

Clarence's Comments: Student Project Proposals (SFU IAT 431)

1 message

From: Lai, Clarence <Clarence.Lai@vancouver.ca>
To: Carman Neustaedter <carman@sfu.ca>, Carman Neustaedter <carmster@gmail.com>
Cc: Lena Soots <lena.soots@citystudiovancouver.com>, Pabillano, Jhenifer <jhenifer.pabillano@vancouver.ca>
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Subject: Clarence's Comments: Student Project Proposals (SFU IAT 431)

Carman,

Here are some initial feedback to your students (http://carmster.com/431/index.php?n=Site.Project_Proposals):

1) Earthquake Resiliency (Vivian, Jenny N)

▪ a social media-based game that encourages people to collect virtual items to prepare for the aftermath of an earthquake

▪ Comments:

- The three Cs will be key after an earthquake! Actually, these are guiding principles when we develop emergency plans.
- Maybe include other key items that you feel should be in an emergency kit – for me, I always have rope, utility knife and a map.
- Focus on personal preparedness

2) Ask Me to PROMPT - Team AMP (Victoria, Kimberley, Megan)

▪ a pervasive game similar to Cards Against Humanity

▪ Comments:

- Like the time aspect as it forces it people to think "quickly"
- What types of questions do you have in mind?
- How can I help with assisting to frame some of your questions?
- Example: simple as "what should you have in your emergency kit?," After an earthquake, what's after drop, cover and ...?" etc
- Have a look at <http://www.sf72.org/home>

3) Hubs - Team Hub (Jamie, Jessica, Kristy)

▪ teams compete to find recovery hubs after an earthquake

▪ Comments:

- Do you have a general idea of what the checkpoints will be at this time?
- Like the idea for staying off Disaster Response Routes and maybe have people avoid other hazards like electrical substations, major roads/highways etc? Great way to educate people on emergency routes.
- Community residents are encouraged to meet at a pre-designated locations; however, people are not always together. As a starting point, use "Parks Community Centres" as a meeting place. I am leading this project across the city and will be promoting it next year when it gets launched to the general public.

4) Earthquake Escape Room - Team Azeroth (Zachary, Billy, Eva)

▪ an earthquake simulation escape room

▪ Comments:

- I just saw something similar on a news story that a small business from Richmond is promoting this type of game
- It would be great to see that what you have in mind as a script
- Overall, even though the city can't dedicate a room year round; however, during emergency preparedness week, ShakeOutBC and other emergency preparedness events, we can book rooms for a range of dates. I can look into this
- Answer to your questions:
 - 1) As for building a room permanently, this may be tough as the city already has limited space
 - 2) I wonder if touching base with people who work in the film industry to design such rooms and props
 - 3) Again, foam blocks could be used instead of real bricks is one example.

5) Earthquake Now - Team Tsum Tsams (Sammi, Linda, Jessica)

▪ players are prompted with questions throughout their everyday activities about what to do during an earthquake

▪ Comments:

- Are you thinking the physical or virtual binoculars? If it was virtual, is there a way the City can stick some sort of a bar code onto bus posts, bus shelters etc?
- As for limitations, I'm not sure if the city has the ability to make some doom and gloom pictures? I will need to follow up with Jhenifer Pabillano (Corp Comms) to seek for her advice.
- I like the idea of looking into lens to see what the impacts will look like

6) Home Hazard Hunt - Janyl, Eva, Edward

▪ family members play a board game that gets them to think about an earthquake

▪ Comments:

- Good to target a younger audience!
- I like the idea of a simple board game; however, your alternate idea of using Twitter seems interesting that involves other passersby --- you've highlighted one of the challenges already
- I recommend that you need to choose an audience type (family or general public) as it will dictate how you develop the game. I like the idea of a "family game".
- Here are some links to help provide a script and contents for your game
 - http://www.google.ca/url?sa=t&rlzq=8&esrc=s&frm=1&source=web&cd=2&cad=rja&uact=8&ved=0CCcQFIAB&url=http%3A%2F%2Ffamilms.fema.gov%2FIS909%2Fassets%2F07_HuntingHomeHazards.pdf&ei=Zzq8VPKsMNXooASK3YDYBw&usq=AFOJCNEA7PMOMBEI5Ib1HC2w&bvm=by.77161500.d.cGU
 - <https://www.osha.gov/hazfinder/game/index.html>
 - http://www.purely-games.com/earthquake_safety_game.html

7) Survivor Quest - Anderson, Sara

▪ find location-based clues via Google Maps to unlock a mystery

▪ Comments:

- How timely you present this idea. There are discussion of establishing a Ground Search and Rescue team in the City of Vancouver
- Kirsten Jasper, one of our Emergency Managers is part of a Search and Rescue Team (kirsten.jasper@vancouver.ca 604.829.2020) might be able to answer your questions on regulations to follow for a search and rescue operation
- First responders usually go to their halls/detachments as they are staff.
- Could you further clarify first responder volunteers? Are they auxiliary police officers/firefighters, which are trained on a regular basis or are you thinking of a first responder that shows up at a reception centre after an earthquake looking to help?

8) Find Me - Justin, Roxanna, Andrew

▪ neighborhood individuals practice emergency rescue

▪ Comments:

- I will follow up to get more information from Vancouver Fire and Vancouver Police – I don't think there is anything like this within the city
- Kris Haynes (kristopher.hayne@vancouver.ca 604.829.4376) our Office Emergency Analyst may have some contacts to assist
- I would recommend talking to Peter Anderson (SFU School of Communications anderson@sfu.ca 778-782-4921) in regards to the technological capabilities. Peter Anderson is a technical subject matter expert in emergency management across all levels of gov't
- This would be another that can be used immediately following an event as most staff have smartphones

9) Nomination Game - Team Y (Wendy, Sunny, Gary)

▪ a nomination game where you must capture images of earthquake escape areas when nominated

▪ Comments:

- Very simple idea, but yet, it can be very effective
- I like the idea on how it incorporates a time element and users snapping photos of certain things
- What types of images do you see users taking?

10) Finding Family Members - Team Staircase (Jennifer, Jodie, Leland)

▪ a game to teach you how to find your family members after an earthquake

▪ Comments:

- 911 will be overwhelmed following an earthquake and like how it educates people to develop a plan to meet and get more information
- Answer to your questions:
 - 1) I'm not aware of the % of people who have scheduled plans
 - 2) Yes, people are encouraged to meet at a pre-designated locations; however, people are not always together. As a starting point, use "Parks Community Centres" as a meeting place. I am leading this project across the city and will be promoting it next year when it gets launched to the general public.
 - 3) Here is a link to some activities <http://www.ready.gov/earthquakes> Depending on where you are at after an earthquake (after an assessment of my surroundings), I would go to the nearest reception centre to register myself and look for more information (this is my personal thought)

11) Earthquake Campaign - Team Brown Sugar (Jessie, Nicholas)

▪ a pervasive game marketing campaign that progressively reveals information about the upcoming earthquake

▪ Comments:

- The target audience is good and the city can target universities to help promote emergency preparedness
- I'm not sure if I am clear on the "wanted posters" posted across the City of Vancouver – could you please elaborate more on this

- o In regards to participation in the discussion, I'm assuming it requires a staff person from the City of Vancouver to answer the questions on a regular basis?
- o Jhenifer Pabillano (Corp Comms) maybe the expert on this topic and will look for her advice
- o This is something that can be used during Emergency Preparedness week and ShakeOutBC events

12) Earthquake Frequency - Team Ying Yang (Juan, Allen)

- *players are notified of real earthquake activities in the moment*

Comments:

- o Try to focus on Canada (especially BC/Pacific Northwest), which you have highlighted in your third web link <http://www.theglobeandmail.com/news/british-columbia/study-prompts-reconsideration-of-pacific-northwest-earthquakes/article19945540/> and <http://www.usgs.gov/newsroom/article.asp?ID=3953#U-5L6PldUXU>
- o I would recommend to connect with Dr John Clague, (SFU Professor for Earth Sciences jclague@sfu.ca 778-782-4924) as he might be able to provide further context on likelihood and understanding of the earth's behavior
- o This is a great way to educate the "science or facts" to the general person

13) Survival Kit - Team Power Rangers (Norman, Irene, Alfred)

- *a pervasive game that gets players to collect survival kit items*

Comments:

- o Could you clarify once they trade their items, they would not have that item anymore?
- o What do you think of taking the monetary value out of it? Is there another method where the user can obtain that item?
- o This is an interesting way to educate people on what should be in an emergency kit

Hope this provides a bit of guidance without knowing the full details on the game. I would recommend students to email the listed contacts above and mention my name in their note. These proposals sound very interesting.

Clarence

*Office of Emergency Management
City of Vancouver
(604) 829-4374*