

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

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We appreciate the referee’s comments. In line with these comments a definition of simulation games will be added to the text. The definition clarifies (partly implicitly) the difference between simulation and simulation games. Rows 3-4, p. 3065 will be changed accordingly. The definition is as follows:

The core idea of a simulation game is that it brings together elements of simulations (a real-life situation, event or activity is imitated) and games (players, rules, competition, co-operation).

A reference to Lankford and Watson, 2007 will be added to the paper. Given the topic

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of this paper, it will be added to the discussion on simulation games and activated learning (row 19-21, p.3068).

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