

Team Hub:
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Theme:

An ongoing competitive game in which players simulate escaping to a disaster recovery hub after an earthquake. The problem we are addressing is the lack of knowledge the general public has about where to go to after an earthquake (support hubs) and post-earthquake recovery.

Target audience:

Students

Rationale:

People's lack of knowledge about earthquake recovery, specifically the location of recovery hubs and how to get there safely in real life. This game will also educate them on the disaster response routes while practicing how to get to a safety hub physically.

Design/game rules:

Three teams compete against each other.

Teams must visit two types of locations (recovery hubs and checkpoints). Recovery hubs are important central locations; each hub includes several checkpoints that players must visit first before the hub.

When a member of a team reaches a checkpoint, they can use their phone to check in at the location (using GPS on their phone). A team must check in through all the checkpoints in order to be able to check in at the hub, and attempt to claim it.

The team may visit the checkpoints in any order they wish, using any street route, through walking only. However, they may be penalized for using disaster response routes (usually dedicated to emergency vehicles). Once a team has won all the checkpoints for a hub, they may then check in at the hub and attempt to win it. Any team may take over a checkpoint or hub that has already been claimed by a different team, if they can achieve the most check-ins. Checking in to a checkpoint is worth 1 point; winning a hub is worth 10 points. The goal of the game is to claim as many points as possible by the end of the game period

Benefits:

- Teamwork motivates people to play with their friends, while competition increases the motivation to continue playing for longer periods
- Adapts existing technologies and familiar platforms (like Foursquare or Facebook check-in) that many people are already using
- Gives people the opportunity to practice emergency recovery strategies in a non-urgent environment

Questions:

- What are possible plans of implementing disaster hubs in Vancouver?
- What are the ideal locations for hubs?