

# CROSS-BORDER FLOOD RISK MANAGEMENT

## *a serious game*

*Cross-border Flood Risk Management* is a simulation game that confronts the players with the issues that may arise if transboundary flood risks need to be managed.

The game can be played with one or with two themes. The themes are:

Theme 1: Complexity / level of detail of maps and plans.

Theme 2: Possible approach of flood management and the measures involved.

### **Assignment**

Formulate a framework for developing a flood risk management plan for the River Green that originates in Deep Blue federal State Blueiland and flows into the sea in Yellowland province Lakeside.

### **Preparation**

The game is guided by 2 moderators. Preceding playing the game, the moderators consult about the mutual division of tasks. It is important that the moderators read all cards in advance in order to know the interests and opinions at stake during the game.

The moderators determine in advance which theme(s) will be played during the game. The time schedule in this game explanation is based on playing one theme. If both themes are played, the total playing time will be about 1 hour more.

The moderators set up all material required for the game in advance.

### **0:00 – 0:20 Presentation**

The game starts with a presentation of information about the River Green and the countries Blueiland en Yellowland. The following aspects will be presented:

- . Information about the river
- . Bottlenecks River Green (bottleneck maps)
- . Information Blueiland
- . Information Yellowland
- . Participants Blueiland
- . Participants Yellowland
- . Objective of the game
- . Explanation of the set-up of position cards
  - o Name of the organization
  - o Function
  - o Mandate
  - o Responsibilities
  - o Tasks
  - o Available budget
  
- . Explanation of theme(s)

For preparing the presentation the moderators can download the PowerPoint Presentation from [www.foodwise.eu](http://www.foodwise.eu).

After the presentation, the rules and set-up of the game are explained.

- Two playing rounds with a consultation in each country.
- Two playing rounds with international consultation.
- Inventory of remarks by the observers.
- Discussion of remarks.

### **0:20 – 0:50 First playing round**

Two groups are formed of maximum 10 players each. Each group represents one country. The game is started with a national consultation in each country. Six players receive a position card. The other players are observers.

The moderators each are chairman of a national consultation.

The players that received a position card take some time to read these individually. In the mean time the observers receive instructions from the chairs. The observers keep an eye on the following:

- Is everything clear for everyone, from the start?
- If there are difficulties, how do they originate?
- Which incompatible interests occur?
- To what extent do financial issues dominate the consultation?
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After 15 minutes the first consultation round starts. This consultation round takes 15 minutes.

### **0:50 – 1:10 Second playing round**

At the start of the second playing round, all position cards are divided once more within each country. The observers are the first to choose a position that they like to adopt. Next, the moderator/chairman divides the rest of the position cards to the players. Again, a number of observers remain. These observers have the task to regard matters that draw attention. The consultation will be continued directly. The new players do not have time to read up.

At the end of the second (national) playing round, in each country three issues have to be selected for the agenda of the international consultation.

From each group three persons are selected as a delegate for the international consultation. The complete group decides who will be delegated.

### **1:10 – 1:15 Short break**

Tables and chairs are put out for the international consultation .

### **1:15 – 1:25 Introductory round**

The six participants of the international consultation (three of each country) and the chairman (one of the moderators) take place at the consultation desk. The other participants take place on the "public stand" behind their delegation. They can, if they want, influence the discussion by hand over written notes to the delegates of their own country. They are not allowed to take part in the discussion actively. One of the moderators is chairman of the international consultation. The other is observer.

The consultation can start. The chairman asks the participants to introduce themselves and their position.

### **1:25 – 1:45 Third playing round**

The participants can bring up topics that need to be discussed. The chairman decides which topics will be discussed and in which order.

### **1:45 – 1:50 Consultation of supporters**

The participants of the international consultations have the opportunity to consult their fellow-countrymen on the public stand.

### **1:50 – 2:10 Fourth playing round**

Continuation of the international consultation.

### **2:10 – 2:15 Break**

**2:15 – 2:30 Inventory of the remarks from observers.**

The observers are asked to report about the matters that drew their attention. All matters that are mentioned are written down by one of the moderators.

**2:30 – 3:00 Discussion of the remarks.**

The complete group assesses whether the things that have occurred and have been observed, also could happen in reality. The players assess together how to deal with 'real' problems and indistinctness and how to avoid them.

The focus of the discussion must not be on the content of the consultations, but on matters like:

- . indistinctness of tasks and responsibilities;
- . incompatible interests;
- . various administrative levels (national and international);
- . political reality;
- . language problems;
- . differences in knowledge level;
- . changing of participants in a consultation.

**Commissioned by**

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