

**DNA: Daniel Cheng, Nicky Fung, Ahmed Jozi**  
**IAT 431 - Spring 2015**

**Theme:** For our project, our goal was to design a game based off a scaled-down physical environment that requires users to interact with. The design is inclined towards a reflective and critical analytical process. We will be pursuing emergency preparedness with the intention of providing a reliable reference to allow users to familiarize themselves with the hazards and resources within their environment as well as what they need to be aware of in their proximity during earthquakes.

**Target Audience:** The design is catered towards the public of all ages however, we believe that younger kids and teenagers will be more interested in our project as our design resembles a puzzle-based game. The game provides beneficial information regarding earthquakes that many people may not be familiar with. Parents are busier and are less likely to participate in this game, but their children can deliver the knowledge they get from the game to them.

**Rationale:** We chose this theme as we are aware that the general public has a basic understanding of the general hazards of an earthquake and the necessities that they must perform before, during, and after an earthquake occurs. According to an independent research among more than 1000 people from BC, Three quarters of people expect their home could be damaged by an earthquake, yet 78 per cent don't know how to prepare their home. Most know the likelihood of a significant earthquake hitting, yet 65 per cent don't know the best way to stay safe. On the other hand, about eighty percent said they wanted to improve their knowledge about earthquakes. We decided that the learning process should be seamlessly integrated in an entertaining and enjoyable fashion thus instead of providing information to the public in a generic manner, we want them to learn through the interaction of a puzzle.

**Design Description:** Our design is in a form of a board game that resembles a scaled down household with an avatar. The enclosure resembles a room consist of typical household objects and furnitures. miniature which simulates a scaled-down household. The house consists of numbered grids, some are empty and some contain items that can be either beneficial or dangerous. Players use a dice to determine how many moves they can make, but they can choose the direction of moves by themselves. For example, if they shake the dice and get three, then they can move their figure three steps in whatever direction they want. Information will be provided about each item on a separate paper and players will be able to read them after they make their move to that item. The information will enlighten people about what items can be used for survival, how some items should be avoided and what not to do during an earthquake. Ultimately, each movement will enable the player to retrieve new information about earthquake hazards and preparation.

**Benefits:** The benefits of our design is mainly to educate the people about earthquake preparedness but in a much more entertaining approach and fun manner. We are aware of the fact that there are abundant amount of informations regarding earthquake preparation on the internet but people simply do not have the time to consume that much information. Therefore we tried to modify the conventional learning approach so that the process playing the board game is much more rewarding.