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...
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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