

NCWR

NON CONVENTIONAL WATER RESOURCES
- PROGRAMME IN THE MEDITERRANEAN -

Capacity Building Workshop

Communicating Water Trends & Innovation to Engage Locals and Tourists

Gaming as an engagement & awareness raising tool

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12-13 November 2019

Malta College of Arts, Science and Technology (MCAST), Paola, Malta

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NON CONVENTIONAL WATER RESOURCES
- PROGRAMME IN THE MEDITERRANEAN -

Animated online game (runs on Flash) that educates, informs and raises awareness about every day water consumption and opportunities for water saving

You may it play it here!



www.gwpmed.org/NCWR > Resources

The Alter Aqua Game



Video Game

The Alter Aqua Video Game is a tool to raise awareness and sensitize primary and secondary school students on the use of Non Conventional Water Resources and the importance of saving water every day!



The Alter Aqua Game



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The Alter Aqua Game



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BONUS!!!

You have just won **50** litres because you collected rainwater in the Rainwater Harvesting system.

You have **200** litres in your bucket now. Use them wisely!

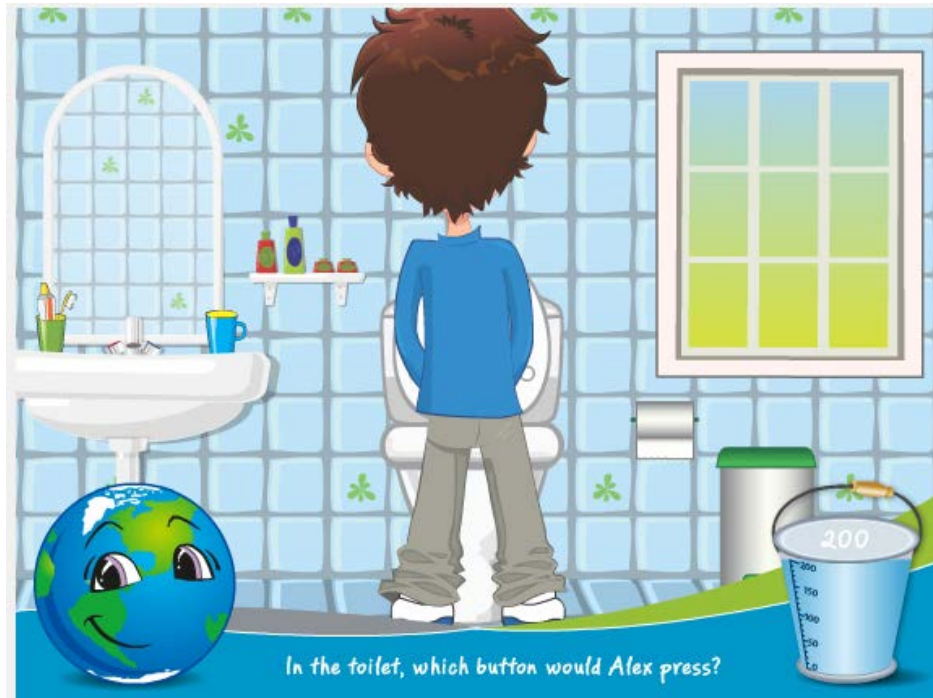
Click anywhere to continue...

The Alter Aqua Game



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The Alter Aqua Game



The IUWM Serious Game



WATER FOR THE CITY

Role playing table game that builds capacities, develops skills and raises awareness about urban solutions and challenges in urban water management.

Co-developed with:



Find out more: www.waterforthecity.net

The IUWM Serious Game

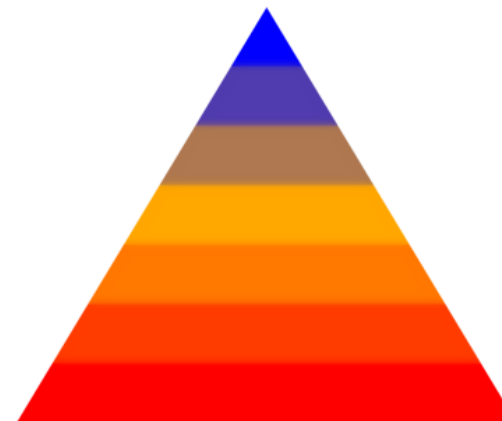


www.waterforthecity.net

WATER FOR THE CITY

Why a Serious Game?

Serious games provide a meaningful message in a fictional play space about a certain (perceived) reality.



5% Lecture

10% Reading

20% Audio Visual

30% Demonstration

50% Discussion

75% Practice by Doing

90% Teaching Others

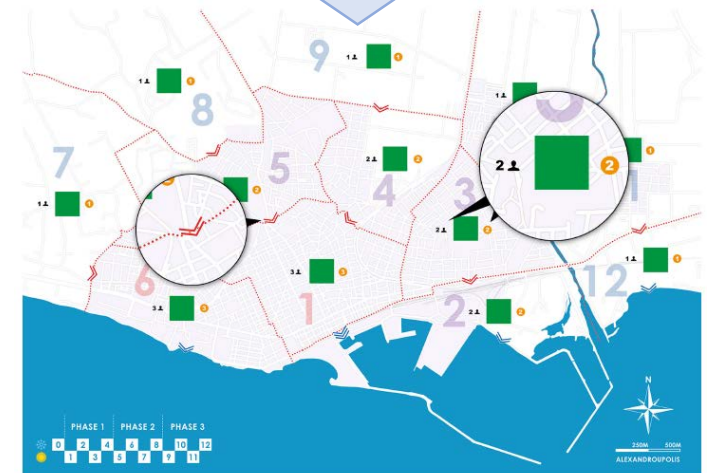
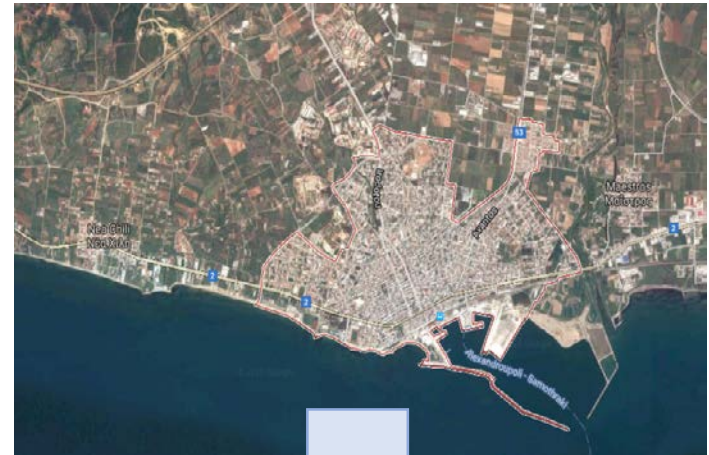
Source: How The Brain Learns
(Dr. David A. Sousa)

The IUWM Serious Game



www.waterforthecity.net

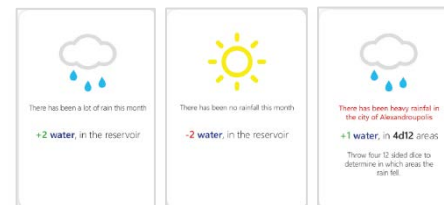
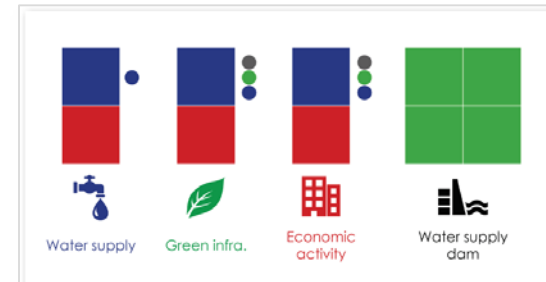
WATER FOR THE CITY



The IUWM Serious Game



WATER FOR THE CITY



The IUWM Serious Game



WATER FOR THE CITY



Animated Games at the Water Conservation Awareness Center

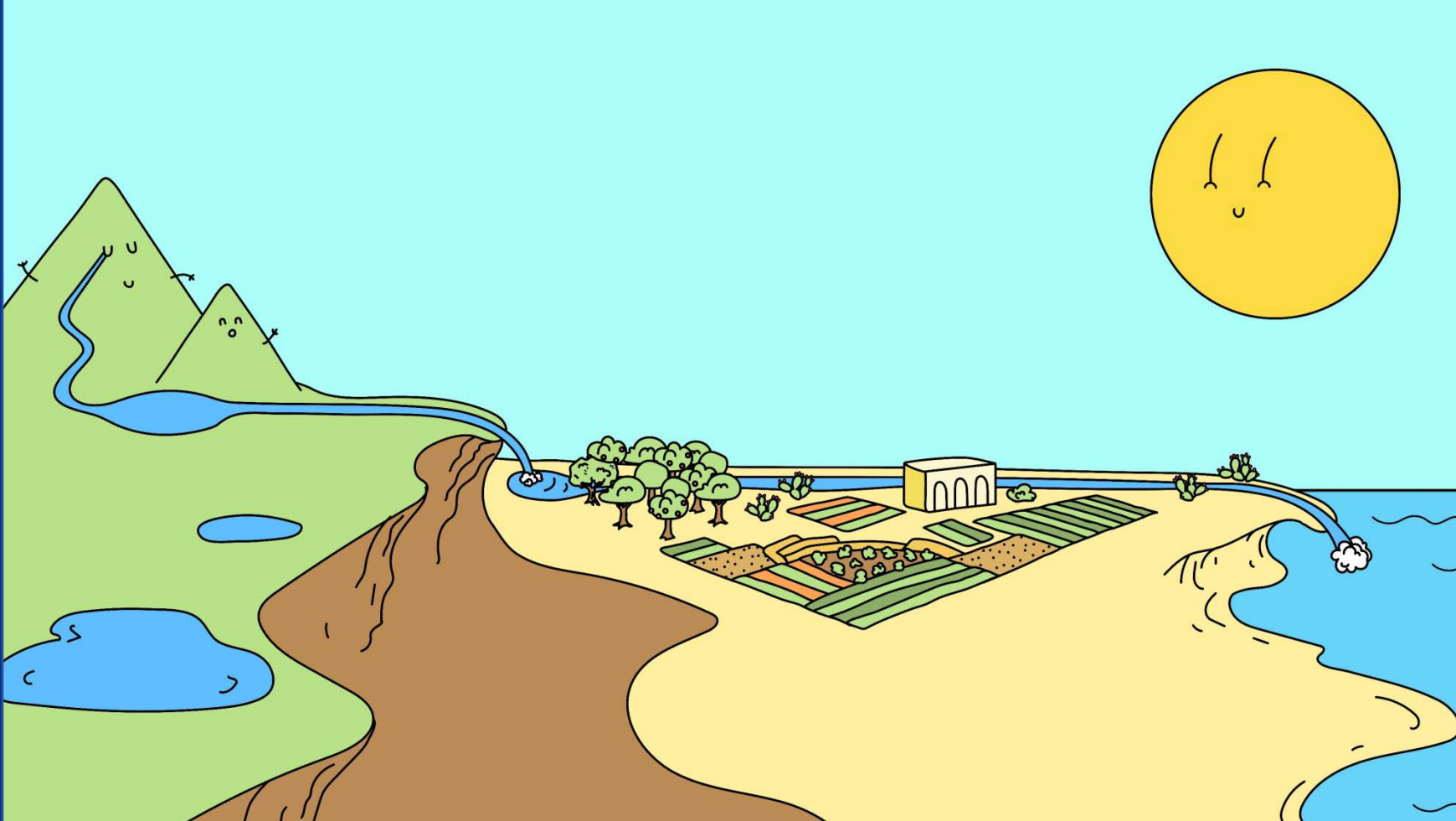
Four animated touch-screen video games that educate, inform and raise awareness about water topics.

Each game has

- a different main concept,**
- a different hands-on part,**
- a different booklet.**

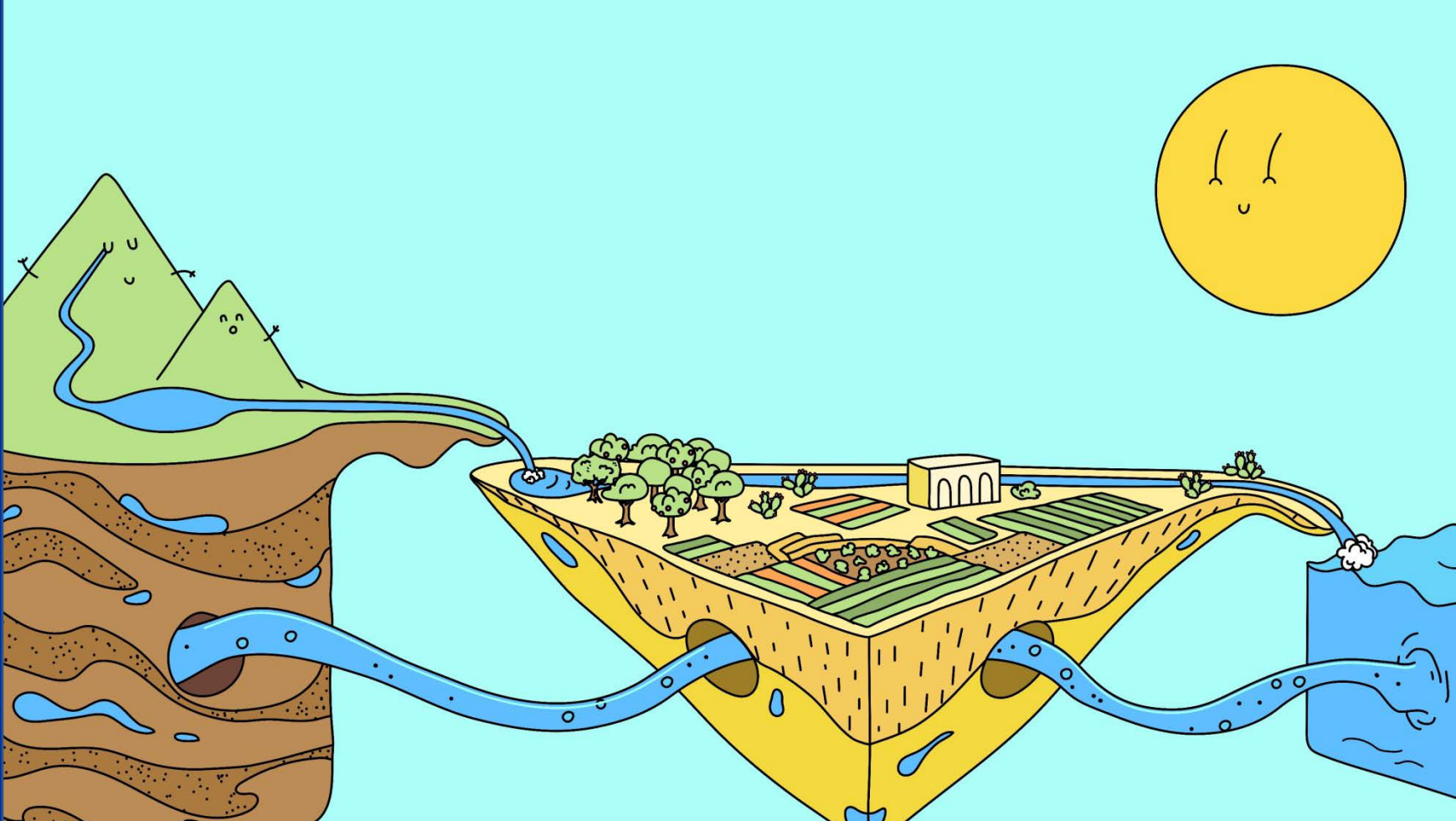
Animated Games at the Water Conservation Awareness Center

WATER CYCLE GAME



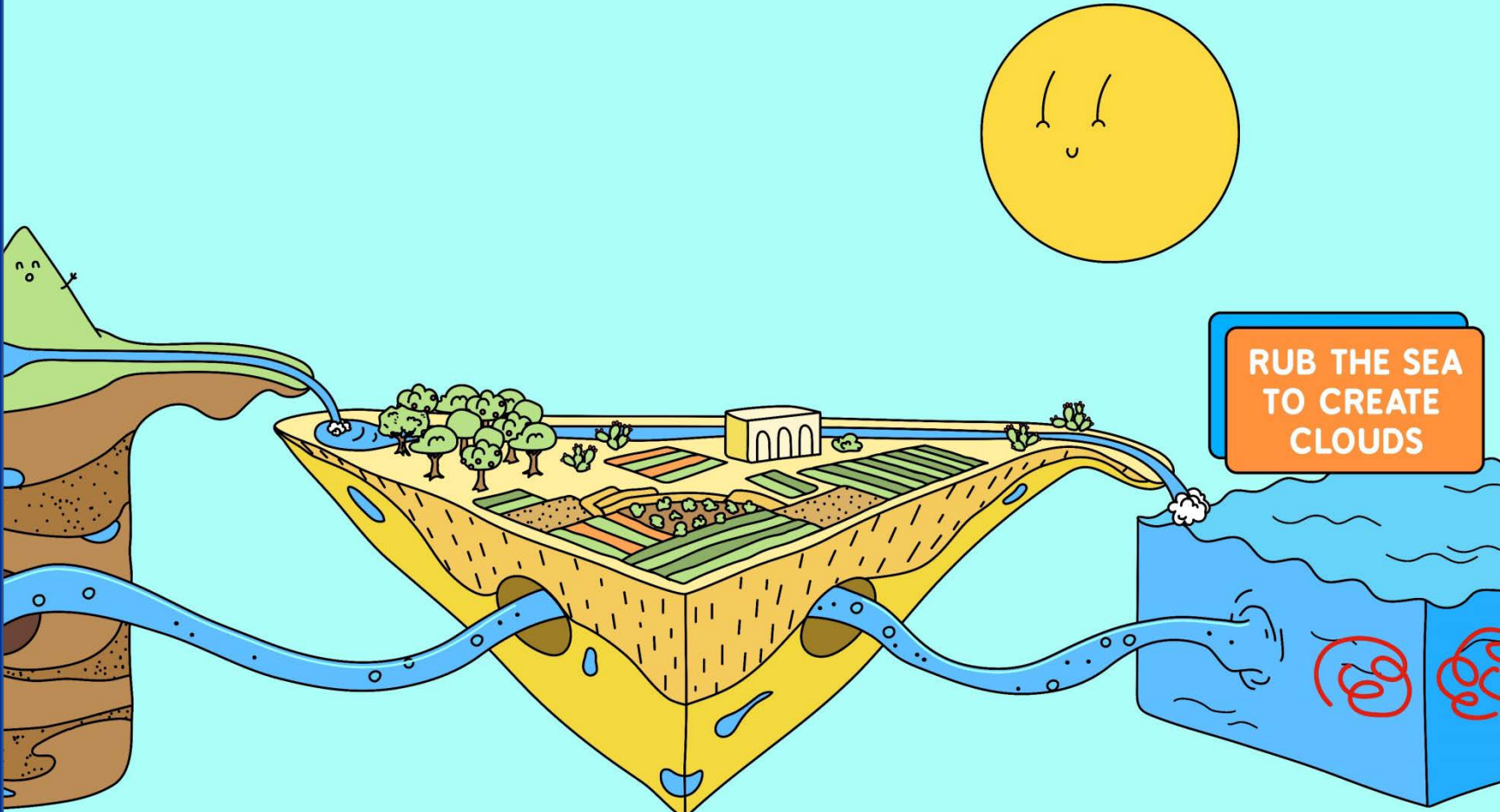
Animated Games at the Water Conservation Awareness Center

WATER CYCLE GAME



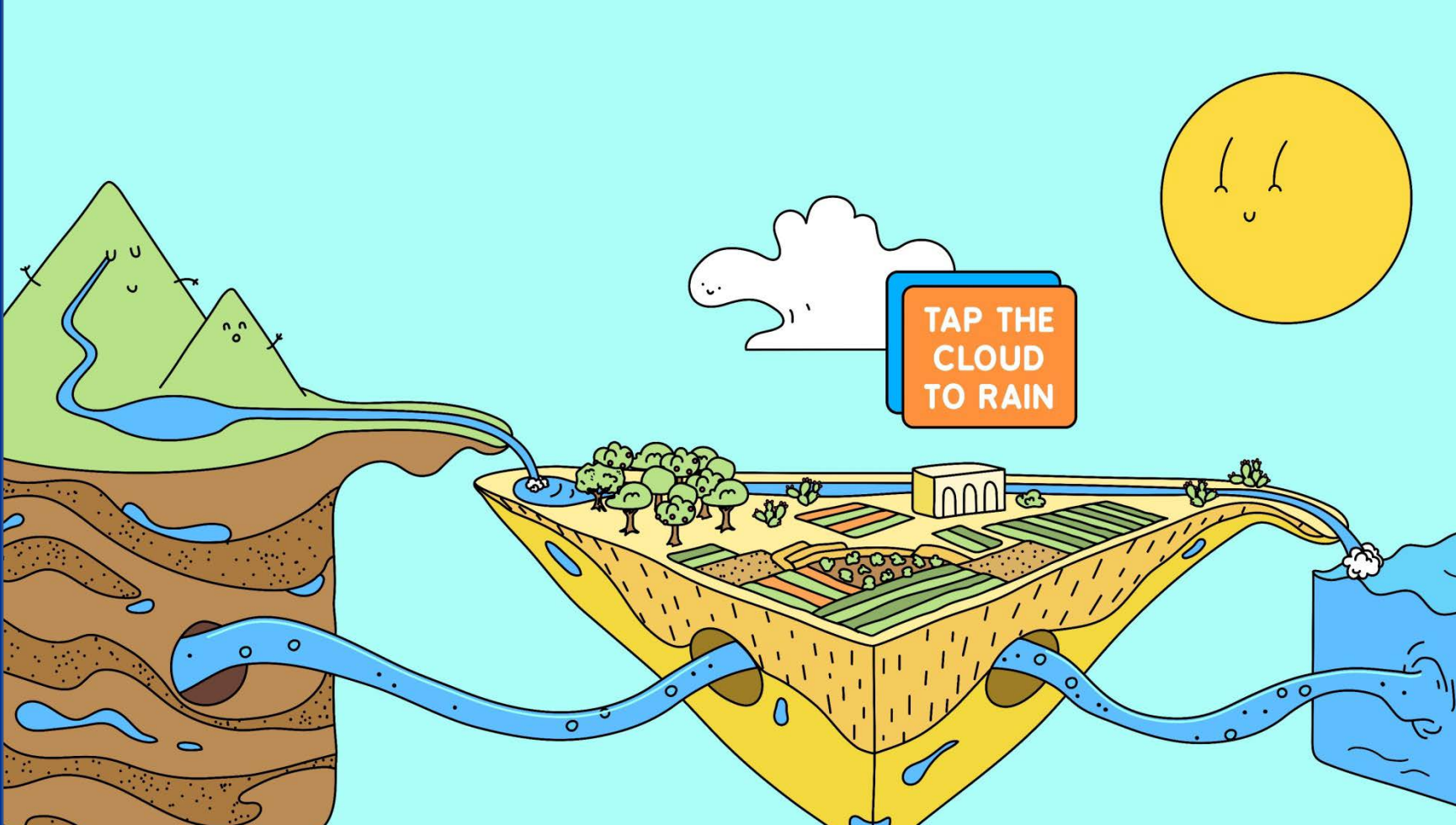
Animated Games at the Water Conservation Awareness Center

WATER CYCLE GAME



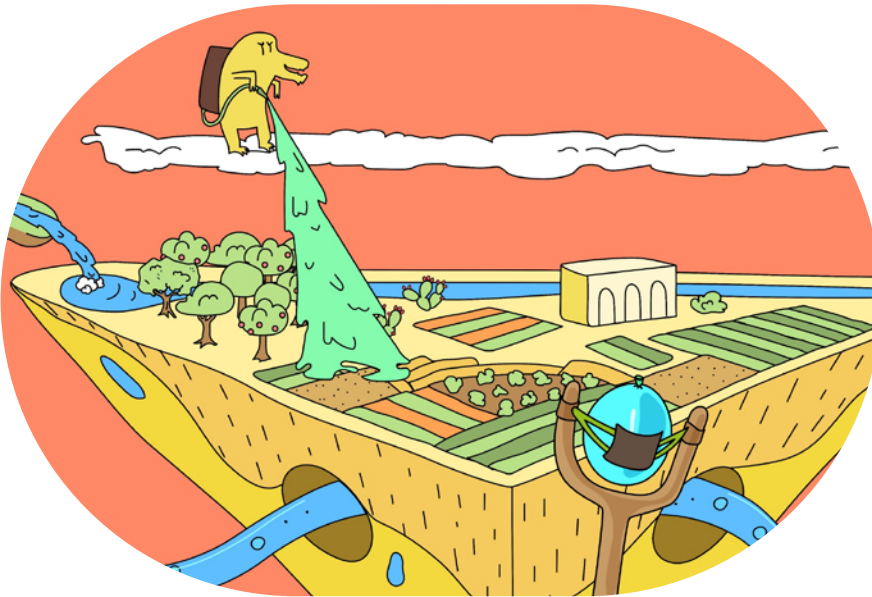
Animated Games at the Water Conservation Awareness Center

WATER CYCLE GAME



Animated Games at the Water Conservation Awareness Center

WATER CYCLE GAME



Main target ages: 7-10 yrs

Combines:

- a short video animation (learn)**
- a touch-screen part (play)**

Players discover the water cycle & relevant threats such as land sealing & agrochemicals use

Animated Games at the Water Conservation Awareness Center

WATER CYCLE GAME



Hands-on part: main characters become puppets

Participants help little Zoe convince her irresponsible, over consuming dragon friend to adopt a more responsible behaviour.

Pantomime, theater & drawing techniques are used.

Animated Games at the Water Conservation Awareness Center

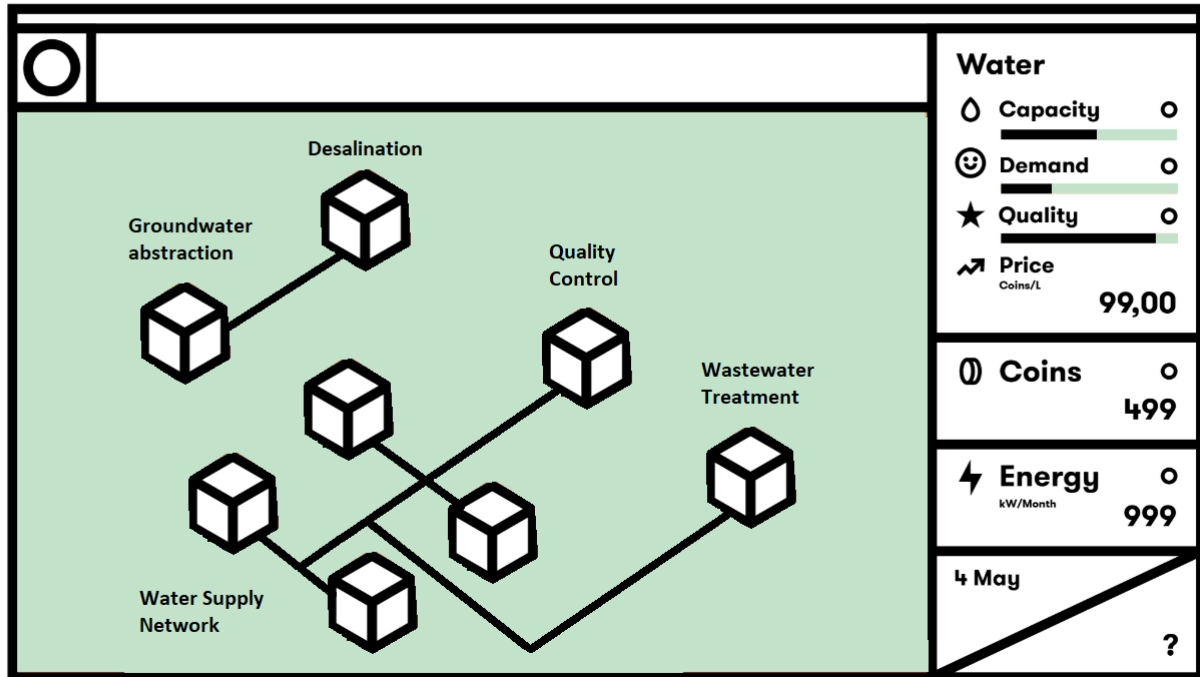
WATER UTILITY OPERATOR



Animated Games at the Water Conservation Awareness Center

WATER UTILITY OPERATOR

Operational Network Map



Animated Games at the Water Conservation Awareness Center

WATER UTILITY OPERATOR

Notifications

Warning! Damage in RO plant!

Groundwater abstraction

Desalination

Quality Control

Wastewater Treatment

Water Supply Network

Water	○
Capacity	○
Demand	○
Quality	○
Price Coins/L	○
	99,00
Coins	○
	499
Energy kW/Month	○
	999
7 May	?

Animated Games at the Water Conservation Awareness Center

WATER UTILITY OPERATOR

Responses

⦿
Warning! Damage in RO plant!

Desalination

Groundwater abstraction

Wastewater treatment

Repair

⦿ ⦿
500 +10

OK

RO Upgrade

⦿ ⦿ ⚡ ⭐
1000 +20 -10 +20

OK

Rain Water

⦿ ⦿ ⚡
500 +10 -10

OK

Increase Water Price

😊 ⚡
-10 +10

OK

Water Supply Network

Water

- 🚰 Capacity ⦿
- 😊 Demand ⦿
- ⭐ Quality ⦿
- ⚡ Price ⦿
- Coins/L **99,00**

🪙 Coins ⦿

499

⚡ Energy ⦿

kW/Month **999**

19 May

?

Animated Games at the Water Conservation Awareness Center

WATER UTILITY OPERATOR



Main target ages: 12+ yrs

Hands-on part: players get in the shoes of a water engineer or a plumber

They obtain experience by assembling 2D & 3D water systems, such as RWH systems

Animated Games at the Water Conservation Awareness Center

WATER IN FORTS



**DRAG THE TOOLS
TO MAKE A QUANAT**

Animated Games at the Water Conservation Awareness Center

WATER IN FORTS

TAP TO KILL THE MONSTERS

TO GUARD THE AQUEDUCT



Animated Games at the Water Conservation Awareness Center

WATER IN FORTS



Main target ages: 7-10 yrs

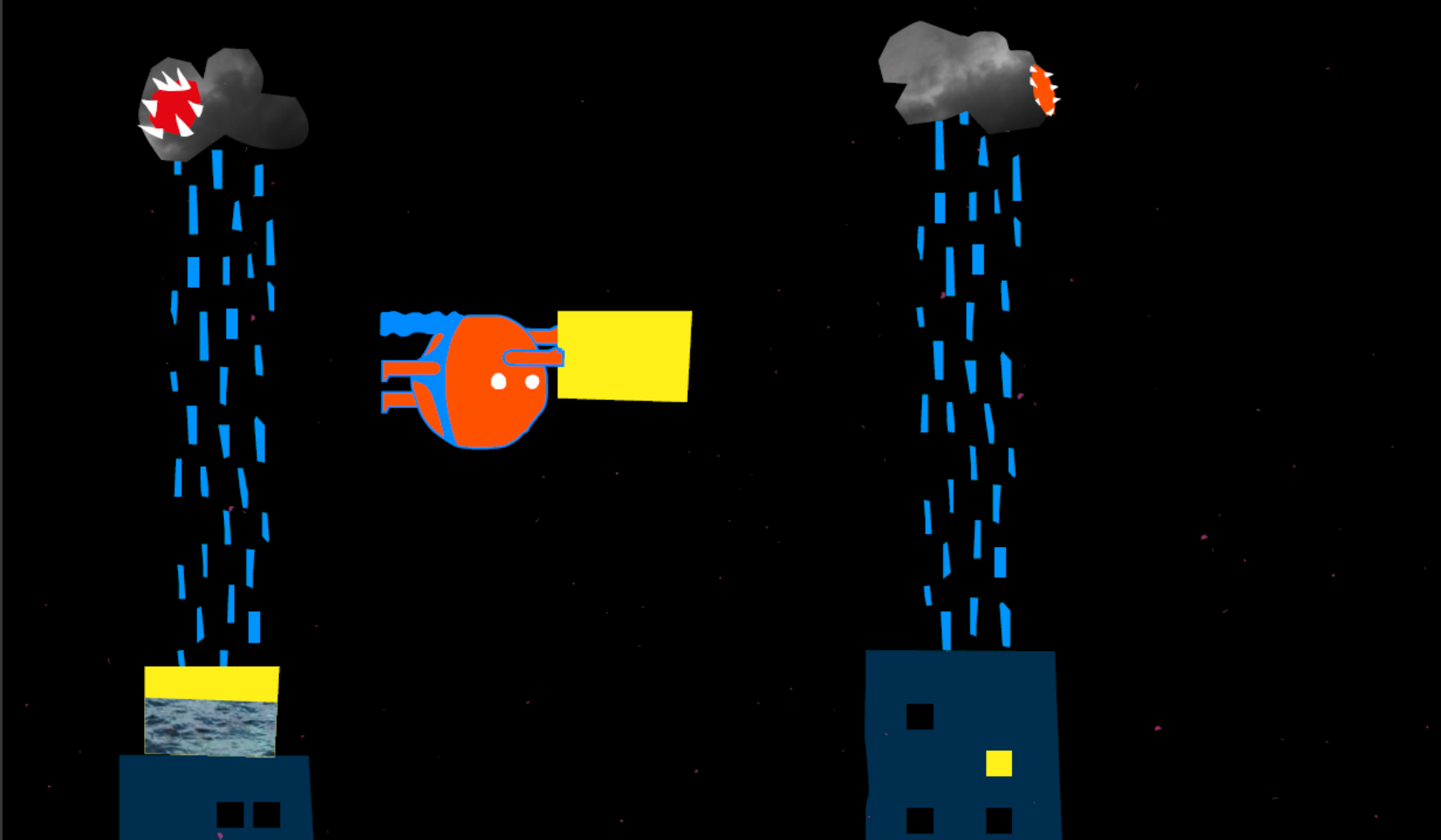
Players discover the main water works of the past such as aqueducts, wells, underground tunnels & cisterns)

Hands-on part: help the knight through a series of challenges & quizzes

Success: the knights becomes the water guard of the fort ('fontaniere')

Animated Games at the Water Conservation Awareness Center

WATER HERO



Animated Games at the Water Conservation Awareness Center

WATER HERO

VIDEO



Animated Games at the Water Conservation Awareness Center

WATER HERO

	Rain collectors Go to page 4		Energy investigation Go to page 8
	Water use explorers Go to page 6		Waste auditors Go to page 12
	Garden experts Go to page 7		Meteorologists Go to page 10

Hands-on: players investigate the premises at the Ghajn center.

They report its water, energy and waster management sustainability parameters.

Animated Games at the Water Conservation Awareness Center

A booklet is handed out to players at the end of their activity



Water Cycle®

GAMES BOOKLET
Play & Learn



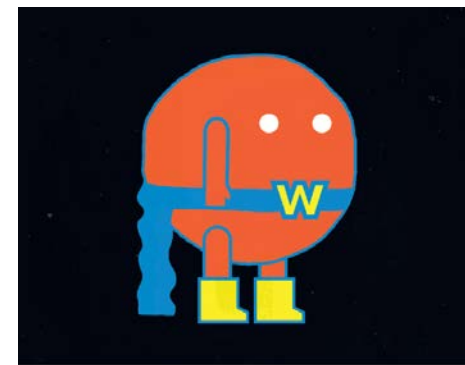
THE FAIRLY
HYDRATED
KNIGHT

GAMES BOOKLET
Play & Learn



Water
Utility
Operator

GAMES BOOKLET
Play & Learn



The Ghajn Hero

GAMES BOOKLET
Play & Learn

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