



Bounce Back

A resilience game

about Manila

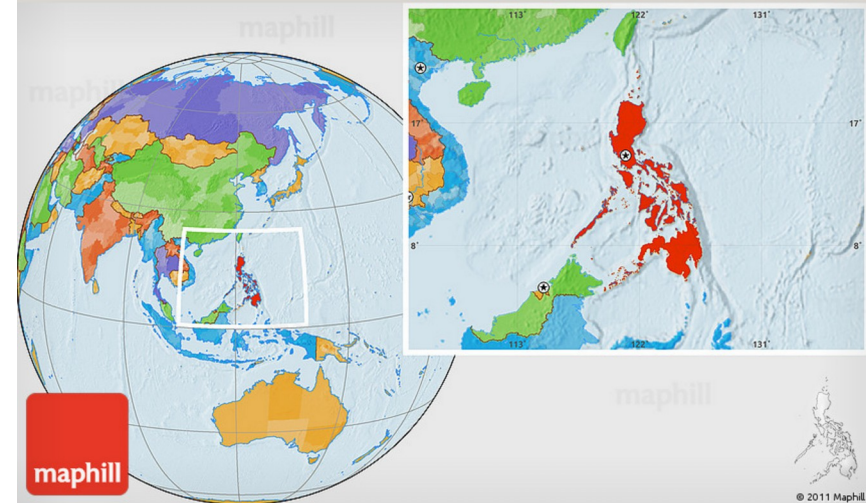
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Briefing

~20 min

Introduction

- Metro Manila is the capital region of the Philippines
- Due to its location Manila is prone to multiple natural hazards a year, such as droughts, floods and typhoons
- With a population density of 20,785 people per km² it is one of the world's most densely populated areas [1]



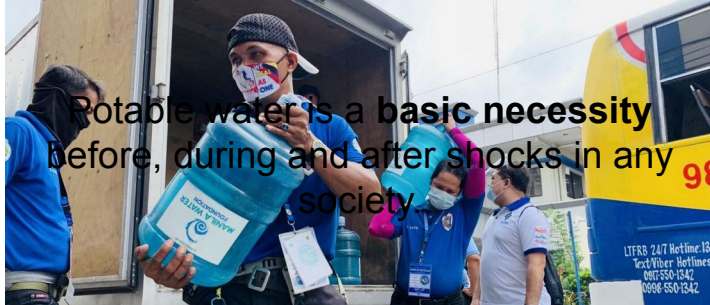
<http://www.maphill.com/philippines/location-maps/political-map/>

Video: Partners for Resilience: Voices of Manila Bay



Subsystems

Drinking Water System



Rotable water is a **basic necessity** before, during and after shocks in any society.

<https://manilawaterfoundation.org/news/2020-12-07/mwf-partners-bring-much-needed-water-families-hit-rolly-ulysses>

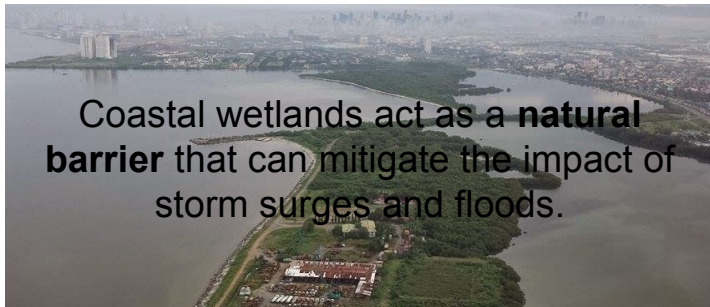
Infrastructure



Working infrastructure is important for **mobility** and the delivery of aid throughout the region.

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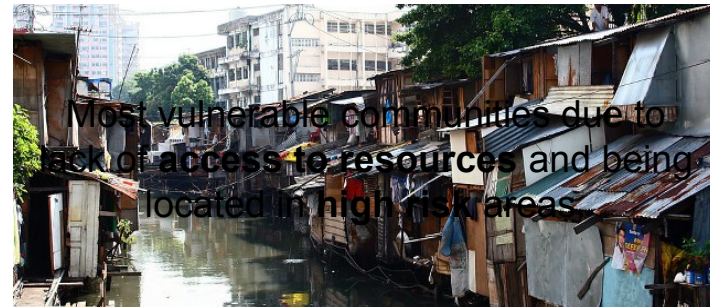
Coastal Wetlands



Coastal wetlands act as a **natural barrier** that can mitigate the impact of storm surges and floods.

<https://www.wetlands.org/news/manila-bay-wetland-saved/>

Informal Settlements



Most vulnerable communities due to **lack of access to resources** and being located in **high-risk areas**.

<https://www.rappler.com/nation/relocation-esteros-august>

Resilience

- “Resilience is the ability and rate of an ecosystem to recover from a disturbance and return to its pre-disturbed state.” [7]
- Resilience includes:
 - Preparing **before** a disturbance
 - Mitigating **during** a disturbance
 - Recovering **after** a disturbance
- When playing the game, make sure to really read all the different measures that can be applied to each subsystem!

Ethical implications

- Ethics are the “moral principles that govern a person's behaviour or the conducting of an activity” [8]
- Need to address:
 - **What** are you trying to implement?
 - **Who** will be affected by your decision?
 - **How** will they be affected? Will it be a positive or negative effect?
 - Is there a consensus between **stakeholders**, or was someone left out of the decision?
- When playing, think:
 - Could the measures you are implementing be problematic in any way? If so, how can you justify implementing them anyways?

Playing the game

~90 min

De-briefing

~35 min

Resilience

Reflection:

- What score did you reach?
 - Per subsystem
 - As a council
- Would you say you have worked together as a group or more individualistic?
- What type of card (prepare, mitigate or recover) did you (have to) implement the most?
- What would you have done differently if you would play again?

Ethical implications

- Necessary Measures + Limited Budget = Prioritizing!
 - Are your decisions for the greater good, or for the benefit of a few?
 - Was the decision fair to everyone involved? Or was there a more just alternative?
- Did you prioritize or neglect any subsystems over the others? How can this occur in real life decision-making?
- Some measures increased resilience at the cost of having a negative impact on nature (e.g. diesel-driven backup generators). Who should be in charge of choosing whether such measures should be implemented over less harmful alternatives?

(Simplified) Wicked and complex problems

- Reality is more complex than what the game showed!
- A wicked problem is a problem that is difficult or impossible to solve due to its complexity and large number of interrelated factors [9]
- What are some connections you could establish between measurements, shocks, stresses or subsystems that weren't addressed in the game?



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[9]https://www.wickedproblems.com/1_wicked_problems.php

Resistance vs. resilience

- “Resilience is the ability and rate of an ecosystem to recover from a disturbance and return to its pre-disturbed state.”
- “Resistance is the ability for an ecosystem to remain unchanged when being subjected to a disturbance or disturbances.” [7]

Exercise:

- Go through your measure cards, which measures would you consider to increase the resistance and which ones increase the resilience of your subsystem? Divide them into 2 stacks.
- Discuss the 2 stacks of all players.

Feedback

- What is your main take-away from the game?
- What did you feel like was the limiting factor for building resilience?