

3. SURF Urban Resilience Project Updates

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Updates:

Based on feedback from the DeSIRE community during our semi-annual project meeting series in April-May, we have:

1. Conceptually mapped Resilience Engineering for indexing our open educational resources (OER)
2. Developed a roadmap for preparing education materials for open source publication
3. Begun developing guidelines and support for copyright issues, templating, referencing and editing OER
4. Inventoried of shocks and stresses in STE systems and solutions together with the DeSIRE Tenure Trackers.
5. Designed an Urban Resilience game concept for teaching students about cascading effects, prevention vs. mitigation and adaptation strategies, and using key performance indicators to assess the impact of shocks, stresses and measures on STE systems.

6-Month Goals

1. Launching of the SURF Urban Resilience OER community platform
2. Publication of ca. 75 Resilience OER on the platform
3. Publication of case study trend reports for Manila, Houston, Rotterdam and Dar es Salaam and more
4. Gameplay testing of the Urban Resilience game at the Joint International Conference in November and subsequent publication of game development materials on our platform
5. Hosting the 2nd SURF semi-annual meeting series in February to celebrate the OER platform launch and conduct a second round of feedback with the DeSIRE community