# THE ICT TOOLKIT

Click Here to see our MOOC on the tools!

LOCAL CASE STUDY TOOL

The Local Case Study Tool aims to support policymakers, researchers, and local actors from the 5 NEVERMORE EU Case Study regions in making informed decisions, while also raising awareness among civil society about climate risks and adaptation needs. The tool visualises the results of the risk analysis performed for each case study region, providing different types of risk maps and interactive visualisations that help identify vulnerable areas, sectors, and groups from environmental, economic, and social perspectives.
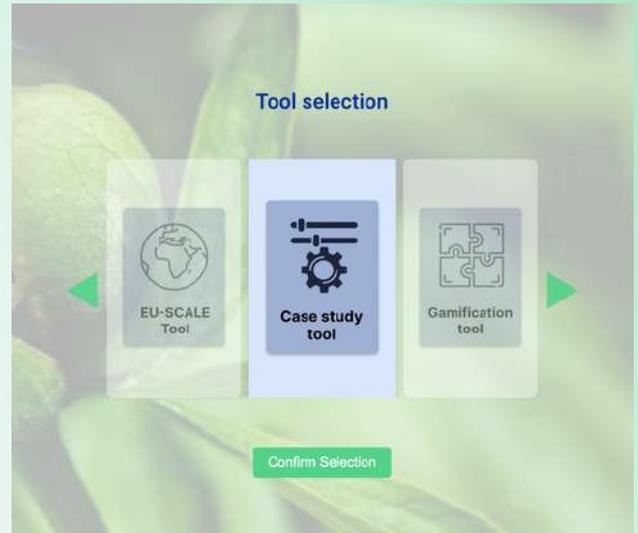
GAMIFICATION TOOL

The Gamification Tool is designed to enhance learning and raise awareness on climate change mitigation and adaptation through an interactive, game-based experience. It is an educational simulation game in which players explore different solutions to address the impacts of climate change. The Tool builds on knowledge generated throughout the project, particularly the databases, policy catalogue, and outputs from the other ICT tools, ensuring realistic and meaningful gameplay scenarios.