

Interactive comment on “ANYCaRE: A role-playing game to investigate crisis decision-making and communication challenges in weather-related hazards” by Galateia Terti et al.

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Comments from reviewer #2 I think this paper is very interesting and is an important addition to the literature. It well describe the “ANYCaRE” role-playing game to simulate crisis decision-making and management arousing curiosity and making me want to play and deepen the sub- ject deal with. After reviewing it, I would like to experience it myself as a player tester. The authors are able to explain and justify the game design choices in a detailed and punctual way rich in useful particular to understand the consequences of one decision rather than another on crisis management. ANYCaRE is presented as a serious games particularly useful to educate future crisis managers,

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as well as to spread a culture of risk also for general public promoting awareness and correct behaviors which are fundamental for public safety. A very precious tool for all (from citizens with no knowledge of the subject to experts). I believe the importance of this paper stems from the applicability of the approach to the several, but I have some reservations about a so difference players' scientific background. My suggestions are essentially that authors should also calibrate the game to inexperienced users, simplifying in this case the data sets (considered by someone too difficult to interpret). The adequacy of the development of the project described, as it is currently stands, shows the authors' analysis is both rigorous and generalizable. A very well written interesting manuscript, pleasant to read and fluent: a beautiful synthesis of a role-playing game with the education intent our Society needs that can be broadly and usefully applied.

Response: We are very grateful to the reviewer for her thoughtful and appreciative comments. We agree that specifically the forecast information is quite complex to interpret for inexperienced users and it is why we tend to manage the difference of expertise by dedicating a little more time to the learning/description of the products at the beginning of the game. If necessary, one of the game organizer, more skilled in forecasting products, may also facilitate the process by helping the "forecasters" to interpret the model's outputs. Nevertheless, our intention when conducting future simulations is to better adapt the forecasting information to the audience, for instance using products that are commonly used in the country. Only the new impact-based forecasting products and social media application might still be new to the players but it is in fact the understandability, efficacy and transferability of such products that we intend to test with ANYCARE simulations.

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