



Watergame

Measure by	Municipality of Tiel, The Netherlands
Coverage	Local, Tiel, Tiel East, national (more Dutch sites available)
Measure type(s)	Inform / Consult
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Description and Aim

The Watergame is an interactive computer game that simulates the local water problems and the consequences of possible measures. Four organisations (Waterboard, Municipality, project developers and housing associations) have to work together to solve current water problems and prevent problems in the future. Tiel East is one of the pilot locations in the Watergame but other locations with different situations can be chosen as well.

Aim:

Change knowledge, change attitude

The aim was to influence the process of finding an integral solution for the water problems in Tiel East by creating insight in each other's interests and to create awareness that water problems can only be solved by an integral approach and working together.

Target group(s), Message, Instruments

Target group(s):

Professionals (planners, housing corporations, waterboard), Population (inhabitants, ambassadors)

Message:

Waterproblems can only be solved by an integral approach and working together.

Used instruments:

Use opinion, use emotion, use facts

The Watergame is based on facts and figures regarding the real situation in Tiel East and projections on the effects of new development. The opinion of the stakeholders and concerned inhabitants influences the way the game is played.

Experiences

Combination with other measure:

Structural measures to adapt to water problems.

Follow up:

The watergame is still used by several organisations as an example of interactive process instrument.

The game is teaching material for students at the Landscape & Environment Management school in Delft and Rotterdam.

Good-practice:

The watergame has proven to be a very useful instrument to create awareness. It is a user friendly, interactive instrument. In Tiel the game played an important role in the development of the integral water scenario for Tiel East. The water game is still being used frequently by other organisations and by Tiel (in workshops). The game has been translated into English to make it available for foreign partners.

Costs:

The game cost €275.000 in total; Tiel contributed €50.000 to develop the Tiel East pilot location.