

## Game Jam Mixer

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**Goal Statement:** My professional goal is to help people really see more of and understand ecosystem dynamics, so that we can make better decisions about how we live within them.

**Problem Statement:** Rivers roam. They are dynamic systems. Yet we live right next to rivers as if they were static. We've built levees so whole towns can be built in floodplain areas where rivers once roamed. With climate change, we'll have more water in rivers, where will it all go? We know flood risk is increasing, but it's not a visible risk and so it doesn't impact most people's day to day decisions. The solution is to better understand how climate will impact our rivers so that we can make smarter land use decisions.

### Game aspects:

- Players could get a feel of how rivers are dynamic, rather than always in one place
- Players could "see" what we can't see when we look at a river – for example sediment accumulating in a riverbed, which dramatically increases flood risk (see illustration below)
- Players could "solve" the challenge of where people live, and where rivers migrate to
- Players could "solve" sediment delivery – how to get sediment out of river channels and into tidal marshes
- Players could get a better feeling of the interactions of different factors that increase flood risk – less snowpack, more sediment in riverbeds, sea level rise, etc.

To learn more about the challenge of managing rivers and our floodplain communities:

[www.floodplainsbydesign.org](http://www.floodplainsbydesign.org)

