


<b>Title of case study</b>	<b>Water Wars</b>
<b>Name of organization(s)</b>	<b>Intel</b>
<b>Business sector</b>	Information Technology Services
<b>Region(s) relevant to case study</b>	<input type="checkbox"/> All regions <input type="checkbox"/> Africa and the Arab States <input type="checkbox"/> Asia and the Pacific <input type="checkbox"/> Caribbean and Central America <input type="checkbox"/> Europe <input type="checkbox"/> Least Developed Countries <input checked="" type="checkbox"/> North America <input type="checkbox"/> Polar regions <input type="checkbox"/> Small Island Developing States <input type="checkbox"/> South America
<b>Country(s) relevant to case study</b>	USA (Intel headquarters), All
<b>Adaptation sector(s) relevant to case study</b>	<input type="checkbox"/> Business <input checked="" type="checkbox"/> Education and training <input type="checkbox"/> Food security, agriculture, forestry and fisheries <input type="checkbox"/> Human health <input type="checkbox"/> Oceans and coastal areas <input type="checkbox"/> Science, assessment, monitoring and early warning <input type="checkbox"/> Terrestrial ecosystems <input type="checkbox"/> Tourism <input type="checkbox"/> Transport, infrastructure and human settlements <input checked="" type="checkbox"/> Water resources <input type="checkbox"/> Other (please specify):
<b>Adaptation activity</b>	<p>Intel has combined gaming and scientific research with its development of Water Wars, a 3D gaming platform that conducts a study on how people respond to water shortages. In Water Wars, Intel has modeled an area of the Rio Grande in New Mexico and created a role-playing game that allows residents of that area to participate in different water scenarios. As the game creates new situations and water problems, the residents respond, and this data informs the researchers about what we can expect to see socially as the water crisis in the US and worldwide grows.</p>

	<p>As Intel states, "This project explores the use of 3D computer games in environmental policymaking, allowing members of a community to help simulate water management issues to provide insight into better policy and enable more accurate modeling of human behavior."</p> <p>For example, a player can act out the role of a farmer managing a crop area during a water shortage, and determine which solutions to pursue, from policy-making to water alternatives. The reactions of the players to different policies inform the researchers how communities may react in reality to different water plans and regulations.</p> <p>Intel wants farmers, real estate developers, regulators, environmental activists, manufacturers and many other watershed stakeholders to participate in the game, so that it can accurately model out scenarios and solutions for rational, proactive reactions to water shortages. These models will provide information that hopefully allows us to skip trial-and-error policies and prevent possible violence over water, in the US and globally.</p>
<p><b>Cost-benefit</b></p>	<p>The Water Wars project seeks to demonstrate the ways Intel's technology devices and applications can support in-situ environmental monitoring and collective action, and help to address the world's most pressing environmental problems.</p>
<p><b>Case study source(s)</b></p>	<p><a href="#">Intel's website</a></p> <p><a href="#">WOW Gets Real – 3D Role Playing Game Models Water Crisis (Treehugger)</a></p>
<p style="text-align: center;">CLICK FOR MORE INFO</p> 	



Source: Image via Intel Video