

## ***Interactive comment on “Learning about water resource sharing through game play” by T. Ewen and J. Seibert***

### **Anonymous Referee #2**

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The paper presents an interesting and innovative learning tool to understand resource management and use. The manuscript begins with a review of a range of games available but no critical input is provided as to what the limitations are of the reviewed examples and why the new game presented is different. No important contribution is put forward as to ‘what is the new aspect this new game provides that hasn’t been provided already by the other games?’ the review is therefore short of analytical substance and would require more work in order to identify gaps in the current knowledge and use of these types of games and how the new game presented is different and ultimately better? The manuscript lacks a proper discussion of the implications of the use and results of the game once it has been played. The manuscript should include a section on implications for management, and a discussion as to how these results are relevant in the real world? How can managers/practitioners learn from this new

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knowledge and advance groundwater management? What should be the lessons and messages to take home with that? The scope of the manuscript is therefore limited to the 'classroom' and doesn't do much to advance 'further and wider knowledge' on groundwater management. The manuscript therefore lacks 'vision' and would require re-thinking as to the real lessons to be drawn from the work that is presented. Further details on the data used (as suggested by the other reviewer) in the form of a table with descriptive statistics of the results would be interesting to have.

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