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## Save the glaciers! An educational escape kit

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*Save the glaciers!* is an educational escape kit designed for teenagers (11-18 years old) to learn what glaciers are, how they move, how they react to climate change and what people can do to slow down their melt.

We made two versions of the game: a physical version and an online version. In both versions players have to sequentially solve 4 enigmas to unlock the next enigma until they reach the end of the game. Each enigma is designed to make the player discover and understand the following processes:

- Melting of mountains glaciers contributes to sea level rise
- Anatomy and mass-balance of a mountain glacier: What is it made of? How does it form? How does it grow and shrink?
- Glacier sliding: glaciers are not static, they slowly slide under their own weight
- Mountain glaciers are losing mass all around the world due to climate change, which can be observed by looking at their retreating termini.

The physical version is designed to be played by 5 people; the online version can be played alone. Three levels of difficulty have been designed for the physical game: secondary-school pupils, high-school pupils and university students. In total more than 200 people have played the game, across both the physical and online versions.

The game has been developed as a collaboration between the H2020 project PROTECT and a team at the Institute of Environmental Geosciences.