# Citi-Adapt:

Communicating design decisions for citizen engagement in climate adaptation action via a serious game

Sam Pickard<sup>1\*</sup>, Eulàlia Baulenas<sup>1</sup>, Enora Bruley<sup>2</sup>

<sup>1</sup>Barcelona Supercomputing Center, <sup>2</sup>University of Geneva

\*samuel.pickard@bsc.es

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BSC - Earth Systems

Services

Knowledge Integration Team (KIT)

What do we do?

knowledge co-production

Dissemination

Operationalisation

Engagement &

Science communication & outreach

Policy engagement

Services evaluation

User experience & product design

We co-design climate, air quality and health resilience services, while facilitating knowledge exchange and technology transfer of state-of-the-art research at local, national, and international levels.











A Gathering place to cO-design and co-cReate Adaptation is a project aimed at supporting the Mission of Adaptation to Climate Change by actively involving communities and regions in climate actions, fostering resilience, and promoting societal transformation.

























Citizen engagement research in Adaptation AGORA

Adaptation AGORA will provide a comprehensive package of digital tools and co-developed frameworks.

These tools and frameworks will facilitate collaboration and information exchange among citizens, civil society organisations, academics, experts, policymakers, entrepreneurs, and other relevant actors.

Guidance on best practices and key principles for citizen engagement

Pilotina

innovative

approaches

Compiling and assessing existing practices

Creating an evaluation framework





Identifying

enablers and

barriers

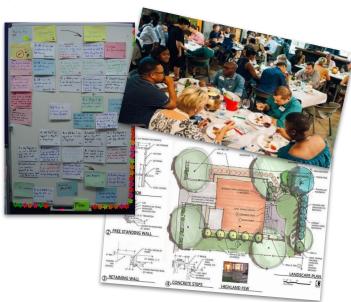
### 1 minute introduction to citizen engagement

Extremely fuzzy boundaries

Enormous range of diversity

Design (and implementation) can influence outcomes







Ladder of Participation



Citizen control Delegated power Partnership Placation Consultation Informing Educating Manipulation

Stakeholders have the idea and set up the project

Goal created by a facilitator but resources and responsibility given to

Stakeholders have direct involvement in decision making

Stakeholders shape ideas, but final decision sits with facilitators

Stakeholder views are sought but decisions made by facilitators

Stakeholders are informed on decisions but no opportunity to contribute

Assumption that the stakeholders are passive receipients

The illusion of participation when actually power is denied

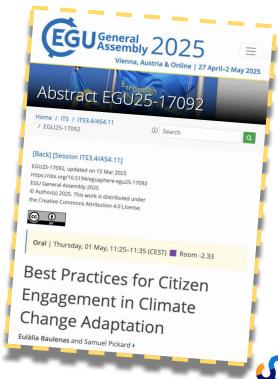




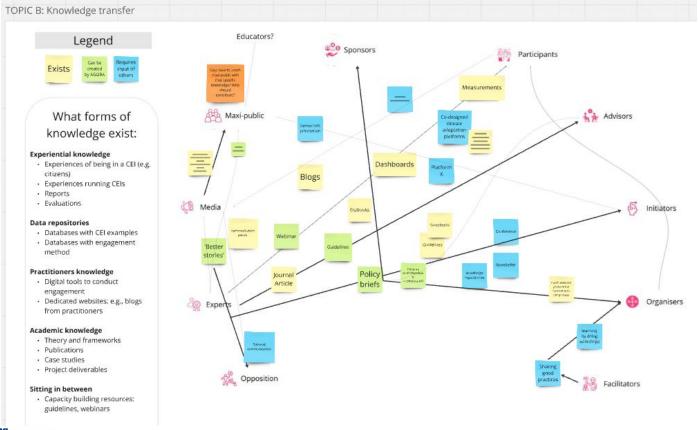
### Synthesising decades of research and practice







# The challenges of communicating findings (again)







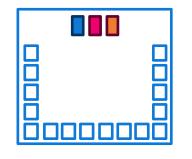
### At heart: it's a resource allocation "game"







#### **Game overall description**



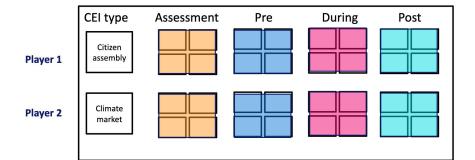


Climate adaptation goal

Stack deck: resources

Constraints and facilitators

#### **Game overall description**

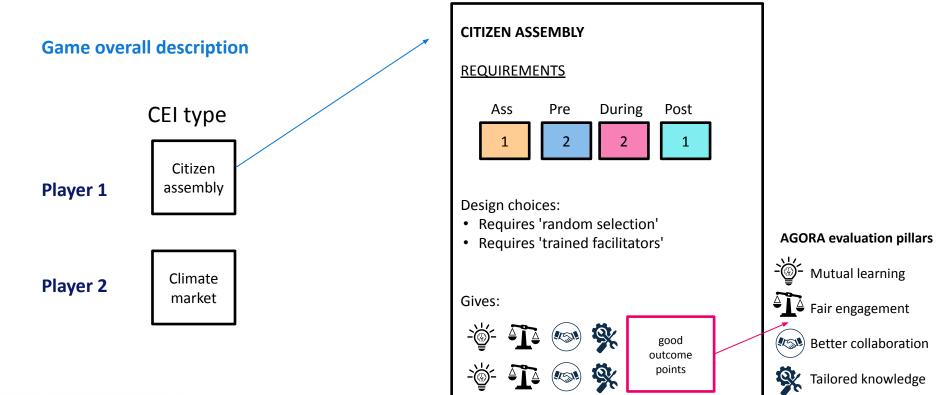




resources to bring it forward.



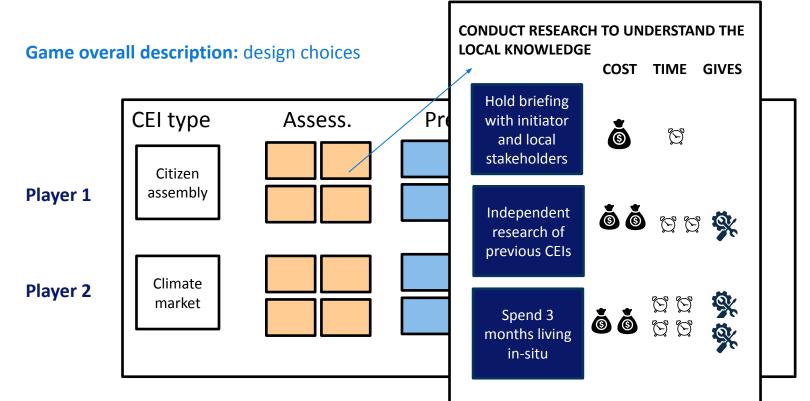
## Choosing a type of citizen engagement initiative (CEI)







## **Design choices**







## **Next steps**

- Simplified version
- Trialling
- Design
- Adding complexity
- Online and offline?







samuel.pickard@bsc.es / eulalia.baulenas@bsc.es











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### **Abstract**

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Climate adaptation action is increasingly both local and urgent. Reasons for including citizen and community voices in decision-making range from securing climate justice to generating more apt solutions and increasing public acceptance of interventions. More broadly, attempts to rebuild public trust in democracy and public institutions has led to a surge in citizen engagement initiatives for decision making in a whole range of subjects.

This confluence of trends has generated an ever-growing knowledge and experience base and countless publications that call for citizen engagement in climate change adaptation efforts, provide best practices for citizen engagement, and occasionally both. However, the enormous breadth of the intended audiences means that in almost all cases, these best practice guides focus on citizen engagement in general.

As part of the Adaptation AGORA project – a 3-year Mission Adaptation project that brings together researchers and practitioners from 12 institutes from across Europe – we have spent two years mapping European adaptation-related citizen engagement initiatives (CEIs), interviewing experts across the CEI value chain and carrying out interactive workshops in attempt to identify best practices. The variety of adaptation contexts and wide range of possible (positive and negative) outcomes and impacts from CEIs pushed us beyond only looking for universal good practices to also consider those that lead to specific outcomes, like generating more just decisions, being tailored to the local settings in which they apply, promoting mutual learning, or producing improved collaboration.

We find that choices taken when designing initiatives are key to the achievement of different goals. Some general good practices can almost universally be applied, like setting a clear objective, and ensuring effective communication before, during and after the initiative. However, beyond these straightforward observations, the variety of primary and secondary objectives (awareness raising, allocating public resources, generating ideas, creating guidelines, forming long-term plans etc.) and the myriad of contextual factors (scale, scope, location, resources, familiarity with citizen engagement etc.) frustrate identifying the best practices to pursue among a surfeit of potential actions. Essentially, what is often missing from existing best-practice guides is a framework to prioritise what can be achieved with limited resources to meet the identified goals. Indeed, the relative merit of different practices in achieving different goals is well understood only by a few seasoned experts, and frequently a challenge to communicate.

Hoping to facilitate discussion and the exchange of different perspectives, we propose a serious game, Citi-Adapt, that seeks to visibilise the trade offs and push collaborative teams to collectively seek better design choices in the pursuit of different goals in unique contexts. Citi-Adapt allows us to add in different constraints, to situate CEIs in different contexts, and for different actors to walk in each other's shoes. It can be played in two ways – 1) exploring the types of resources required to achieve certain goals; and 2) identifying possible outcomes based on available resources – and we would be delighted to present it and hear your thoughts as we move to building a prototype.



