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Funded by The European Union ¹ University of Salerno, Italy

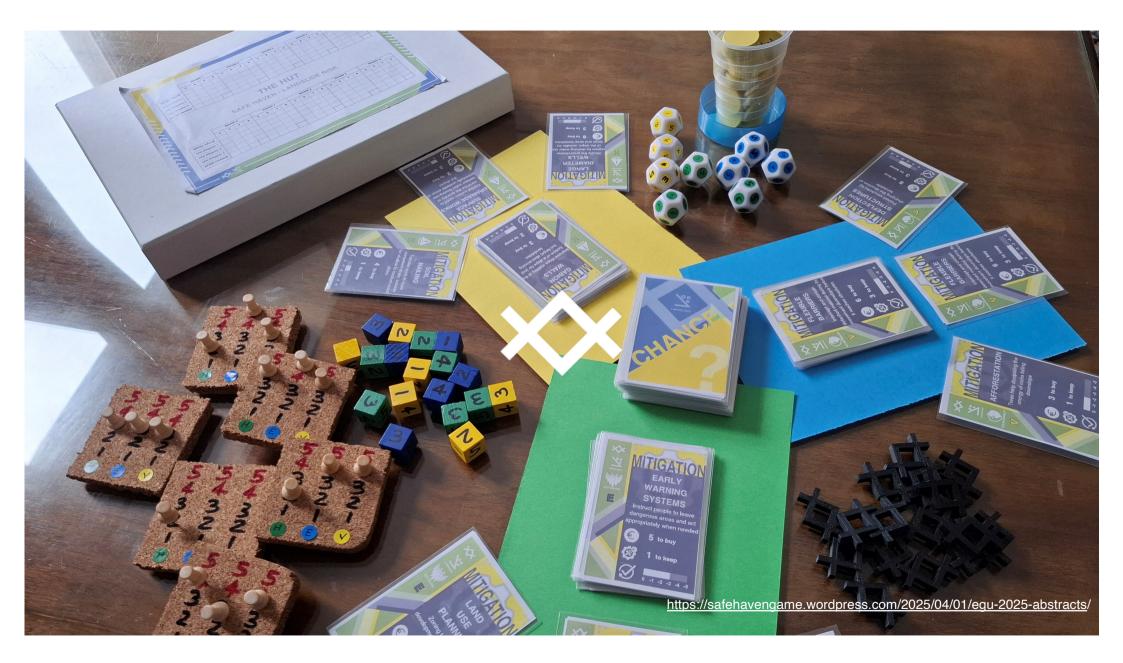
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Purpose of the game

- Risk = hazard x exposure x vulnerability
- Risk mitigation strategies for each component
- Risk assessment and management
- ≻ Fun!

Players

- > From 1 to 8
- > Age: 14+



Game components









What will you learn?

- Understanding the anatomy of risk: Hazard × Exposure × Vulnerability
- ➢ Risk ≠ hazard: the difference that changes everything
- > Why probabilities matter and how they deceive us
- There is no Risk = 0, the hard truth about risk acceptability thresholds
- Exploring mitigation as a budgeted decision, not a magic wand
- Planning for the long run: costs, benefits, and political trade-offs
- Governance matters: resilience is also about policies and people



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Thank you for the feedback EGU 2024









Further work

- Multi-hazard
- > App: play anywhere with anyone



Now it's your turn





THANK YOU!

see vous soon at Visit our website at www.thehut-nexus.eu



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RIGHT AFTER THIS SESSION @

NET9 Geoscience Games Night: 18:00–19:30 (Foyer D)