

## ***Interactive comment on “Flash Flood! – A SeriousGeoGame combining science festivals, video games, and virtual reality with research data for communicating flood risk and geomorphology” by Chris Skinner***

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### General comments

I really enjoyed reading this; it's an important contribution to a field that it can be difficult to get work published in due to the constraints of data collection, and it also makes some very important points about that. It is also important to consider that when discussing results and explain how conclusions have been drawn in the light of sometimes limited data. For example, more presentation and discussion of observa-

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tional and quantified data from event feedback are needed to support statements made - this would be interesting to see. At the moment I'm wondering what the evidence is behind some of the findings, and about the finer details of how evaluation data were collected and analysed. This is research in its own right; some work is probably needed to pull that information together (or, perhaps, rephrase some of the text so that some elements are more suggestions than assertions). Some of the gaming terminology in particular needs to be made more accessible to those without the relevant background technical knowledge or interest, as it's entirely possible that readers may be interested in using games for communication, but not themselves be gamers.

However, the description of the game and it's development use are valuable in their own right and are rightly a strong focus of the paper. It's great to see work in this field and I'll look forward to reading (and citing, I'm sure) the final paper.

Specific comments and technical corrections - please see attached pdf.

Please also note the supplement to this comment:

<https://www.geosci-commun-discuss.net/gc-2019-8/gc-2019-8-RC1-supplement.pdf>

Interactive comment on Geosci. Commun. Discuss., <https://doi.org/10.5194/gc-2019-8>, 2019.

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