

SPACE EDUCATION AND OUTREACH SYMPOSIUM (E1)  
Water from Space: Societal, Educational and Cultural Aspects (6.-E5.4)

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WATER DEAL

**Abstract**

A board game for 3 - 7 players, solving with luck (dices) and strategy the water problematics on Earth by importing water from outer space.

The next era (2100-2100) will be dominated by the politics of how we deal with water. Water becomes more and more valuable and water in drinking quality more and more rare. The total amount of water on Earth stays constant but the distribution of water between groundwater, surfacewater, saltwater, ice and water bound in products (food etc.) is changing. The question of water handling becomes a question of quality of life for future generations of mankind. Pollution of rivers, oceans, air and land has reached the groundwater reservoirs. Growing deserts and growing demand of water for energy, industry, food, irrigation, sanitation, drinking disturbs the natural water circuit and damage the balance between input (rain etc.) in groundwater and output via natural outlets (springs) and manmade outlets (wells and pumps etc.). The constant growth in population asks for a correlating growth in water supply.

Plot: We see a shift in cultural, social and economical meaning of water. The game WATER DEAL points the focus on this re-evaluation of water. The 'capital' of the game is water. The player collects as much 'water' as possible out of Earth' water circuit. All players have to keep the global water circuit in balance, otherwise the game is over. So the water circuit has to be filled up constantly. This is made by (futuristic) inventions like importing water from Mars and Moon, using an outer space factory which manufactures water out of hydrogen and oxygen, or including techniques for desalination, water cleaning (natural or chemical or by sunlight or gravity).

We choose the form and method of a game to simulate reality while simultaneously creating a fantastic setting that draws the player/viewer into problematics of changing water values. Furthermore the game offers a new perspective on water, a tool to enhance the awareness of water problems as well as initiating new ways of thinking around water and its distribution. The players get a new angle on the complex problematic of water with the focus on adding water out of space to the Earth' system (while having fun).

The game WATER DEAL will be presented as a lecture and/or a life game session. Until the conference we'll have produced a multiple in a box and a digital presentation.