

## ***Interactive comment on “Using video games for volcanic hazard education and communication” by L. Mani et al.***

**L. Mani et al.**

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A stronger emphasis will be made throughout the finalised manuscript to clarify that this is a work-in-progress. Additionally, the title of the manuscript will be altered to reflect this and to also identify that this paper is an evaluation/overview of the technique.

Previous reviewers also suggested a more detailed methodology was needed and we acknowledge that the methodology needs to be clearer and with the knowledge quizzes included for reference.

A section will be added to the revised manuscript to discuss ‘lessons learned’ and for recommendations for other researchers pursuing a similar testing method.

In reference to the comments about Johnston and Paton’s research and the realisation

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that awareness does not always lead to preparedness: This section will be recast to acknowledge this concept within the manuscript.

In this instance, the game is designed to improve knowledge, language and understanding of volcanic phenomena for participants and not to be a comprehensive disaster risk reduction tool. For this reason, the method of measuring effectiveness through the adoption of preparative measures is not applicable as this information about this is not provided within the game itself. Instead, we have used a tried and tested method of testing to establish 'learning gains'. However, we realise that this message can be made clearer in the manuscript and a discussion of the reasons for the testing strategy utilised will add further clarity to this.

We thank you for your further comments in the specific section and will integrate these throughout the revised manuscript.

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