 'Join', and 'Try Rejoin' buttons.

3. Room selection list showing 'Ancient Castle'.

4. User list table:

Icon	User	Role	Actions
	Youthful Peacock Facilitator	Community Leader	
	Fabulous Butterfly Player	Developer	
	Grounded Deer Player	Elder	

If you lose connection or face errors, you can rejoin your game room.

Round 1

5. Round 1 interface: Solutions list on the left, map on the right.

Solutions:

- Afforestation: €8000
- Beach nourishment: €12000
- Bioswales: €5000
- Cliff stabilisation: €15000
- Dry stone terraces: €7000

Players place the EBA solutions strategically, on the left side of the screen there is detailed descriptions of the EBSs for understanding

Once the players place their EBA solutions, the facilitator has the liberty to finish the round and

Round 2

6. Round 2 interface: Solution Information panel on the left, map on the right.

Solution Information:

- Afforestation**
- Location: 83.3432 lat, -4.2543 lng
- Price: €8000
- Placed by: Developer
- Placed in round: 1
- Votes count: 0

In the round 2, the EBA solutions on the map are clicked to strategically vote for the solutions, before timer runs out. On the left side of the screen, players can find the details of the solution such as, description, role of the player, etc.

There are limited number of votes and they can be seen on the left corner of the screen. Repeat the rounds as directed by the facilitator, refining solutions after each voting phase

SCORE AND FEEDBACK

Results!

Check out your score! The facilitator will progress the game when ready.

- Youthful Peacock (Community Leader) Score: 3
- Fabulous Butterfly (Developer) Score: 3

The After-game discussions serve as a crucial opportunity for participants to critically reflect on their decisions, strategies, and outcomes from the gameplay experience. This dialogue fosters an environment where the feasibility and impact of proposed solutions can be evaluated, unresolved conflicts addressed, and consensus built.

Key Guidelines for Participants

- Collaborate and engage constructively with all participants.
- Respect differing perspectives and prioritize shared goals.
- Use your votes wisely to advocate for sustainable, impactful solutions.
- Engage in discussions and defend your opinions while placing solutions.
- Participate in the debriefing.

Access the Geodesign Game platform(which will be added to the detailed instructions)and the participants input primary information such as name and role. The participants are familiarized with the map interface and tools via the tutorial provided by the moderator. The GeoDesign Game leverages serious gaming principles to promote inclusive spatial planning and co-create ecosystem-based adaptation (EBA) solutions. The overarching goal is to engage communities and stakeholders in coll

Round 1: Choose EBA Solutions

- Participants drag and drop EBA solutions onto the designated area of the map.
- They can place only an allowed number of solutions before the timer runs out.
- Participants within the same group (where one group represents one player in the game) should engage in discussions while playing this round and the subsequent voting rounds.

Round 2: Vote on EBA Solutions

- Review all solutions placed during the first round.
- Each participant votes for the solutions they believe best address the regional needs.
- Each participant has a limited number of votes to allocate strategically.

CLICK HERE

Link to the Geodesign Game platform

