

Surface Processes Game

This *may* not kill you

60 points total

“Civilization exists by geological consent, subject to change without notice.”

–Will Durant

The ground we live on determines a lot about how we live there. Are soils good for agriculture? Can the bedrock anchor buildings? Do mountains, canyons, or marshes pose challenges to transportation? Is there ground water, or other useful resources, underground? Is there a river that can be used for commerce or that may flood the community?

Your group will create a game teaching about the human impact of local geology and surface processes, such as faulting and folding, erosion, mass wasting, streams, bedrock, and soils. The game should be fun to play, and it should effectively teach about local-scale geology and how we can best adapt to it.

Deliverables

Written proposal describing your plan	10 points	Oct 6	group
The game	30 points	Oct 25	
Your questions	18 points		individual
Game play quality	9 points		group
Educational value	3 points		group
Feedback on other groups' games	10 points	Oct 29	individual
Reflection on your project	10 points	Nov 2	individual