Team Name: Azeroth
Team members: Zachary Wang, Yutao Chen, Eva Ma

Theme:
The theme of our project is focusing on during the earthquake and after the earthquake.
Problem:
The problem we found is the traditional knowledge of earthquake preparation is "boring" so that people are not pay attention enough. Also, people usually learn well when they experiment in the real life.
Target Audience:
Our target audience are all age groups, but mainly focus on people who like learn knowledge from practice.
Rationale:
There is not much real life earthquake simulated experience offered to people nowadays. Instead of reading and memorizing knowledge from textbook and videos, people learn better from actual exercise.
Design Description:
Similar to those room escape games in real life, we will set up room(s) which are decorated into different scenarios to simulate different situation during earthquake. And player(s) is going to be locked down in this room with cellphone signal blocked. He will need to protect himself and survive from the simulated earthquake, and also escape after. A playback video and a checklist PDF will be showing to the player(s) after the game to help them consolidate their knowledge.
Benefits:
Comparing to old styles of learning, this actual activity is more attractive and interesting. People will experience the "punishment" if they did not prepared well so that they will learn better from their mistakes during/after the earthquake.
Questions:
1. Is that we are able to build rooms in a location that connivence to people who wants to come?
2. How to create the room that make people believe "is not earthquake preparation practice? (One way is: People invent their friend(s) to come to this room but not tell them this is a earthquake preparation practice. But is there other ways to attract them?)
3. How to make the room realistic enough but not hurting people during the practice in the same time?