

◆ HOW TO PLAY ◆

1. OVERVIEW AND PURPOSE

GESI in Action is a collaborative learning game for community members, municipal officials, researchers and practitioners working on climate resilience.

It is a discussion-based game that explores how intersectional factors such as gender, disability, age, and other forms of social difference shape people's unequal exposure and vulnerabilities to climate hazards, including flooding, heat, drought, storms, and coastal erosion, and their ability to influence decisions, and critically, how to make climate resilience interventions more equitable and inclusive for all.

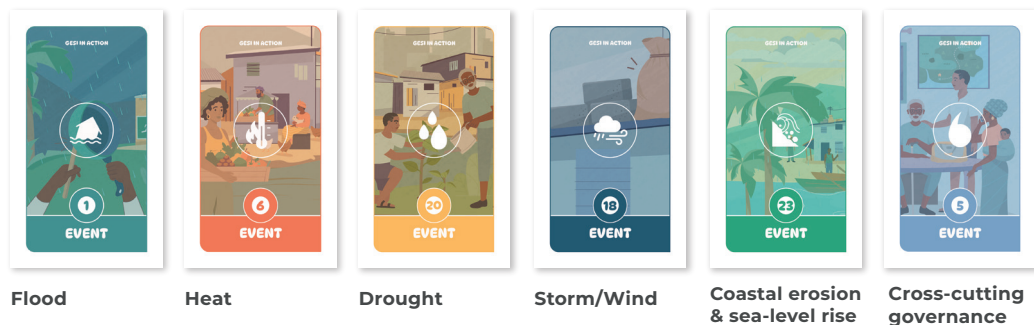
Players do not compete with one another. Instead, the group works together to make a series of shared decisions about how to respond to unfolding scenario-based events, representing the perspective of their assigned character.

The group's choices are rated afterwards according to their level of gender equality and social inclusion more broadly, ranging from: **blind**, **sensitive**, **responsive**, or **transformative**. These ratings move a single shared inclusive resilience and trust meter up and down a scale of -10 to 10.

Action ratings (blind, transformative etc.) are never shown before a decision is made. This is because the value of the game lies in the process of the group discussing and sharing diverse opinions and perspectives, and then exploring how inclusive their decision truly was.

The game is designed to support reflection and discussion rather than test knowledge. It can be adapted to local hazards, settlement contexts, governance arrangements and languages.

As shown below, each event card is marked with the icon representing its hazard:



Facilitators can play the full mixed deck for a general multi-hazard session, or draw only the cards matching a single hazard tag when working in a context where one hazard dominates (e.g. a drought-prone settlement, or a cyclone-exposed coastal city).

◆ 2. FACILITATOR SCRIPT ◆

Opening (2-3 minutes)

"We're going to make a series of decisions together as if we are responsible for how an informal settlement community responds to climate hazards and complex risks. Each player has a character. Hold onto that perspective and do your best to stay in character throughout the game.

This is a cooperative game. We do not score points as individuals. We either build trust and inclusion together, or we lose them together. Some choices may seem like the obvious answer, but they may not lead to the most inclusive outcome. You won't see the impact of your decision until after the group has chosen. We'll then reveal the rating and take a moment to reflect on the outcome."

Optional: Consider a short 'character introduction' icebreaker (1-2 sentences per player, in character) before the first round.

Facilitator note: Some scenarios may relate to participants' own experiences of disasters, exclusion, or caregiving. Anyone may step out of character, choose not to share personal experiences, or pause the discussion at any time.

Explain the rating categories before play.

Blind	<i>Treats everyone as though they have the same needs and capacities.</i>
Sensitive	<i>Recognises that people experience risk differently, but does not substantially change the decision or redistribute power.</i>
Responsive	<i>Adjusts action to address different needs and barriers.</i>
Transformative	<i>Changes who participates, whose knowledge counts and who has influence over decisions, while addressing structural barriers.</i>

◆ 3. SETUP & PLAY ◆

Each round (5 minutes).

For a quick guide, refer to the game board for setup and game play instructions.

Facilitator draws an event card from the top of the deck and reads the scenario aloud.

Facilitator asks the pre-discussion prompt (e.g. Who at this table might be most affected? Who is not being considered?) and then reads response options A, B and C to the group.

The group discusses the 3 options on the cards (3 minutes), and each player offers inputs according to their character's unique perspective.

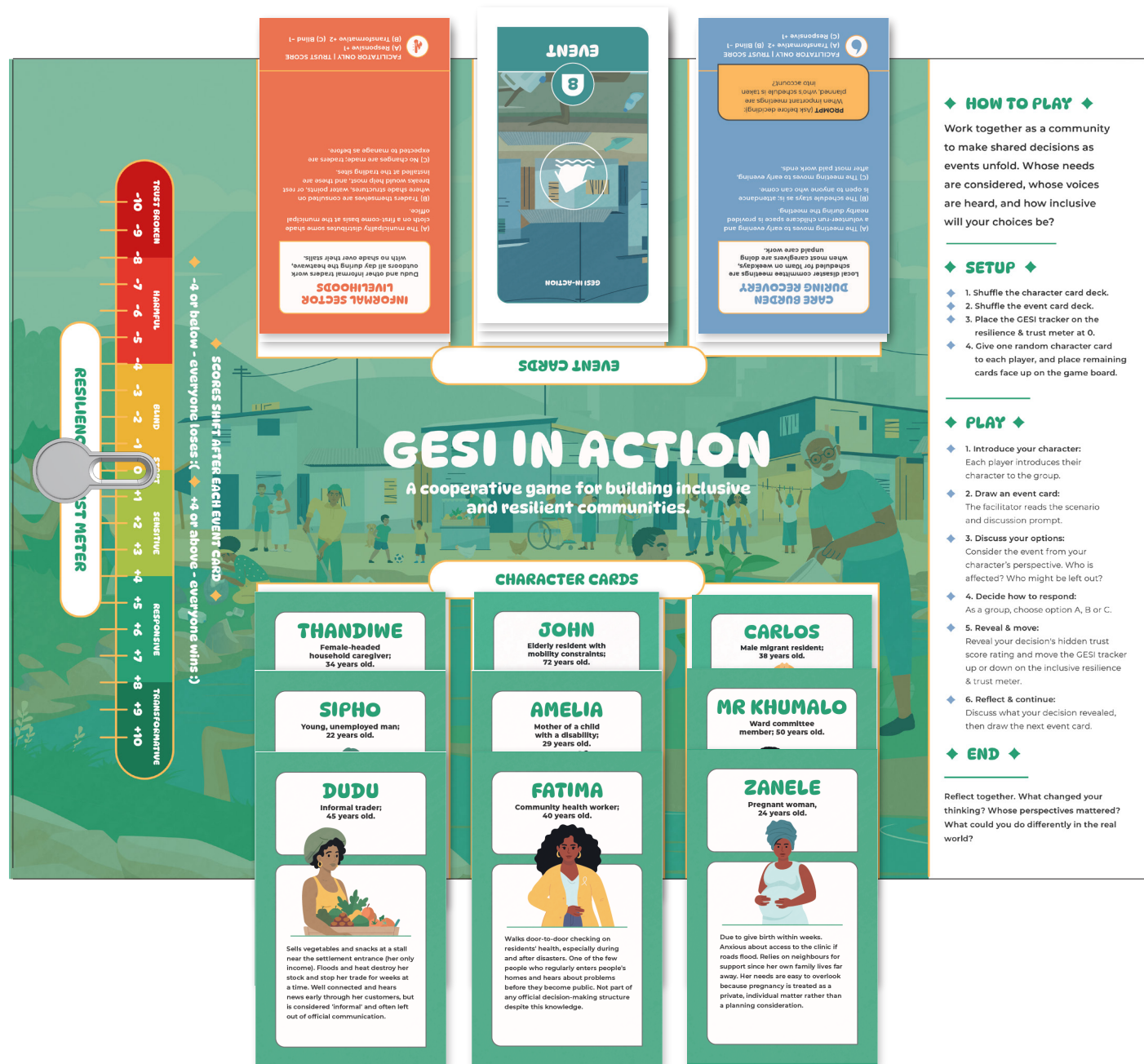
The group reaches a collective decision on option A, B or C. Ideally, this decision will be reached by consensus but if this is not possible then the decision will be determined by majority vote.

The facilitator reveals the hidden rating for the chosen option and adjusts the Resilience and Trust meter accordingly.

Final discussion and reflections. Discuss what your decision revealed, then draw the next event card.

End: the facilitator leads a round of final reflections amongst all players, followed by an invitation to share any outstanding insights or questions that may not have been addressed during the structured reflection.

◆ GESI IN ACTION | GAME BOARD SETUP EXAMPLE ◆



- ◆ Place the character and event cards on the board where everyone can see them.
- ◆ As shown in the illustration, stack the completed event cards beneath one another after each round.
- ◆ Important: Only flip and reveal the back of an event card (including its score) after the round has been completed.

◆ 4. DEBRIEF GUIDE ◆

Closing (10 - 15 minutes).

1. How did it feel to represent your character instead of yourself?
2. Which character changed your thinking or vote?
3. Which perspective was missing?
4. Many cards involved documenting evidence or organising as a community. Did you notice this pattern? What does it say about the power of collective action?
5. What is the difference between an action that sounds inclusive and one that genuinely advances GESI?
6. Did the group disagree? How was it resolved, and who usually has the final say in real decision making?
7. What is the difference between including people and giving them decision making power? Which options did this well?
8. Which scenario felt most realistic to your context?
9. What is one thing you would check for in a real municipal flood response plan?
10. What would need to change for the transformative option to become achievable?
11. If you played a municipal role, what made the transformative option difficult to choose? What support would make it the easier choice?

◆ MATERIALS ◆

- ◆ 13x character cards
- ◆ 24x event cards
- ◆ 1x game board
- ◆ 1x GESI tracker
- ◆ Facilitator script

◆ HOW TO PLAY ◆

Work together as a community to make shared decisions as events unfold. Whose needs are considered, whose voices are heard, and how inclusive will your choices be?

◆ SETUP ◆

1. Shuffle the character card deck.
2. Shuffle the event card deck.
3. Place the GESI tracker on the resilience & trust meter at 0.
4. Give one random character card to each player, and place remaining cards face up on the game board.

◆ PLAY ◆

1. **Introduce your character:**
Each player introduces their character to the group.
2. **Draw an event card:**
The facilitator reads the scenario and discussion prompt.
3. **Discuss your options:**
Consider the event from your character's perspective. Who is affected? Who might be left out?
4. **Decide how to respond:**
As a group, choose option A, B or C.
5. **Reveal & move:**
Reveal your decision's hidden trust score rating and move the GESI tracker up or down on the inclusive resilience & trust meter.
6. **Reflect & continue:**
Discuss what your decision revealed, then draw the next event card.

◆ END ◆

Reflect together. What changed your thinking? Whose perspectives mattered? What could you do differently in the real world?