

Team Name : Ask Me To PROMPT (AMP)

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## **I. Theme**

We are looking at the issue of earthquake preparedness and resilience in a playful and community building way.

## **II. Problem**

Our project aims to increase awareness on the reality of a strong earthquake in Vancouver. Claims Canada and Insurance Bureau of Canada recently released a study on earthquake preparedness stating that the awareness level of residents in vulnerable zones in BC are low. The study explains that the reality of an earthquake is out of sight or out of mind for most people as most exclaim that ‘...nothing major has ever happened here (Vancouver).’ Awareness is the first step to preparedness, before people take concrete actions to equip themselves for a natural disaster.

## **III. Target Audience**

Our target audience is the general public, specifically young adults.

## **IV. The Design**

The design of our project is a interactive card game patterned to the popular game Cards Against Humanity (<http://cardsagainsthumanity.com>). People can play the game by opening the application that contains randomized before and after scenarios and responses. Prompts will be given at randomized times and users will have to think quick on their feet. Users could view other player's answers to compare what others would do and to reflect upon their own answer. There could be a feedback that shows how others feel about your reaction and how you feel about other player's answers. Players could create their own custom answers if they want to add onto the list of responses and it will be used as a response option for other players.

## **VI. Benefits**

**Response.** We want to design the project to educate people on earthquakes and possible strategies they could employ during one. Instead of providing general information (such as those provided in manual), we hope that this project would give specific insights on how to address specific scenarios of interest for the audience.

**Resilience.** The interactivity and group play aspects of the game build community within the earthquake context. Through the game, people are sharing earthquake knowledge together and being playful at the same time, building interpersonal bonds. These bonds and shared knowledge will build resilience for an actual earthquake and strengthen the post-earthquake community before the quake happens.

**Resource.** The responses collected from the users will be collated into a resource that could be made available in an interactive website where people could read, rate and share the responses. Maybe users can even save the responses they value and create their own resource.