

# Earthquake Resiliency Game

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## 1. Theme

Earthquake resiliency

## 2. Problem

Following the in-studio visit from Jen and Clarence from the City of Vancouver, we wanted to focus on the aftermath stages of emergencies, particularly Coordination, Cooperation and Collaboration. We want to address the problem of how individuals who are coincidentally together during an earthquake will self-coordinate, govern and care for themselves while emergency units are occupied in more urgent situations.

As in the case of the North Ridge earthquake in 1994, it took nearly 2 weeks to fully regain power throughout the city, and in this time, without our technological crutches, communication skills such as fostering trust, practicing clear communication and having difficult conversations become critical. Further looking at the North Ridge earthquake as an example, we can expect the possibility of our city's treatment plants and gas and power lines becoming damaged, thus affecting our water and gas supply, asking us to share what water and non-perishables we have on hand with those around us.

Lastly, the Auditor General Russ Jones' latest report on Catastrophic Earthquake Preparedness "states that British Columbians are at significant risk if a catastrophic earthquake were to occur today."

## 3. Target audience

Our target audience is the general public; using twitter as a platform, we seek to provide a training opportunity for loosely acquainted strangers to work through group dynamics, contribute and develop skills and resources and become leaders and followers in earthquake aftermath.

## 4. The design

The design is ultimately a participatory social media trading game to be played in present day on Twitter in stages. The goal of the game is not to accumulate private resources (existing tweets, photos and favourites), but rather, to work together with your community (existing followers at the time of game) to complete tasks and missions.

When the game begins in the first stage, existing photos, tweets and favourites are converted to resources (eg: 8010 tweets = 80 waterproof matches/other tools, 1110 photos = 11L water, 2310 favourites = 23 cans of food) to reinforce the idea that one never knows when an earthquake or emergency may happen, and what you have on hand is all you have to work with. The game will involve retweeting, answering questions, retrieving answers from other tweeters and websites, doing tasks that regards to earthquake preparedness in real life to earn resources for your community ( eg. purchase a first aid kit and tweet the photo.) Many tasks will involve working together ( aka. work with your community by each photographing a different part of a complete earthquake kit).

## 5. Benefits

Following the in-studio visit from Jen and Clarence from the City of Vancouver, we wanted to focus on the aftermath stages of emergencies, particularly Coordination, Cooperation and Collaboration. We want to address the problem of how individuals who are coincidentally together during an earthquake will self-coordinate, govern and care for themselves while emergency units are occupied in more urgent situations.

There is the additional opportunity to engage other experts, such as the City of Vancouver, as characters in the game. Educate the public in earthquake preparedness tips during the tasks and missions of gameplay.

The Auditor General of BC's report in March 25th of 2014 stated that Emergency Management BC (EMBC) prioritized "daily emergencies such as floods and fires[,] so catastrophic earthquake planning is done as a side-of-desk activity." The communication skills reflected on and practiced during our online game is applicable across both daily emergencies and catastrophic unexpected ones, such as earthquakes.