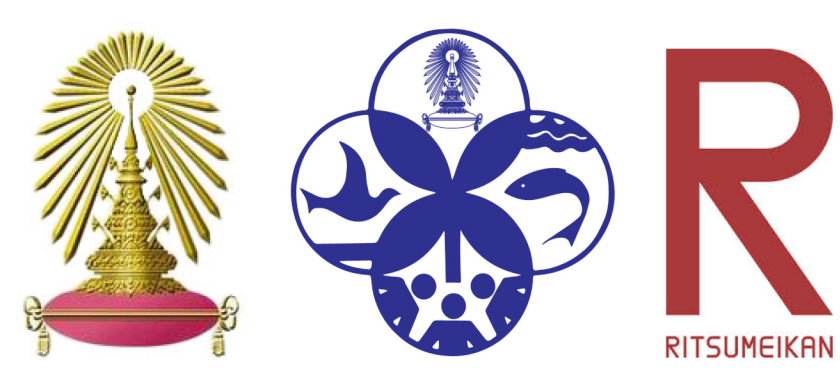# A Prototype of Community Cooperation Game:
A Simulation Game of Community Based Flood Disaster Management

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Objectives

(1) Encourage community based flood disaster management approach
(2) Promote cooperation between local community and local government
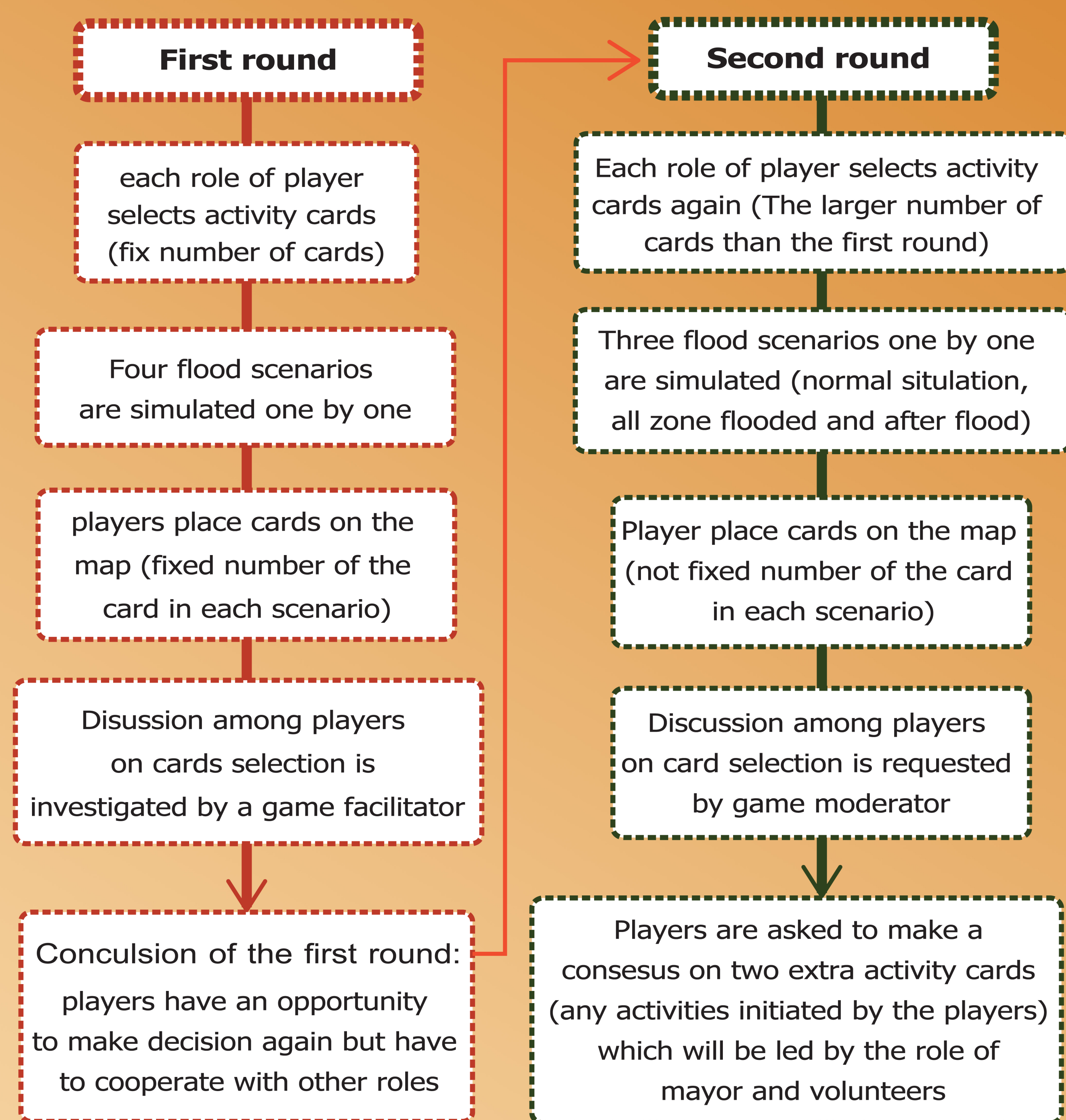(3) Provide opportunity for mutual decision making on disaster management

Roles
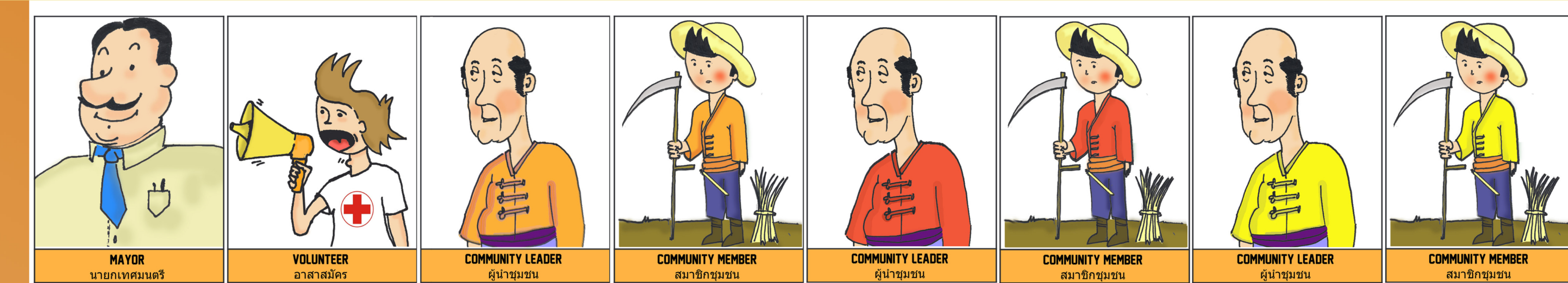
Game Rules

(1) Players select activity cards according to their roles and levels of thier risk in different zones
(2) Players are asked to discuss within a group to make decisions
(3) Players decided to place thier cards on the map for each scenarios
(4) The game will play two rounds with different scenarios

Game flow

First round

- each role of player selects activity cards (fix number of cards)
- Four flood scenarios are simulated one by one
- players place cards on the map (fixed number of the card in each scenario)
- Disussion among players on cards selection is investigated by a game facilitator
- Conclusion of the first round: players have an opportunity to make decision again but have to cooperate with other roles

Second round

- Each role of player selects activity cards again (The larger number of cards than the first round)
- Three flood scenarios one by one are simulated (normal situlation, all zone flooded and after flood)
- Player place cards on the map (not fixed number of the card in each scenario)
- Discussion among players on card selection is requested by game moderator
- Players are asked to make a consesus on two extra activity cards (any activities initiated by the players) which will be led by the role of mayor and volunteers

Debriefing

Debriefing of the game is led by a game moderator and feedback of card selection is given and players discuss it. Meaning behind each rule of the game are clarified that:

(1) zoning of flood risk levels and each scenario of flooded areas aim at encouraging community preparedness
(2) role play which represents stakeholders is for promoting cooperation and participation
(3) activity cards are supporting community learning process for flood disaster management cycle
(4) selecting cards is a process to promote mutual decision making and cooperation
(5) placing cards is an opportunity for mutual decision making for resource sharing by balancing between householdand and community benefit
(6) extra cards is a stage for discussion on future solutions and a simulation of planning for preparedness and majority decision making

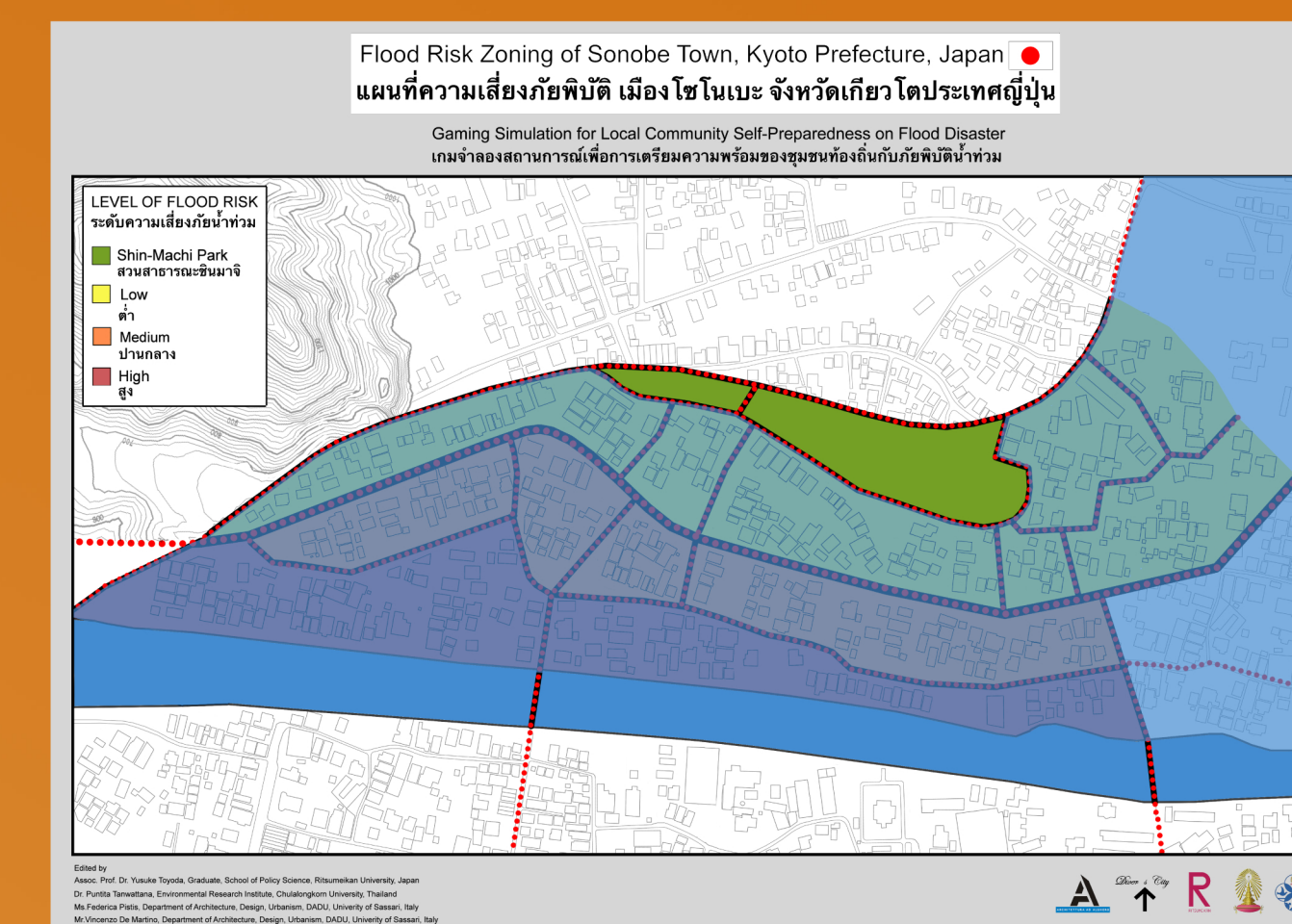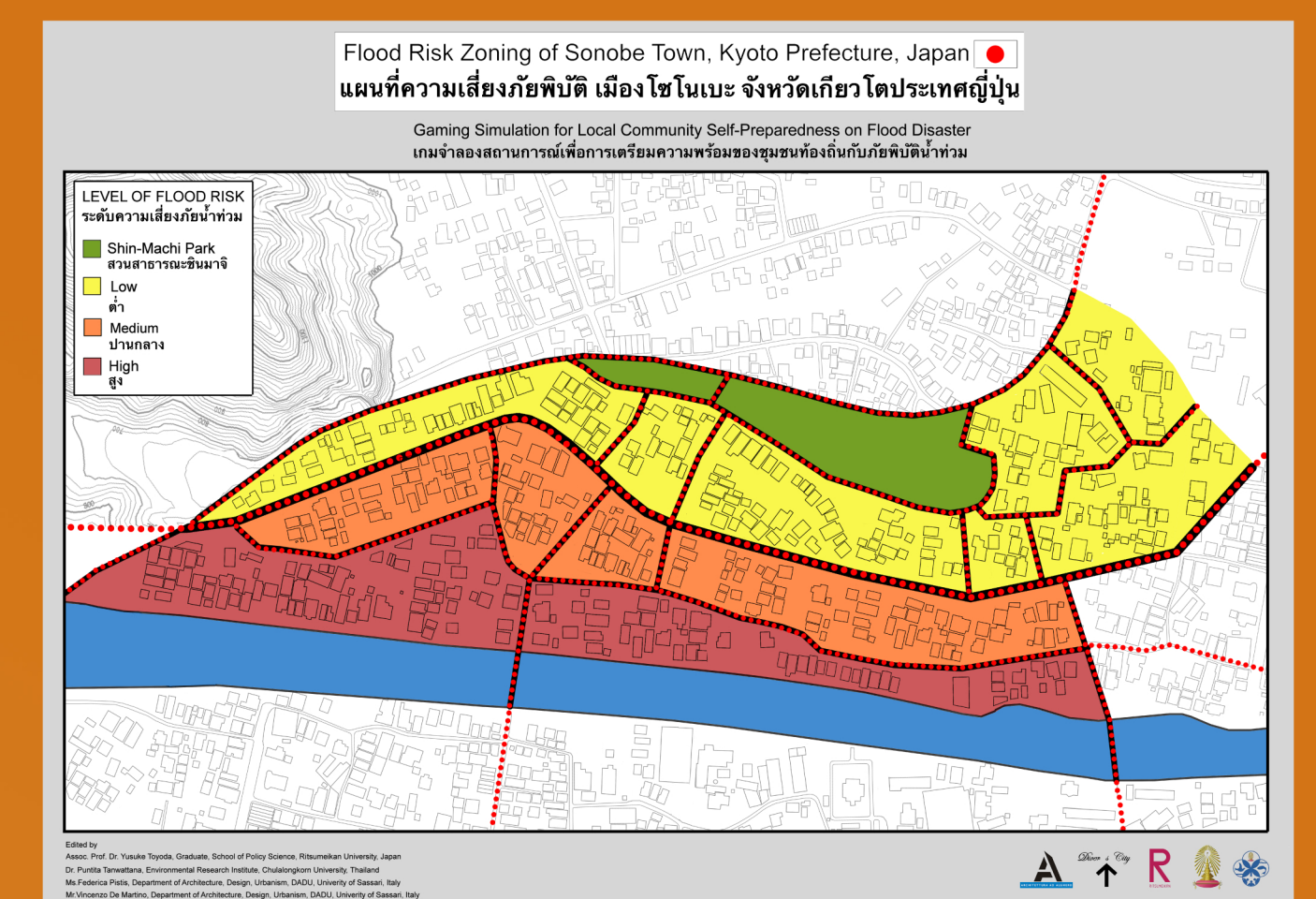## Scenarios - Flood situation in each zone
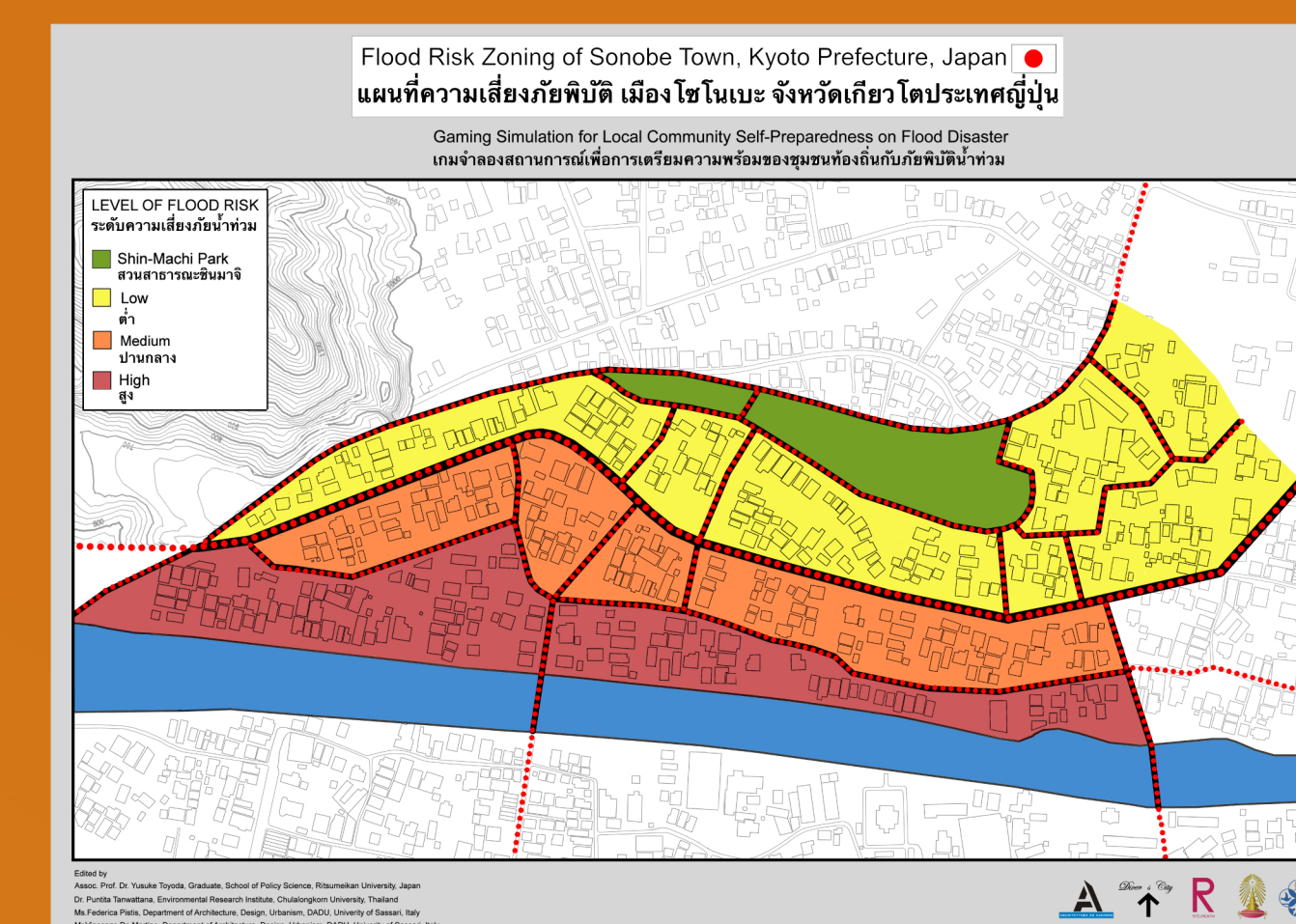
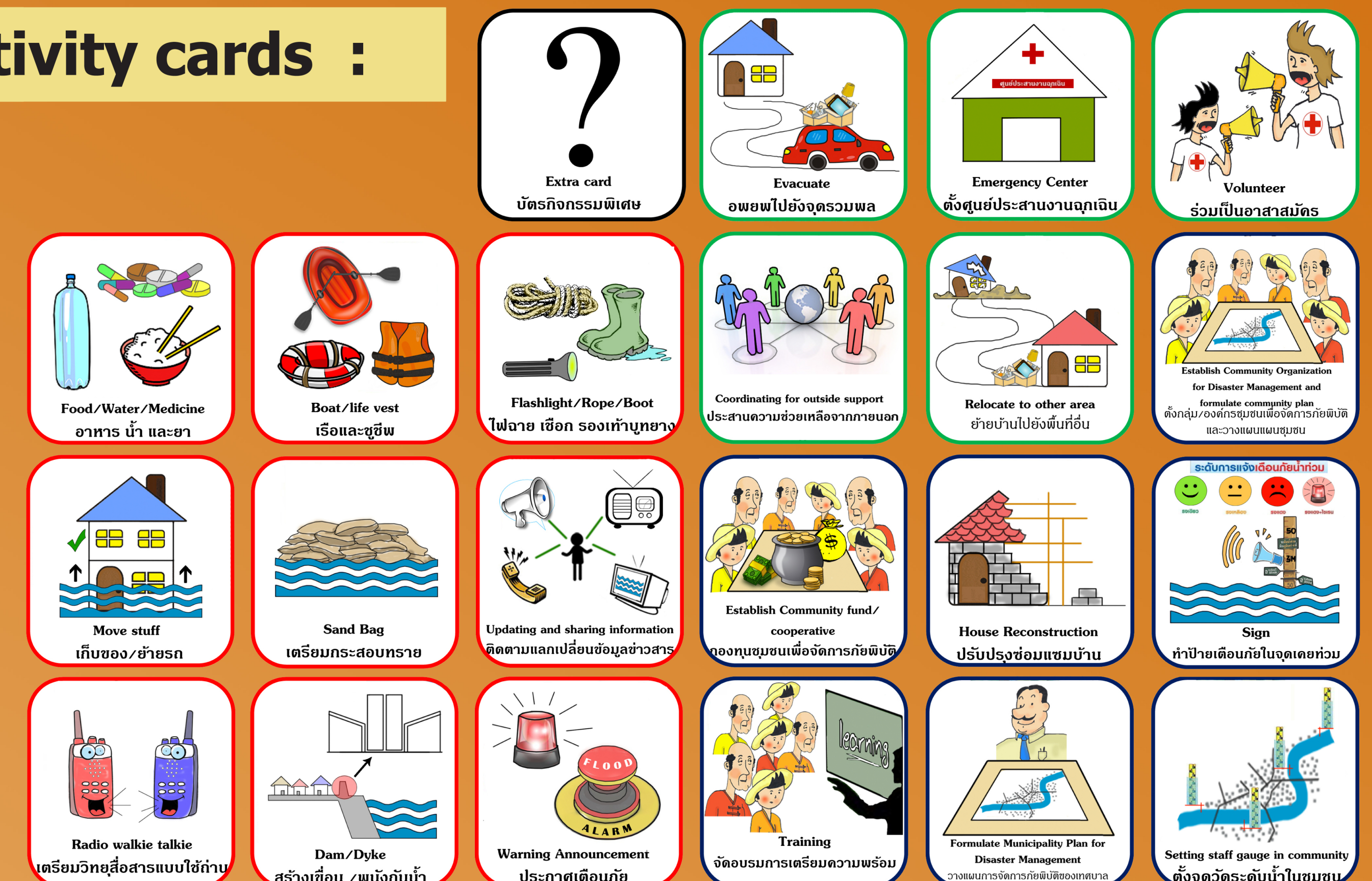Scenario I : Normal situation
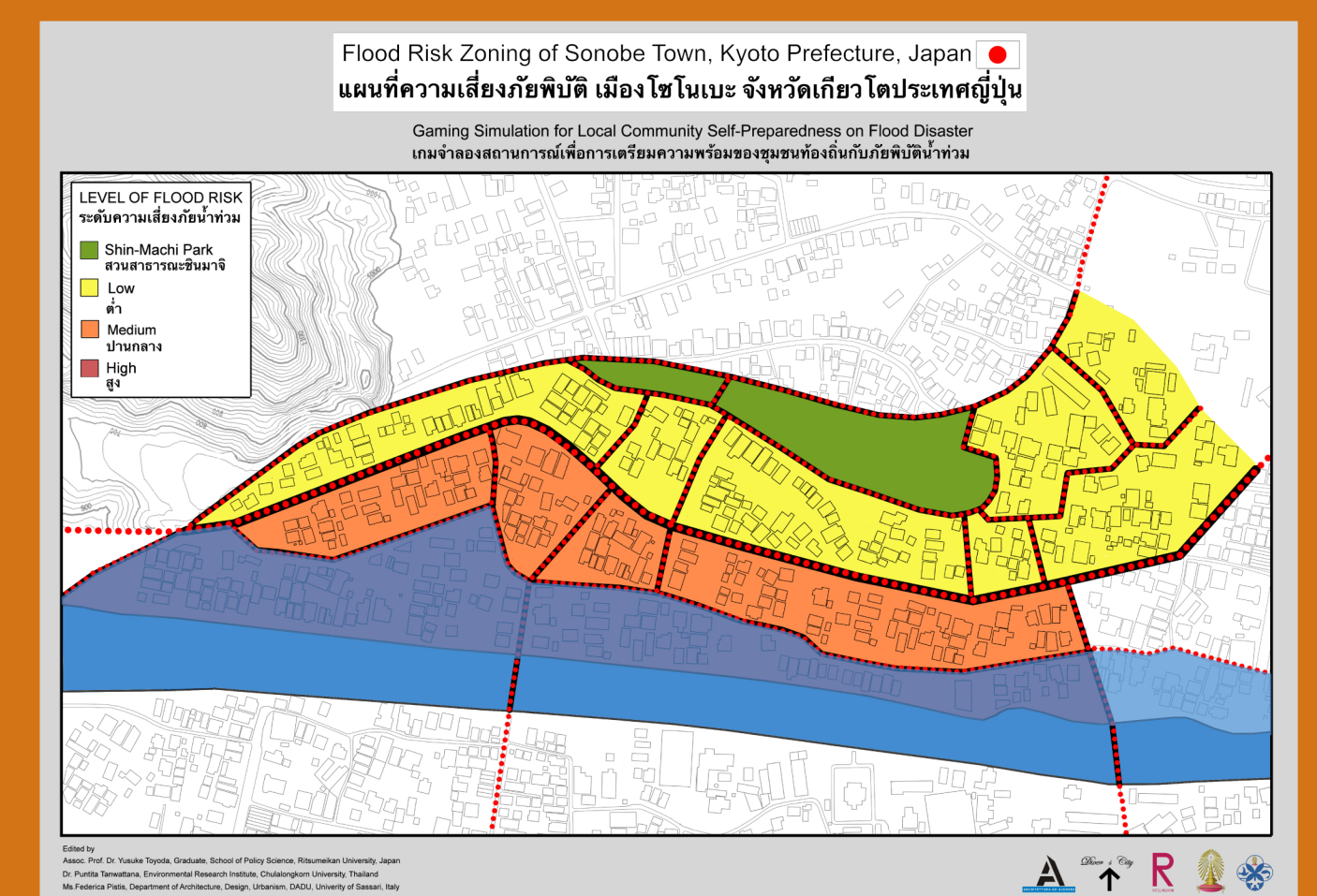
Scenario II : Red zone flooded

Scenario III : All zone flooded

Scenario IV : After flooded

Activity cards :

Applying Game Prototype :

This game prototype was applied to different target groups; local communities in Thailand, university students in Thailand and Japan and junior high school and high school students in Thailand. The prototype will be redeveloped and applied as a training mechanism for local areas.