

Theme:

Volunteer Engagement.

Provides an interactive and immersive activity for volunteers to rehearse what to do in certain situations and make decisions in non-practiced situations that may test the user's logical thinking, ingenuity and improvisation, or empathy and patience.

Target Audience:

Primary : General public - Individuals and Neighbourhoods

While knowledge on earthquakes and procedures would benefit the user in making the safest choices, it is not necessary to play, making it open to volunteers who have training and the general public who do not.

Rationale:

There are literature and lessons that instruct on what to do in specific situations, but reading procedures and rehearsing in a safe, non-threatening environment would be unable to simulate the threat and consequences and provide the urgency of an earthquake and unpredictability of situations, and immerse the user to an extent into the event of an emergency.

The choose-your-own adventure game genre is a classic form of immersive and interactive storytelling. Despite the story being limited, the user's choices play a key role in the outcome. By employing this genre, the user becomes a part of the narrative and situation, allowing them to make mistakes and learn without permanent consequences.

Design Description:

Use : A choose-your-own adventure game with a point and click interface where the user's choices in presented situations will dictate their progression and endgame.

End goal : To play through and obtain a "good" ending by surviving and successfully helping people along the way. A branching narrative provides replayability and more opportunity for the user to learn from their mistakes. Ultimately, the goal is for the user to learn what to do in certain situations of an earthquake.

Tasks : The user will be presented with a situation where they are given options of actions they can take. Their choice will take them to the next event where a different situation is presented. The choices the user makes will direct them through different branches of the narrative and lead them to different endings.

Benefits:

- + Simulates a more immersive but no-risk environment
- + Provides a higher degree of involvement for the user
- + Simulates a sense of consequence for mistakes, but provides a no risk environment where the user is free to try again and learn from their mistakes without serious consequence
- + Situations that will test the user's learned knowledge, practice responses