

Interactive comment on “Irrigania – a web-based game about sharing water resources” by J. Seibert and M. J. P. Vis

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We thank Arjen Hoekstra for his kind comments (“It would be great to see it published, in more or less its current form.”) and his valuable comments, which will help us to improve and clarify the manuscript. Below we respond to the different points (in the same order as in the referee comment).

1) Interaction between villages: Yes, there is no direct interaction between the villages in terms of water resources. However, an interesting effect of having several villages is that in order to win the game a farmer has not only to be best in his/her village, but at the same time needs to cooperate with the other farmers in his/her village in order to do better than the farmers in other villages. In that way there is a competition between

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the different villages to use the resources most efficiently. It is also correct that having different villages allows playing the game with any number of players. We found a number of 4-6 farmers in each village to generate the most interesting discussions. We will add this discussion in the revised manuscript.

2) Scaling: Yes, the optimal number of fields is scaled by the number of farmers. We will clarify this in the revised manuscript.

3) K-factor, cap of revenue: we agree and will change this in the revised manuscript.

4) Limit of groundwater table: yes, there is a limit. When g already is zero, it will not further decrease regardless the number of fields irrigated with groundwater, i.e. the depth to groundwater cannot become negative. We will clarify this in the revised version.

5) Spelling error, will be corrected

6) Sentence before settings: good point, we will add this in the revised version

7) Punishment of a farmer: the options are obviously limited. What we have observed in class is, in addition to reproachful words, that the other farmers in one village got so upset, that they all deliberately overused the water resources, knowing that they would punish themselves, just to make sure, that the egoistic farmer will not win the game (in comparison to farmers from other villages). We will clarify this in the revised version.

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