

**DEVELOPING AN
EVALUATION FRAMEWORK
FOR
SERIOUS GAMES**

**PARTICIPATORY GAMES FOR CLIMATE
RISK MANAGEMENT &
COMMUNITY-BASED ADAPTATION**

DECISION-MAKING IN AN UNCERTAIN CLIMATE

- Climate Centre
- Future Climate for Africa (FCFA)
- Zambezi River Basin Initiative
- Zambia Red Cross Society
- Climate Games
- Evaluation Framework







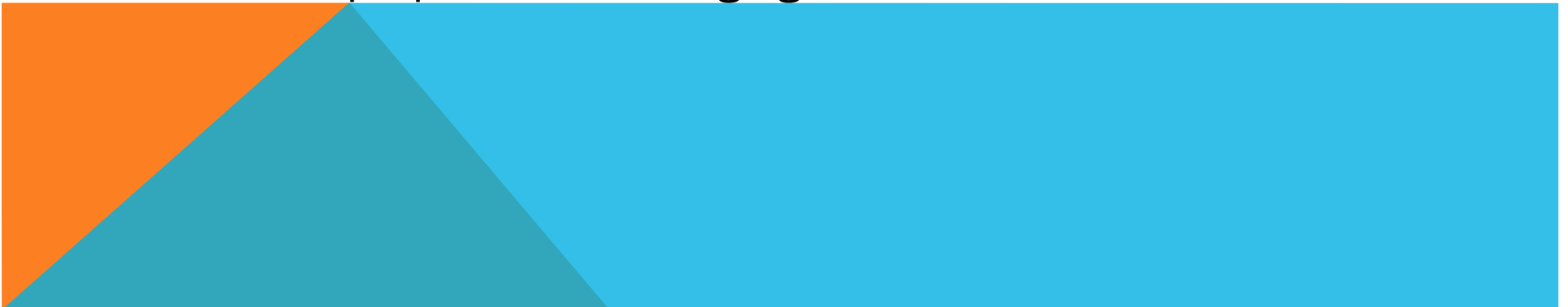
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THE ISSUES

DECISION-MAKING IN AN UNCERTAIN CLIMATE

MAKING DECISIONS NOW FOR THE FUTURE

- What are likely impacts of climate change in the medium to long-term?
- How might vulnerability patterns shift?
- What climate information is available? Needed?
- How can climate information be better integrated into development planning?
- How can decision-making processes be enhanced now to better prepare for a changing climate?



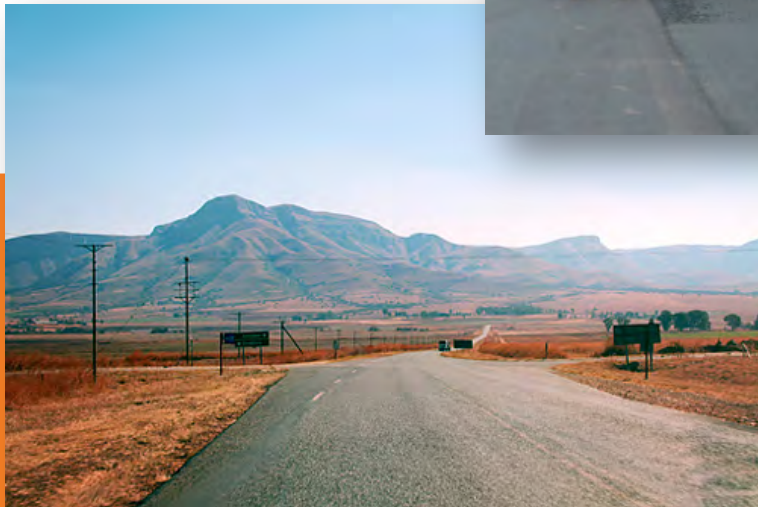














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THE GAMES

DECISION-MAKING IN AN UNCERTAIN CLIMATE

CLIMATE GAMES



- + 40 Games
- + 4000 Players
- + 50 Countries

Development Card

Title of development plan or development intervention:

Energy for all

Short description:

home lighting (solar)
provide power to small
scale enterprises

Climate Information used

- * Solar radiation
- * Seasonal rainfall
- * Wind
- * Temperature



Climate
sens










WHY EVALUATE GAMES?

- *Systematize* development, testing and evaluation of quantitative and qualitative methods
- *Innovate* new game-based tools to improve decision-making
- *Generate* feedback that informs game design and use
- *Build capacity* among facilitators, players, researchers, designers, INGOs



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THE EVALUATION FRAMEWORK

DECISION-MAKING IN AN UNCERTAIN CLIMATE

HOW? WHY? WHEN?

- How do games improve risk management?
- How do games help us learn to make good decisions?
- How can we assess games and evaluate their effectiveness?



EVALUATING GAME DESIGN

ELEMENTS OF GAME DESIGN

Narrative

Aesthetics

Challenge

Mechanics

Costs

CLIMATE RISK CONTENT

Purpose

Objectives

Appropriateness

Content

Framing



EVALUATING GAME DYNAMICS

GAMEPLAY EXPERIENCE

COMPREHENSIVE CRITERIA

User Experience (UX)

Outputs

Holistic Game System

Outcomes

Enjoyment

Impact and Attribution



COMMON CRITERIA

STAKEHOLDER CONTEXT

Relevance

Perspectives

Coverage



RESEARCH DESIGNS

Evaluation Design	Pre-Test Baseline Estimations prior to gameplay	Treatment (Gameplay)	Post-gameplay assessment
Pre-Test/Post-Test No Control Group	Player Group	Yes	Player Group
Pre-Test/Post-Test with Post Comparison	Player Group	Yes	Player Group Control Group
Pre-Test/Post-Test	Player Group Control Group	Yes No	Player Group Control Group

CONTRIBUTIONS

- Reliable, accurate assessments improve game design & dynamics
- Evaluation lends credibility to games
- Participatory evaluations build capacity
- Evaluations can help games scale



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THANK YOU

**CENTER FOR SCIENCE & TECHNOLOGY POLICY
RESEARCH**

RED CROSS/RED CRESCENT CLIMATE CENTRE

ZAMBIA RED CROSS SOCIETY