



The SeriousGeoGames Lab

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Communicating our science to the general public or to scientists in another fields is challenging. Choosing words carefully, skipping over details, focusing on the pieces of research you think will catch their attention and keeping them interested past your postage stamp pitch. Geo-games give us the perfect hook to start these conversations and is one of the motivations behind the SeriousGeoGames Lab. Consisting of three principle games, 'FlashFlood!', 'Defend the City' and 'TideBox', the SGG Lab's mission is to take cutting edge research and use it to make exciting and interactive activities that help people understand the importance of the research and what it means for them.

Our SeriousGeoGames have been played by many people across the UK and abroad, in science festivals workshops and open days. The use of virtual reality technology and interactive activities draws people to play and in the process they learn about science. Their enthusiasm, interest and knowledge is inspiring and fills you with a huge sense of satisfaction.

Some of the most interesting and insightful discussions can sometimes begin with an avoiding eye, but the secret scientists within members of the public cannot help but be intrigued. An audible 'tut' at the term 'Climate Change' can turn into an in-depth discussion about the science. If we use our games in this way, we will be able to share our science more openly with people; often the people that the science affects.