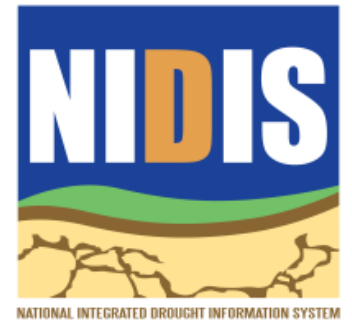




Ready for Drought?

A community resilience role-playing game

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Benefits of the game:

Compliments other educational and outreach tools

- Serve as a team building activity and/or ice breaker during DEWS meetings, planning meetings, drought conferences, or in a high school/college classroom.

Short, simple and low-cost

- Playing time 90+ minutes.
- Downloadable package with the entire game and instructions that can be easily printed.

Demonstrates the importance of community resilience, communication, and coalitions during a complex and evolving natural hazard

- Drought-stricken communities solve realistic challenges with sector-related resources and engagement opportunities (with neighboring populations).

Extreme Event Game

Developed by National Academy of Sciences Koshland Science Museum
We modeled the *Ready for Drought?* game based on this game



In-person role-playing game for all ages and experience that gives participants a taste of what it takes to build community resilience in the face of disaster.



Players work together to make decisions and solve problems during an engaging, fast-paced disaster simulation.



Natural disaster scenarios include hurricane, flood, and earthquake impacting fictitious communities of varying sizes.



During the game players must: prioritize resources, build coalitions, respond to a disaster, and assess the impact.

<https://www.koshland-science-museum.org/explore-the-science/extreme-event>

Adaptation to Drought

EXTREME EVENT GAME

- One hypothetical city
- Communities: 6 neighborhoods
- Challenges connected with impacts of hurricane, flood, earthquake
- Roles that fit the sectors and neighborhoods
- Resources needed for solving hurricane, flood, or earthquake challenges

DROUGHT GAME

- Missouri River Basin
- Communities: 6 hypothetical cities/towns with various sizes
- Challenges connected with drought impacts and their solutions.
- New roles: people that may be affected by drought or have some decision power during drought or a drought planning process
- Resources that help with solving challenges connected with drought impacts. Resources that are needed to solve the challenge are identified (loosely) based on the [THIRA](#) capabilities for drought.

The Drought Game Package

Instructions and checklist

Resource cards

Sector cards

Sector description

Community cards

Rule sheets

Resource description

Script and instructions

Challenge boards

Role descriptions

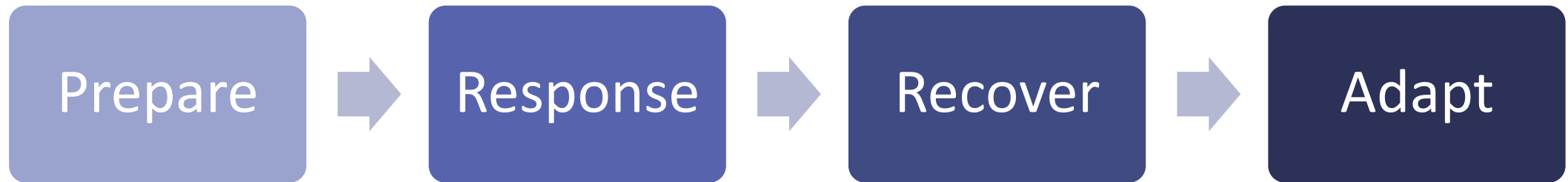
Community description

PowerPoint about Missouri River Basin

PowerPoint with drought pictures

Score board

Game Phases



Prepare

- Participants are assigned a role within a sector and a community (i.e. city council member – local decision makers - Newdale).
- Players in each sector prioritize provided resource cards and select 12 they want to use in the game.
- Resource cards are evenly distributed among the players and the rest are discarded.



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Response

- Players holding on their resources are asked to move to their communities.
- Each community is assigned a different challenge that is based on a specific drought impact. Each challenge has two viable solutions.
- Communities evaluate which resources they need to solve the challenge and which they are willing to trade with other communities.



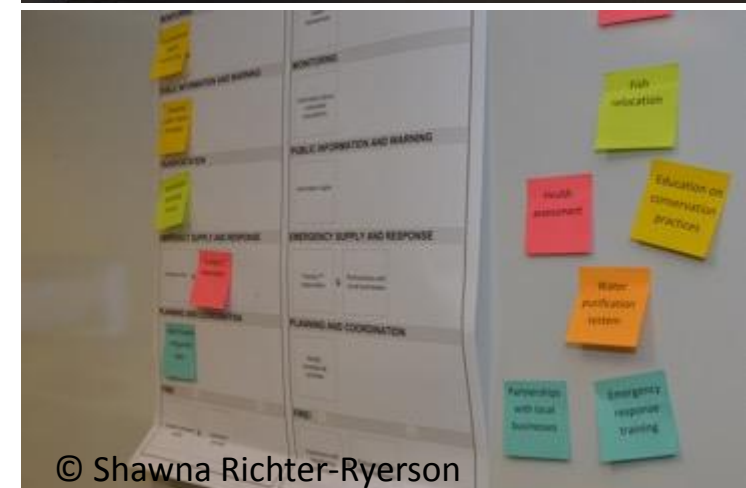
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Recover

- Facilitator evaluates the challenge boards. Each completed category yields 100 points.

- The score of each community contributes to a total regional score.

- Players discover that the game is not only about their own community, but more importantly about the entire region.



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Adapt

- Facilitator leads a discussion about the various sections of the game and asks players about their decision-making processes.
- Facilitator and players reflect on how the region might be more resilient in the future.
- Discussion makes clear why we need to be prepared for droughts and how coalitions within communities and sectors can help with drought response.



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Case Study: Trial Game

Thirty-six participants from UNL Climate and Society class of undergraduate and graduate students, NDMC staff, and other UNL student volunteers worked together to test the Drought Game in May 2018. Mike Hayes was the facilitator. The results were very encouraging:

“The Drought Game was fun, it had the group laughing and engaged!”

“It quickly became apparent during the response phase of the game that each community was not going to be able to deal with the drought on their own.”


“Each player was exposed to a lot of viewpoints on drought and how to handle it.”

Based on the trial game and feedback from participants we were able to eliminate minor flaws in the game (i.e. changing resource “Water buffalo” to “Water supply tank”).



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