

Interactive comment on “Water management simulation games and the construction of knowledge” by M. Rusca et al.

Anonymous Referee #2

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This is a very fine paper, and does well to address the main points on social learning and water. I like the way the paper addresses the positive outcomes for teachers, users and also water professionals. I also wonder if there could be further development of definitions or even a typology - for example is there a difference between a simulation and a simulation game? I would argue that there is. The only other issue I have with it is that it covers many of the same ideas and principles, particularly on balance between simplicity and reality, as my paper from 2007 but yet does not cite it. Here is the citation. Lankford, B. A. and Watson, D. 2007. Metaphor in natural resource gaming; insights from the River Basin Game. *Simulation & Gaming*, Vol. 38 No. 3, 421-442.

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