

Our team, DKD, are proposing to focus a design an immersive game to raise awareness and interest to the public on earthquake preparedness, testing the audiences on how knowledgeable and/or how prepared they are, and teaching the public on how to act after an earthquake occurs if it were to happen. This design is meant to be entertaining while subtly educating. A secondary focus involves the volunteer corps. Aside from the general public, specifically the public who would be at home when the earthquake hits, this design provides the opportunity for volunteers to remain vigilant by being the administrator and adjudicates the rights and wrongs that a participant may have done while interacting with the environment. We hope that after the experience some audience members may become interested in joining the volunteer corps.

Throughout the research we have conducted over the past week, we have found relevant information about preparing for natural disasters such as earthquakes. For instance, San Francisco earthquake preparedness website is a platform for the general public that informs the users with various past scenarios and supplies them with few set of worksheets that can be utilized for recording their personal emergencies contacts. The city of Vancouver website has a section that informs what to do after an earthquake. However, our team noticed that even though ample information is provided, the format of communicating the knowledge is passive and therefore not many know of its existence. We see this as an opportunity where instead of reading on the website or attending earthquake preparedness workshops, we can change from a passive stance to an active state by communicating with an immersive experience where people can learn as they play.

Inspiration of this design stemmed from the real life escape game that had gained popularity in the recent years. Participants are locked into a room and they must solve several challenges before escaping from an isolated room within a set amount of time. Our design is based on the escape game where an audiences' situation awareness, their emergency knowledge and decision making skills are tested. This will enable the participant to know what they did right and they did wrong. By providing them this experience the knowledge will help increase their chance of survival in case an earthquake hits. They are able to act independently and could make reasonable decisions without proper training, protecting themselves from harm.

The game will be constructed in an open space, acting as an attraction at locations such as Playland or for Canada Day. Before the game, the participant is provided with a briefing on the scenario where he or she is at home with two friends and an earthquake has just hit. They are informed that they have an emergency kit in a specified space in the home and their goal is to exit from the house. They are guided to hide under a table in a room, possibly a mockup apartment suite, where they will start the game. Several situations are visible which they can choose to or not to do. After "escaping" from the area they will then be debriefed on what they have done correctly and what they have done wrong. Their results will be posted online which they can share on their social media to help promote the game.

The main benefit of this game provides an opportunity for people to experience the aftermath of an earthquake before it's occurrence. It raises awareness of whether one is prepared for an earthquake or not. Current strategies to teach the populace is not actively engaging to provide an experience to train and be mentally prepared. Our game will provide this opportunity. In addition, this also allows the volunteer corps to have bigger exposure to the public as they will use their knowledge to not only teach and judge people of their play-through but also an opportunity to test themselves to keep themselves knowledgeable. Our targeted audience will be given pseudo-training on what to do in the aftermath so they will have some knowledge on how to survive until aid arrives.

- Some questions for the City of Vancouver staff are as follows:
- What kind of training are currently available for the volunteer corps?
 - How do you train your volunteers?
 - What sort of information are given to volunteers compared to the general public?
 - What happens if people cannot access to their family emergency kit?
 - Are there workshops that prepares the public on what to do after an earthquake hits?