

SERIOUS GAMES TEAM: NEWS AND UPDATES

The Serious Games team (WP4) showed the collection of four minigames at the Natural Hazards workshop in Boulder, CO in June. The games were well-received by the natural hazards experts and created many conversations with researchers and practitioners interested in the use of games as a tool for community intervention. Experts in various fields played the games and gave suggestions for the learning content and how the games could be adapted to other types of hazards beyond wildfire.



The team also showed the games at the Sunol Advisory Council where residents are interested in simulation and interactive solutions for planning, and at a Focus Group held in Berkeley in collaboration with a local partner. The focus group had 16 local residents as participants who discussed and offered feedback about how the games relate to their local experience and suggested changes to more closely tie to their needs and concerns.



The games were presented at a public event in San Francisco hosted by the KQED radio station where kids and their families were invited to interact with science projects being developed by various organizations. Families were attracted to the colorful and interactive nature of the games and spent time at the booth talking with the researchers after playing.

Development continues on the games, and all are currently playable here: <https://ucsc-wildfire-games.itch.io/>