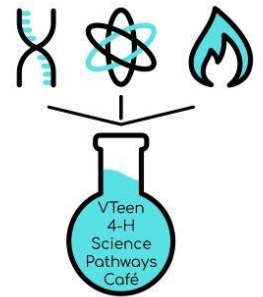# QuaranTEEN Virtual Science Cafes

Playing Games to Prevent Diseases on Farms?!??!

Wednesday, June 3, 2020, 3:00-4:00 pm
Open to all youth in grades 7-12
Register@ www.uvm.edu/extension/youth/announcements
"Like" us @www.facebook.com/VTeen4HScienceCafe

The widespread adoption of biosecurity strategies on farms can prevent the spread of devastating livestock diseases, ultimately saving the US billions of dollars in economic damage. However, the factors influencing

farm managers' decisions to invest in biosecurity have previously been poorly understood. To study how biosecurity decisions are made in everyday on-farm scenarios and how workers could be encouraged to comply with protocols, the team decided to use simulated farm environments. They developed 'serious games' to help capture the operational compliance dimensions of livestock biosecurity systems and the tactical willingness to invest in biosecurity, and integrated the data within a wider digital decision support system model. Come to this café to learn about this important work and the science behind it!

ABOUT OUR SPEAKERS

Chris Koliba is a Professor in the Community Development and Applied Economics Department at the University of Vermont, the Director of the Master of Public Administration Program, the Co-Director of the Social Ecological Gaming and Simulation Lab (www.uvm.edu/~segs) and a fellow at the Gund Institute for Environment. He possesses a Ph.D. and an MPA from Syracuse University's Maxwell School of Citizenship and Public Affairs. His research interests include environmental governance, governance networks, community resilience, network performance and accountability, with applications to water quality, food systems, energy systems, emergency and disaster response, and sustainable transportation systems.

Dr. Scott Merrill is a Research Assistant Professor in the Plant and Soil Science Department, Managing Director of the Social Ecological Gaming and Simulation lab, and a fellow at the Gund Institute for Environment. He is a systems ecologist with research spanning a wide range of both natural ecosystems and social-ecological systems. Projects include examining dynamics of change within pest-crop agroecosystems including aspects of climate change, examining ways to nudge human behavior to help protect the health of our livestock herds, and looking at factors motivating behavior that affects water quality in the Lake Champlain watershed. In the SEGS lab, he uses experimental gaming as a novel technique for collecting data to examine decision making in social-ecological systems. An important goal of this work is the creation of applicable and predictive models to inform best management practices.

What is a Virtual Teen Science Café? It is a free, fun way for teens to explore science, engineering and technology with local scientists, engineers and technology experts. Teens will "meet a scientist", learn about their work, and be able to participate in informal discussions.

Questions? Contact lauren.traister@uvm.edu
To request a disability-related accommodation to participate in this program, please contact the 4-H Office at 802-888-4972 or lauren.traister@uvm.edu by May 20, 2020 so we may assist you.

THE UNIVERSITY OF VERMONT EXTENSION

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