



# Serious Games to Build Community Resilience

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NATIONAL  
CENTRE FOR  
RESILIENCE

BUILDING SCOTLAND'S RESILIENCE TO NATURAL HAZARDS



Serious Play for Serious Change



# The Power of Serious Games

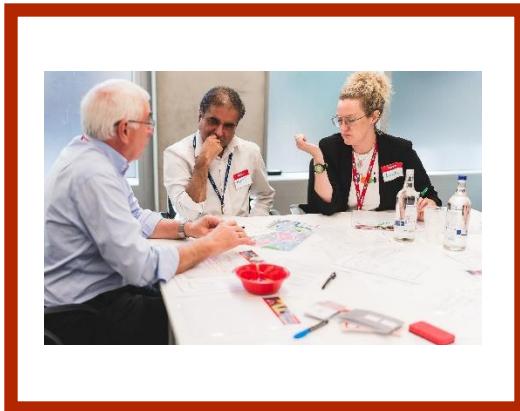
**Socialudo is a social enterprise co-founded by Professors Vikki McCall and Alasdair Rutherford using games and serious play to turn research into positive real-world change. Funded by the National Centre for Resilience, partnering with Rob Grayston we are aiming to:**

**Design and publish a new, free, co-produced participatory serious game for communities that simulates climate change hazards and solutions to support community resilience.**

# Future-proofing through Serious Games



**Our first game 'Hopetown' was developed as an impact methodology for supporting important insight and strategy around housing, ageing, climate change and resilience.**



**Hopetown is now used systematically, UK-wide to train the housing, health and social care sectors how to plan for the ageing demographic and more.**

# Objectives

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**Develop a core design for our community resilience game.**

**Co-produce with communities the scenarios, challenges, and game mechanisms that will form the final game product.**

**Playtest the serious game in two community settings, and with two organisations**

**Develop the final game materials, to create an accessible game resource.**

**Produce the associated digital support materials, including game guides and video tutorials, to support communities in using the game.**

**Publish the game online in a free-to-play format for use by communities**



***Flooding across Tweed Green,  
Peebles by Jim Barton***

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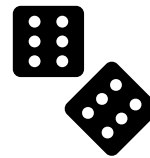
# Looking to the Scottish Borders and Clackmannanshire

- **Key risks attached to flooding, inc. rural vs urban**
- **Difficulties in getting communities and volunteers to engage**
- **Place-based approaches are key**

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| <p><b>Local Community</b></p> <p><b>Welfare provision:</b> remove one population from a square with a place of safety<br/>□ □ □</p> <p><b>Shelter:</b> prepare a place of safety in one square<br/>□ □</p> <p><b>Boots on the ground:</b> move one population to an adjacent square<br/>□ □ □</p>                    | <p><b>Voluntary Agency</b></p> <p><b>Welfare provision:</b> remove one population from a square with a place of safety<br/>□ □ □</p> <p><b>Boots on the ground:</b> move one population to an adjacent square<br/>□ □ □</p> <p><b>Specialist rescue:</b> move one population from a flooded square to any place of safety<br/>□ □</p>                      |
| <p><b>Local Authority</b></p> <p><b>Shelter:</b> prepare a place of safety in one square<br/>□ □</p> <p><b>Flood defences:</b> deploy sandbags and flood defences to protect a point of interest in one square<br/>□ □ □</p> <p><b>Warn and inform:</b> remove one population from an unflooded square<br/>□ □ □</p> | <p><b>Emergency Services</b></p> <p><b>Specialist rescue:</b> move one population from a flooded square to any place of safety<br/>□ □ □</p> <p><b>Warn and inform:</b> remove one population from an unflooded square<br/>□ □ □</p> <p><b>Flood defences:</b> deploy sandbags and flood defences to protect a point of interest in one square<br/>□ □</p> |

# Simulation Vs Playability

- **Accessibility & accuracy of concepts**
- **Necessary abstraction**
- **Case studies and localisation**



# Questions?

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