Serious Gaming for Climate Adaptation: Assessing the Potential and Challenges of a Digital Serious Game for Urban Climate Adaptation

# Details

## Year

2019

## Scope

National

## Countries

Sweden

## Type

Empirical research – Mixed methods

## Methodologies

## Other Methodology

Group discussions; role play

## Researched Groups

Children

## Children Ages

## Funder

Swedish National Knowledge Centre for Climate Change Adaptation

## Funder Types

Other

## Other Funder Type

Collaboration agency for governmental agencies, counties and municipalities in Sweden

## Informed Consent

Consent not mentioned

## Ethics

Ethical considerations not mentioned

## URL

https://www.mdpi.com/2071-1050/12/5/1789

## Data Set Availability

Not mentioned

# Goals

"The aim of the study is to assess to what extent different aspects of the game can support an increased understanding of the needs and benefits of adaptation actions." (Authors, in "Introduction")