

# Hustle & Flow

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**ALEX FLECK, STEVE WILCOX, JONATHAN RODRIGUEZ**

**Department:** English, English, CS

**Program:** MA, PhD, PhD

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**Project co-researchers:** UpSWinG (wider SSHRC project); **Dr. Neil Randall;** Computer Science PhD student **Jonathan Rodriguez;** **Steve Wilcox,** PhD, English '16, The Games Institute

**Hustle and Flow** is a SSHRC sponsored multi-game project that models the simulation and negotiation of transboundary water governance in the St. Lawrence River Basin. The first part of the project is a simulation of the elements at play in the basin itself. The player takes on the role of an omniscient manager tasked with maintaining and extending the Basin's ecological and human-related functions, while satisfying the various stakeholder groups that live in the area. The second part of the project asks the player to take on the perspective of a stakeholder group and work together with others — that have also played the simulation — to negotiate what policy decisions are best for the St. Lawrence Basin as a whole, while also balancing those wider needs against their (individual) stakeholder needs.

Hustle and Flow was presented at The Institute of Public Administration of Canada (IPAC) conference in Toronto in June 2016, and was presented (as part of a games competition) at the European Conference on Games Based Learning in Paisley, Scotland in October 2016.



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