

# ROCK, PAPER, STORM !!!

*A Game on Science, Disasters and Emotions*

*by Pablo Suarez*

RED CROSS/RED CRESCENT

CLIMATE CENTRE



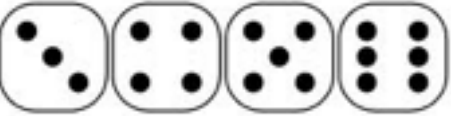
International Federation  
of Red Cross and Red Crescent Societies

The Netherlands  Red Cross




# Form Duos: ‘Nature’ + ‘Risk Manager’

Pair up with someone from another row

“Nature” can deploy:

<b><i>Small Storm</i></b>		
<b><i>BIG STORM</i></b>		
<b><i>No Storm</i></b>		

“Risk Manager” can deploy:

<b><i>Small Storm Preparedness</i></b>	
<b><i>BIG STORM Preparedness</i></b>	
<b><i>Rocks for SeaWall</i></b>	

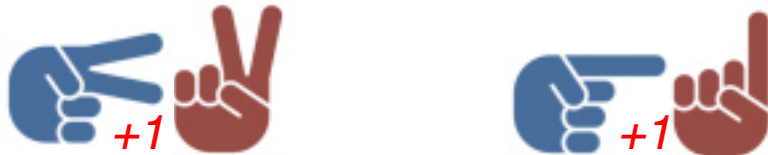
**Storm** *causes damage?*



**Preparedness** *too big?*



**Preparedness** *matches Storm ?*



**Rock for Seawall** *and No Storm ?*

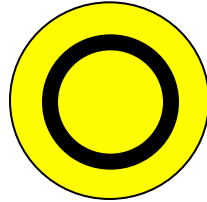


**Out of Fingers? Game Over !**  
*(Risk Manager wins if Seawall completed)*

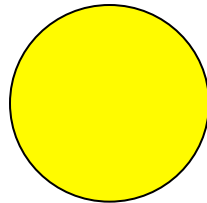
# Science Based Forecasts

Frisbee instead of Dice

**Low Risk**



*Small Storm*



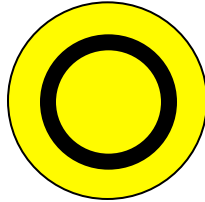
*No Storm*



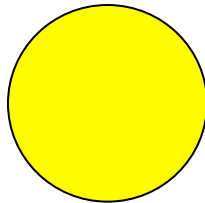
# Science Based Forecasts

Frisbee instead of Dice

**Low Risk**



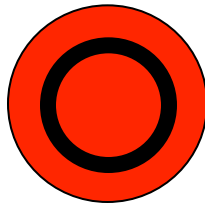
*Small Storm*



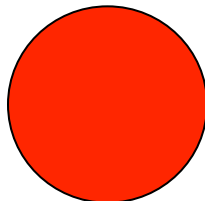
*No Storm*



**High Risk**



*Big Storm*



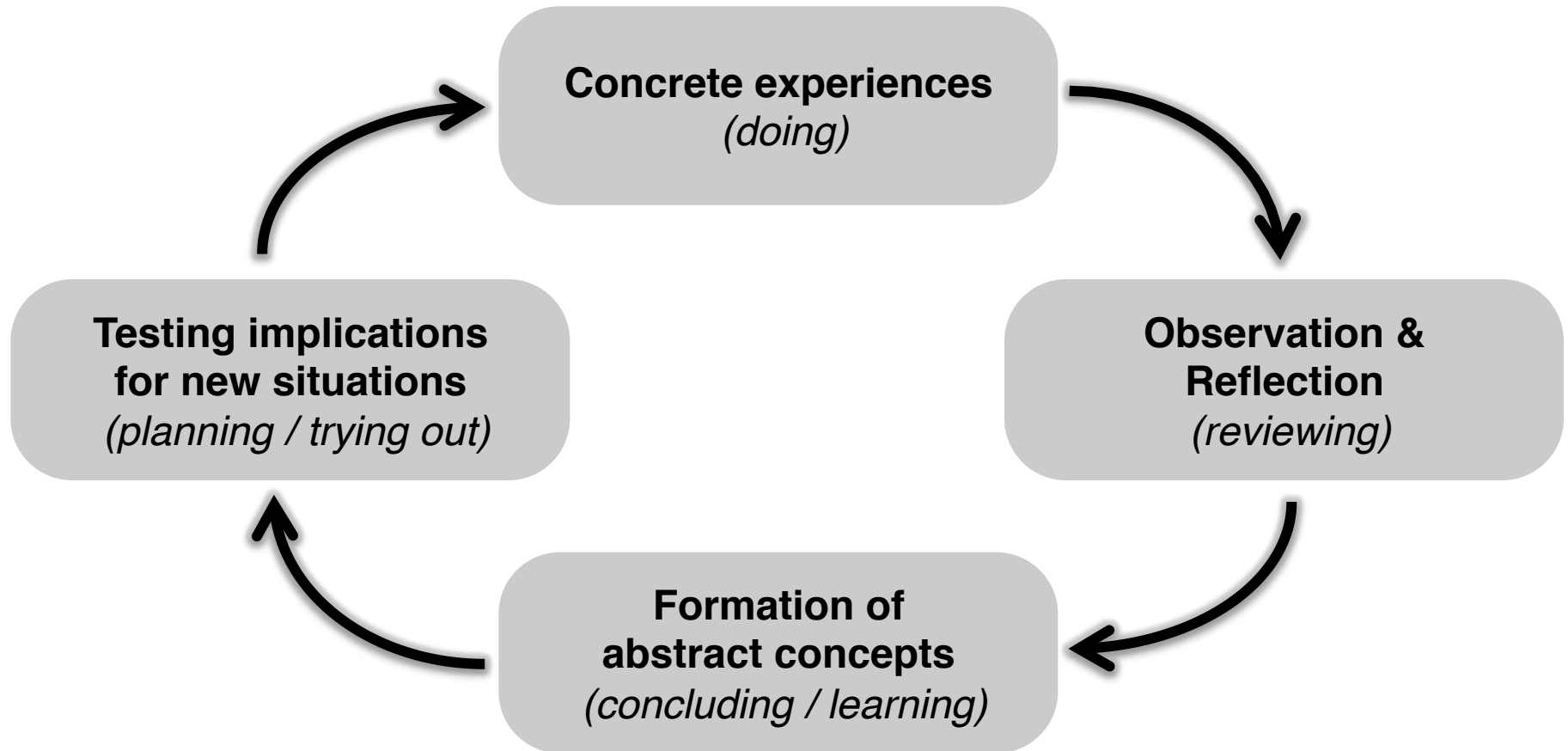
*Small Storm*



# Risk Management Framework



# The Experiential Learning Cycle



*Kolb, 1984*

Your  
Comfort  
Zone



Where the  
magic happens

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