

The paper at hand addresses the question of how serious games can be implemented to improve disaster risk management using a qualitative methodological approach combining content analysis and an online survey of experts. The manuscript has improved considerably and the feedback given in the previous review round has been addressed. There are still some issues with incorrect grammar and some unclarity regarding the content, which warrant minor revisions.

Content:

- a) Throughout the manuscript, you keep using different terms for your process with experts ("semi-structured discussions", "online semi-structured interviews", "survey", "expert-led focus groups", "focus group of experts"), which is confusing. In my understanding, you sent out an online survey with open-ended questions, to which 8 experts then replied. If this is correct, please make this clear in throughout the manuscript. You may also add a comment about the rather small size of the expert group in the limitations part of the conclusion and what it means for the reliability of the study.
- b) Line 117: Why is the reference year 2015? Which hazard has been the most common since then? 2015 was 10 years ago, so saying in the last 20 years floods have been the most common only makes it the most common for half of the timeframe – what about the other half? Add information about what has been the most common hazard since 2015
- c) Figure 1: under "mobile apps" and "gameplay": add which game is referred to when you talk about "no reward systems" and "provide positive feedback". Under "narrative" and "online games": change last line to "No character; game focuses on constructing buildings or defences". Under "Content" in the blue box: use a comma after "terms", i.e. "use alarmist terms, do not provide ..."
- d) Line 283: The European education curriculum comes quite out of the blue – maybe add a sentence or two on what the curriculum states and its aims and why you found it worthwhile to include it in your analysis

Grammatical errors:

Lines 23 to 25 – this sentence is unclear and needs rewriting.

Line 39 – interchange or exchange

Line 53 – could allow the players (eliminate the to)

Line 106 – grammatically incorrect, change to: "Considering their characteristics, there is a wide variety of genres and formats such as simulations, which replicate aspects of real or fictional realities and adventures, in which users solve challenges by interacting with people or the environment in a non-confrontational manner."

Line 126 – exchange "achieve" with "reach"

Line 131 – exchange "destined to" with "intended for"

Line 135 – exchange "DRR is the lack" with "DRR being the lack"

Line 158 – change to: "A content analysis of the selected games was then carried out. This is a research method used to quantify and analyze the presence, meaning, and relationships of specific words, themes, or concepts, allowing for inferences to be made about the messages within different units of analysis"

Line 162 – eliminate the "in turn" (i.e. have the sentence go like this: "... tendencies in the games and describes the attitudes ...")

Line 164 – change to "These authors adapted the theoretical Social Discourse of Video Games Analysis Model (Pérez-Latorre, 2010) into an analytical instrument for games about climate change using the Delphi method."

Line 221 – add "could be used in both"

Line 225 – change to: “Finally, in Stop Disasters, decisions such as which buildings to construct or improve, where to build hospitals, or which barriers to build against natural hazards can also involve teamwork.”

Line 230: eliminate “in the content”

Line 231: Change to: “*Build a Kit* is the only game that can likely be completed within an hour, while Disaster Master may also be finished in that time, depending on the students’ age and comprehension level.”

Line 234: eliminate the comma after “actions”

Line 253: change to: “As it is based on a fictional film, Geostorm leans more toward fantasy and is less realistic than other games, such as Disaster Master.”

Line 278: exchange “however” with “meanwhile”

Line 281: Eliminate the “likewise”

Line 299: change to: “... since natural phenomena lend themselves well to interaction with the environment.”

Line 318 – I am unsure what that sentence means. If this is what you want to say, please change to: “However, the most prominent element in this context is narrative, since serious games with a strong narrative may have less interaction but can still deliver a powerful impact.”

Line 343: “since livelihoods, housing, and access to training and information are often unequal and more susceptible to natural hazards”

Line 346: change to “training in prevention and vulnerability reduction”

Line 368: change to “integration of findings” or “synthesis of findings”

Line 369: change to “In this section, the findings of the qualitative content analysis and the expert focus group were compared and further summarized”

Line 373: change to “multiculturalism” instead of “multicultural”

Line 468: there is a word missing

480: “Reward system” – eliminate the s in “Rewards”