IWRM Action Hub

RESOURCE

Aqua Republica

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Description / Abstract

Aqua Republica is a serious game that enables learning about sustainable water resource management through a game environment. It combines scientific models with game mechanics to develop an online virtual world for water management. Using MIKE BASIN software as the backbone, the game uses real world data to generate a realistic basin environment.

The game was developed through a collaboration between DHI and UNEP-DHI Centre as a powerful teaching tool. Through a computer-generated virtual environment called, “Aqua Republica” participant experience making decisions in managing a catchment in an interactive and engaging way, and in doing so learn about the connectivity and importance of water resources, as well as the need for careful management.

While the world of Aqua Republica is fictitious, the challenges of sustainably managing a limited supply of water resources in a situation of growing demand between multiple users and uses are very much based on real life scenarios.

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Related IWRM Tools

● Tool

Serious Games

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