



Coastal Resilience Games Inventory

This living document is a compilation of existing coastal resilience games. The tables include information such as the game name, audience, and additional information. While the focus of the games may extend beyond coastal inundation, this issue remains a key area of concern. If you are aware of additional games or have updates to share on the ones listed below, please reach out to ocm.sg@noaa.gov to help us keep this resource current and accurate.

Game	Organization /Creator	Target Audience	Description
The Adaptation Game (TAG)	Amble Studios & local Australian councils	local residents, community groups, Middle/High School students	a place-based storytelling experience where participants simulate living through disasters to transform abstract climate anxieties into practical, human-centered action plans.
Cards against Calamity	Environmental Law Institute (ELI)	Middle/High School students	a role-playing game (available online) where players adopt roles to advocate for disaster preparedness and coastal storm response strategies.
Chesapeake Bay UVA Game	University of Virginia	University students, practitioners & NGOs in Mid-Atlantic	a large-scale watershed simulation where participants take on stakeholder roles, such as farmers or land developers, to see how their individual economic and policy decisions impact the overall health of the Chesapeake Bay watershed.
Climate Fresk	Climate Fresk Association	Public, NGOs, educational institutions, professionals, Middle/High School students	a collaborative, card-based workshop based on IPCC reports that guides participants to visualize the cause-and-effect relationships of climate change.
Climate Play	Climate Play Ltd (Lucy Hawthorne)	Facilitators, leadership teams	a workshop utilizing LEGO® Serious Play® methodologies to transform heavy and overwhelming climate conversation into engaging, imaginative, and action-oriented sessions.
Coastal Flooding and Climate-Related Risks in Launton	Harvard Law School's Program on Negotiation	Local government officials, community/business leaders, environmental groups, students	a multi-issue facilitated negotiation games, where players try to reach a consensus on managing coastal flooding, infrastructure investments, and land-use policies.



Coastal Hazards Engineering Design Challenge	Oregon Sea Grant	Middle/High School students	A design challenge where students engineer structures or tools to mitigate coastal hazards and build community resilience.
Future Scape	NC State University & North Carolina Sea Grant	Experts, researchers, state governments, NGOs	Utilizes the Resist-Accept-Direct (RAD) framework to simulate high-stakes climate policy deliberations, requiring players to navigate real-world scientific data under time and resource constraints.
Game of Floods	Urban Sustainability Directors Network	local governments, city staff, community partners	A climate resilience training toolkit that can be used by local governments and their partners to educate city staff and the community about Sea Level Rise and heavy precipitation, and their impacts to community members, population centers, and city assets & operations.
Gaming for Justice	Mycelium Youth Network	Middle/High School students	An environmental justice-themed take on the "Dungeons & Dragons" format, trading traditional monsters for real-world systemic threats like pollution and gentrification within a fantasy-inspired, historical Oakland setting.
Milwaukee Waterscape Game	Reflo-Sustainable Water Solutions	Middle/High School students, adults	A discussion-based role-playing game where players take on historical personas to navigate scenarios that shape Milwaukee's water future and impact the health of Lake Michigan.
Ocean Game	<i>Los Angeles Times</i>	California residents	An interactive newsroom simulation that challenges players to manage a coastal California town over eight turns, making high-stakes decisions to adapt to rising sea levels and coastal erosion based on real-world scientific data. It is designed for California residents to help them visualize the complex trade-offs between protecting private property and preserving public beaches.
The Watershed Game: coastal model	Minnesota Sea Grant	community leaders, elected officials, community groups, watershed organizations, professionals, Middle/High School students	An interactive tabletop tool simulating how land-use decisions, policies, and practices impact flooding and water quality. The coastal model focuses on improving community resilience to flooding and water quality.