

# 1E: Visualization and gaming - making adaptation real

Wednesday Oct 24 8.30-11.45

Organisers:

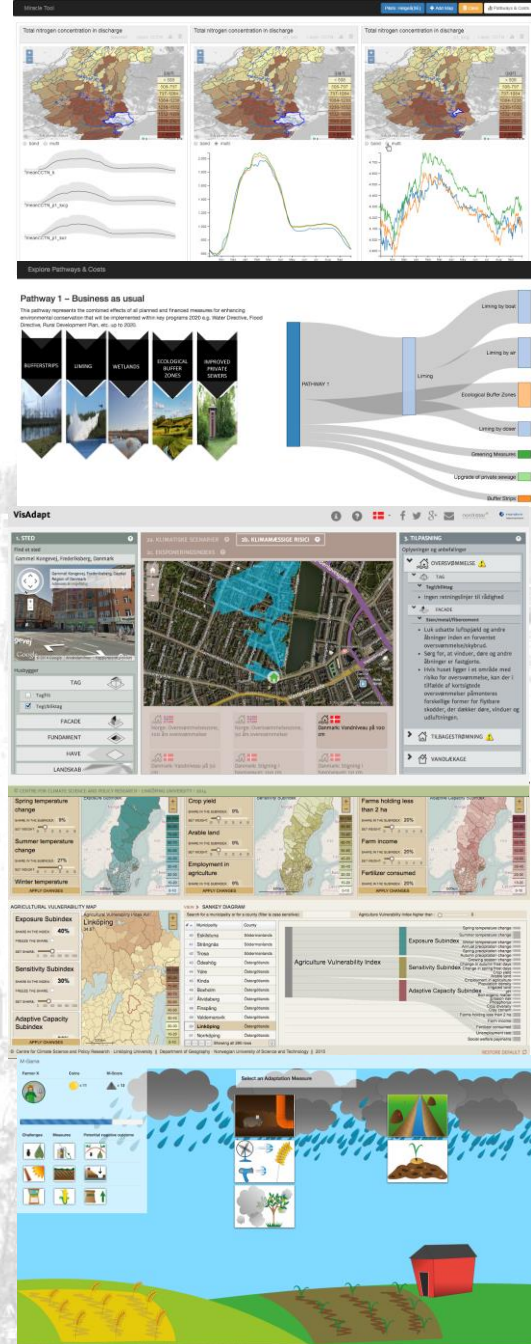
- Tina Neset (Linköping University)
- Lotta Andersson (SMHI)
- Sirkku Juhola (Helsinki University)

# 1E: Visualization and gaming - making adaptation real

How can interactive applications such as climate visualization and serious gaming support the communication of complex challenges and opportunities in climate adaptation?

How can gaming, roleplay and citizen sensing increase the understanding of climate adaptation and create engagement with different stakeholder groups?

What are the actual outcomes from the application of such methodologies in practice?



# **1E: Visualization and gaming - making adaptation real**

October 24, 8.30 – 11.45, Vingen 1-2

8.30 - 8.40 Welcome and Introduction to this Session

8.40 – 9.40 Part I: Oral Presentations ( 10 minutes each, plus one short presentation)

9.40 – 10.00 Coffee break

10.00 - 10.30 Part II: short oral presentations (5 minutes each)

10.30 – 11.15 Demonstration Session

11.15-11.45 Moderated Plenary Discussions



# Special session 2: Experience visualization and serious gaming

Thursday 8.30-11.45

Dome theatre, Norrköping Visualization Centre-C



Poster related to this session:

Hanna Kvamsås, University of Bergen

Klimathon - a hackathon-like workshop to inspire dialogue and find solutions to improve climate services in Norway

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## Part I: Oral Presentations

Tomasz Opach, Norwegian University of Science and Technology

Visualization and gaming: towards an increased awareness of climate change and guides for actions?

Lotten Wiréhn, Linköping University

Interactive assessment of agricultural vulnerability indicators through a geographic visualization approach. (*short presentation*)

Susanne Lorenz, Leeds University

The visual framing of climate change impacts and adaptation

Tim Carter, Finnish Environment Institute (SYKE)

Climate Change Programme, Interactive visualisation of regional impacts and adaptation in a national climate change portal

Neil Powell, Uppsala University

Using a Serious Game Systems (SGS) to mediate learning and transformation in situations characterised by controversy and uncertainty in a changing climate

Sebastian Bokhari Irminger, SWECO

Inclusion of stakeholders in the design process

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Part II: short oral presentations

Janina Käyhkö, Helsinki University

Serious gaming in adaptation research and science communication – The Maladaptation Game

Johannes Carolus, University of Copenhagen

A user-driven approach to Cost-Benefit Analysis in a participatory context

Tina-Simone Neset, Linköping University

Interactive visualization for data exploration – The MIRACLE Visualization Tool

Erik Glaas, Linköping University

Visual Water in the making – an interactive visualization platform for integrated urban storm water management

Filipa Malafaya, Univ of Porto & Tomasz Opach, Norwegian University of Science and Technology

Citizen Sensing – Urban Climate Resilience through Participatory Risk Management Systems



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