



## **A ludic and socially minded interpretation of atmospheric and hydrological driven natural hazards**

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Coastal and fluvial settlements throughout the globe, and islands in particular, are often devastated when atmospheric and hydrological driven hazards unleash their destructive power at full force. Typhoons, hurricanes, floods, sea level rise and forest fires are serious topics. But we find that artistic interpretation and playful interaction are conducive methods for populations in general to be interested in learning about these topics. We present the design principles and methodology behind our new interactive game about preparedness, mitigation and response to STORM-FLOOD-FIRE natural hazard events. We are keen to get audience feedback on our characterizations of hazards, hazard actions and scripted scenarios.