



The drift-game

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Where does fish larvae come from? Where is rubber duck drifting?

The shifting wind, current and sea state behaviour in the North and Baltic Seas can be reconstructed for the past several decades with the help of numerical model data sets from the Institute of Coastal Research at the Helmholtz-Zentrum Geesthacht. This game is based on computer programs and data sets, which are used by scientists, government authorities and the commercial sector in real-world applications. Two different issues can essentially be investigated using these model calculations: Where do things come from? Where do things drift? Both questions play an important role in science.

This game is designed for the public to help understanding the complexity of modelling marine environment. More information is on <http://drift.hzg.de>