



Special Issue Reprint

Understanding Game-based Approaches for Improving Sustainable Water Governance

www.mdpi.com/books/reprint/2242

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ISBN 978-3-03928-762-8 (Hardback) ISBN 978-3-03928-763-5 (PDF)

The sustainable governance of water resources relies on processes of multi-stakeholder collaborations and interactions that facilitate knowledge co-creation and social learning. Governance systems are often fragmented, forming a barrier to adequately addressing the myriad of challenges affecting water resources, including climate change, increased urbanized populations, and pollution. Transitions towards sustainable water governance will likely require innovative learning partnerships between public, private, and civil society stakeholders. It is essential that such partnerships involve vertical and horizontal communication of ideas and knowledge, and an enabling and democratic environment characterized by informal and open discourse. There is increasing interest in learning-based transitions. Thus far, much scholarly thinking and, to a lesser degree, empirical research has gone into understanding the potential impact of social learning on multi-stakeholder settings. The question of whether such learning can be supported by forms of serious gaming has hardly been asked. This Special Issue critically explores the potential of serious games to support multi-stakeholder social learning and collaborations in the context of water governance. Serious games may involve simulations of real-world events and processes and are challenge players to solve contemporary societal problems; they, therefore have a purpose beyond entertainment. They offer a largely untapped potential to



learning and collaboration by facilitating access to data with exchange of different content of the exchange of different content of the exchange of different content of the exchange of the

the outcomes of policies and management solutions. Little is known about how game-based approaches can be used in the context of collaborative water governance to maximize their



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