

## ***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.***

### **Anonymous Referee #1**

Received and published: 31 October 2018

Journal: Natural Hazards and Earth System Sciences Title: ANYCaRE: A role-playing game to investigate crisis decision-making and communication challenges in weather-related hazards Authors: Galateia Terti, Isabelle Ruin, Milan Kalas, Ilona LaiÅng, Arnau CangroÀs i Alonso, Tommaso Sabbatini, Valerio Lorini

General comments: The paper proposes a role-playing game to simulate crisis decision-making and management. The paper is particularly interesting; however, some points have to be improved to be eligible for publication. I would suggest the authors to consider the following points:

The paper lacks of a real state of the art on role-playing game dedicated to crisis

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management. ANYCaRE has to be compared with existing crisis management RPGs, in order to highlight its specificity and its interest.

The rules of the game are not clearly presented in the paper, limiting the capacity of the authors to explain and justify the game design choices.

The game is intended for a wide and varied audience (from people with no knowledge of the subject to experts). Is it possible to consider all these audiences with the same game? How does this impact game design? How is managed the difference of expertise/knowledge between players?

Please find the details comments in the enclosed pdf file.

Please also note the supplement to this comment:

<https://www.nat-hazards-earth-syst-sci-discuss.net/nhess-2018-244/nhess-2018-244-RC1-supplement.pdf>

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Interactive comment on Nat. Hazards Earth Syst. Sci. Discuss., <https://doi.org/10.5194/nhess-2018-244>, 2018.

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