



JOINT MEDIA RELEASE

**Amanda Rishworth MP  
Senator Kim Carr and**

**Free Computer Game Tackles Challenges of Environmental Management**

A new computer simulation game *Catchment Detox*, developed as a part of National Science Week 2008, will challenge Australians to better understand and manage the environment we live in.

*Catchment Detox* will allow players to make decisions about an environmental land package and understand the ramifications of these decisions as they attempt to restore and sustain the natural environment.

"This is an exciting and innovative initiative which highlights the environmental challenges facing all Australians," said Senator Kim Carr, Minister for Innovation, Industry, Science and Research.

"This interactive computer game will give kids and adults alike a greater understanding of the daily pressures facing the environment. Through this experience it will help to build more environmentally responsible citizens.

"The game will help players understand how the choices that are made today will affect our environment tomorrow," Senator Carr said.

*Catchment Detox*, which has a Sim-style game at its centre, is supported by radio programming and online activities. It will be available to play online at the National Science Week website, [www.scienceweek.info.au](http://www.scienceweek.info.au), from the start of festival on 16 August 2008.

Players will be able to decide what activities to pursue: plant olives or grapes, run cattle or sheep, plant forests or log them; with the landscape constantly evolving, reacting to the decisions being made.

"I encourage students, teachers, parents and others to go to the website and see how successful they are at balancing the many environmental and social issues this game raises," Senator Carr said.

*Catchment Detox*, is an initiative of the ABC, in partnership with eWater, CSIRO, the Department of Innovation, Industry, Science and Research and National Science Week. It is based on an original idea by Natural Resource Management advisor Tim Stubbs and consultant Lucy Broad.

The game is just one of the many hundreds of initiatives that occur throughout National Science Week – Australia's largest festival.

National Science Week, now in its 11<sup>th</sup> year, will run from 16 - 24 August featuring a calendar packed with touring displays, hands-on presentations, speeches, forums and a national tour of international science personalities.

National Science Week is an initiative of the Department of Innovation, Industry, Science and Research and is sponsored by *Australian Geographic*. The festival is also supported by CSIRO, the ABC and the Australian Science Teachers Association.