



With the fourth issue of the TRANSCEND newsletter, the second year of the project comes to an end and the first half of its overall duration is concluded.

The last months were mainly focused on the preparation of the second round of stakeholder workshops all over the seven living labs. A great effort was made by all the Consortium and the modeling team, in particular, to organize these events, which are the crucial tools for the co-creation of transformational adaptation policies (TAPs). This time, the core of the workshop is the so-called **scenathon**, a participative tool designed to boost the engagement of the stakeholders.



LOCAL WORKSHOPS

The local workshops are the periodic events where the leaders of each living lab meet the stakeholders of the respective river basin.

During the 1st workshops, we introduced the TRANSCEND project to the stakeholders and identified, thanks to their perspective, the main vulnerabilities, challenges and gaps of each area.

The second round of workshops has a more specific aim: fully immerse in the complexity of each river basin through serious games, and starting from the vulnerabilities observed through playing, moving towards the process of identifying possible TAPs.

This process has already taken place in three river basins: Caplina-Popoo-Titica system (South America), Reno (Italy) and Orontes (Lebanon). The other living labs have scheduled their 2° workshop at the beginning of 2025.

To have more specific information about the workshop of your living lab, check the dedicated newsletter, published on the website, and available in the respective local language(s).

[CLICK HERE](#)

WHY SERIOUS GAMES?

Scenathons are a type of serious game used to foster the decision-making processes in complex cases and conditions, through an inclusive, participatory and transparent conversation inspired in the Talanoa Dialogue.

Each living lab has developed or will develop a serious game tailored to its river basin, representing its main features, focusing on the most problematic aspects and conflicts between actors, to boost the interactions and possibly bring out conflicts within a positive debate space.

The data the scenathons are built on is partially or completely based on the outputs of the modeling suite developed within the project. The scenathon represents, therefore, a concrete and simplified version of the models.



NETWORKING

TRANSCEND has kept widening its knowledge network in the field of water resources management and climate change. In September, we took part in the [3rd annual Ramanathan conversation on climate change](#) and we have recently set up a collaboration with the projects [We-act](#) and [Retouch-nexus](#).

New policy briefs and deliverables are available on our website.

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NEXT STEPS



The 2° General Assembly just took place in Heraklion (Crete).

In Spring, two major events will be held: the **2° Webstival** (check the recordings of the first edition on [youtube](#)) and the **International workshop**, where the project partners and the stakeholders from the seven living labs will meet in person for the first time.

Follow us on our social media to stay updated.