

**Which event(s) are you registering for?**

1. [Mobile Geo-survey \(open between February 1 and February 10, 2021\)](#)
2. [Geodesign Game One \(1:30 p.m. to 4:30 p.m. on March 1\)](#)
3. [Geodesign Game Two \(1:30 p.m. to 4:30 p.m. on March 3\)](#)
4. [Geodesign Game Three \(1:30 p.m. to 4:30 p.m. on March 5\)](#)

**Schedule for Geodesign Game Three (1:30 p.m. to 4:30 p.m. on March 5)**

**1:30 - 2:30 Briefing presentations (60 mins)**

This geodesign game will focus on the South Central network of water resource regions (WRRs): Rio Grande, Texas-Gulf, and Arkansa-White-Red. For the first 40 minutes, you will be introduced to strengths, weaknesses, opportunities, and threats of each water resource region’s (WRR) green, blue, and human infrastructure systems. Figure one and table one show how we organize water resource regions into networks using the geographic domains of the Climate Adaptation Science Centers (CASC)

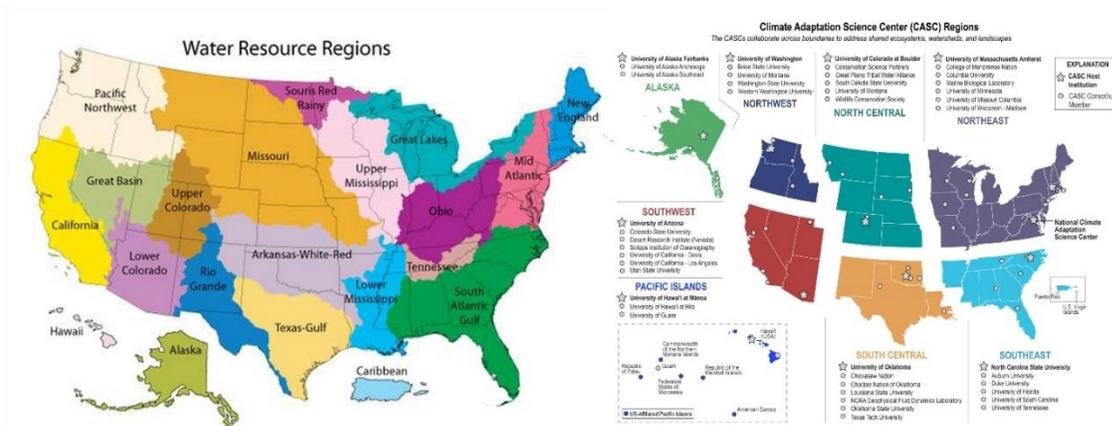


Figure 1. USGS Water Resource Regions (WRRs) (Left) and Institutions in CASC Networks (Right)

Table 1. CASC Networks of Water Resource Regions (WRRs) for Gulf of Mexico (GoM)

CASC Networks	USGS Water Resource Regions (WRRs)		
South Central (SCN)	Rio Grande	Texas-Gulf	Arkansas-White-Red
Southeast (SEN)	Lower Mississippi	South Atlantic Gulf	Tennessee
Northeast (NEN)	Ohio	Great Lakes	
North Central (NCN)	Missouri	Upper Mississippi	

We will also share prototypical climate adaptation actions generated from best practices that have been used to transform these weaknesses and threats into strengths and opportunities. Then, we will provide suitability criteria for selecting priority intervention zones and sites for implementing these best practices in a way that maximizes their collective hydrological, ecological, and socioeconomic performances. For the last 20 minutes, you will be given an

overview of the South Central network plan alternatives generated from the second geodesign game on March 3.

**2:30 - 3:30 WRR team session (40 mins for team work + 20 mins for presentations)**

For the first 40 minutes, you will be assigned to one of the teams to work on one of the following WRRs within the South Central CASC network: 1) Rio Grande, 2) Texas Gulf, and 3) Arkansas-White-Red. You will begin with reviewing all the alternative WRR plans from geodesign game two for the respective WRR you will be working on. Resolve conflicts among the alternative WRR plans by choosing intervention prototypes and sites with the highest scores from the following analyses for the *Integration, Change, Impact, and Decision Models* (Figure 2 and 3):

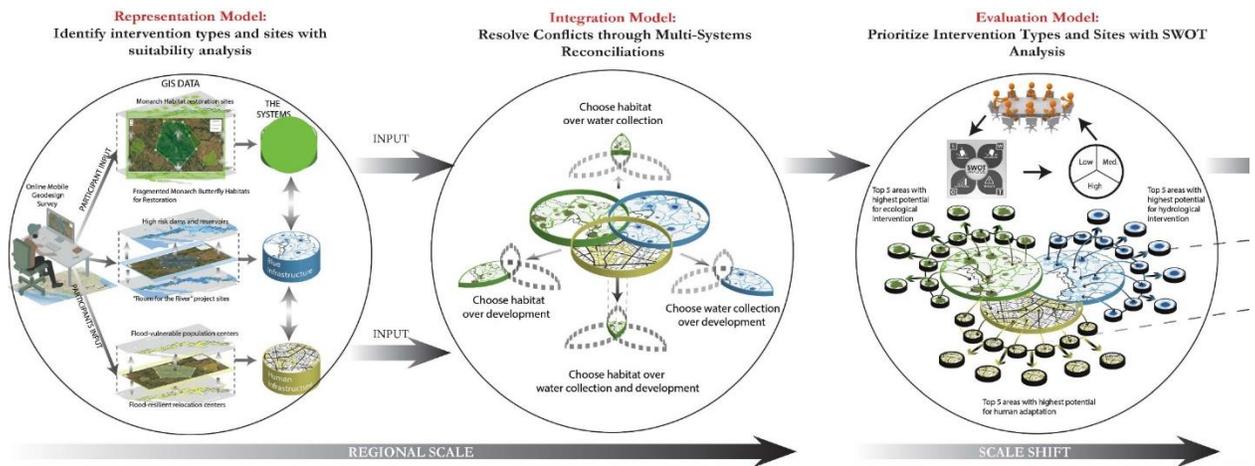


Figure 2. First Three Phases of Geodesign Games (Representation, Integration, and Evaluation Models)

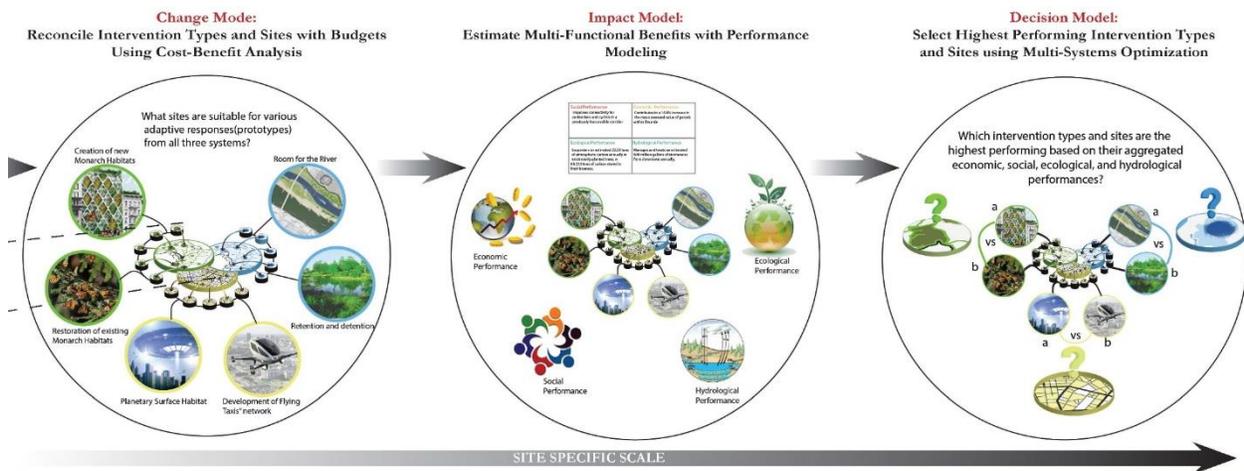


Figure 3. Last Three Phases of Geodesign Games (Change, Impact, and Decision Models)

**3:30 – 4:30 Create water resource region (WRR) plans from each network plan (20 minutes)**

For the first 40 minutes, you will be assigned to one of the teams to work on one of the top two relocation destinations within each of the following WRRs: 1) Rio Grande, 2) Texas Gulf, and 3) Arkansas-White-Red. You will be taking turns to propose intervention prototypes and sites to be experienced from the eye level for each of the green, blue, and human infrastructure systems.

Resolve conflicts among the three systems by choosing monarch habitats over water management areas and water management areas over human-centric components (integration model from Figure 2). Then determine the final set of intervention prototypes and sites with the highest scores from the following analyses for the *Integration, Change, Impact, and Decision Models* (Figure 2 and 3) that will fit within the project budget. For the last 20 minutes, you will present the final set of intervention prototypes and sites for each of the top two relocation destinations within each WWR as an interconnected complex adaptive system that will help both human and non-human species adapt to the impacts of solar storms and polar reversal.