



**RESOURCE**

# Wat-A-Game, a toolkit for building role-playing games about integrated water management

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## Description / Abstract

Participatory modeling and role-playing games have been successfully implemented for a few decades as tools for social learning and supporting water management and governance. However engaging the stakeholders and scientists in building a dedicated playable model is a repetitive, lengthy and costly process, furthermore not easily transferable. The Wat-A-Game (WAG) methodological toolkit provides generic components ("bricks"), methodological guidelines, training sessions and online support to managers, technicians or teachers who wish to become autonomous in developing and using such approach. With WAG, process managers and other stakeholders can easily assemble land plot cards, hydrographic units, actions and role cards, and let physical water drops (marbles), clean or dirty, flow, be captured and used. Many scales can be addressed and even interlinked. Policies can be tested. WAG is free.

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