**Post-game reflection worksheet (due at the beginning of following class)**

***Evolution: Climate.***

1. What are two scientific aspects that you think the game executes well? Explain.

2. What are two scientific aspects that you think the game executes poorly? Explain.

3. How did the game emulate climate change? How realistic was this (from a population-level)? How did this interact with species in the game? Explain.

4. In Stewart & Stringer 2012, they suggest that cycles of climate change facilitated and constrained human dispersaland also mediated Humans-Densovians and Human-Neandetals hybridization. Both these invoke evolutionary change through climate mediated emigration/immigration. In ‘Evolution: Climate’ there is a single habitat and species must adapt to climate change rather track it. What are some ways to change ‘Evolution: Climate’ so that it better emulated evolution via immigration? Explain.

5. In absence of allowing immigration (gene flow), how do populations evolve in a single population? How does Evolution: Climate reflect these processes? Explain.