Team Name: Team Staircase

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Theme: Reaction to after an earthquake. How to find your family members if everyone gets separated or are in different places at the same time.

Problem: We want to tackle the problem of not having a meeting plan with your family and not knowing where they are after an earthquake. Most families have parents who work in different areas, and children who may go to different schools. Many people do not understand the consequences of not having a meeting place causing panic and frustration when finding loved ones.

Target Audience: mothers, guardians, and heads of families

The Design: Similar to Miu Miu's Somebody app, where players go into the real world to look for people. Players will use an application to start the pervasive game. After starting the application, players will submit 5 clues about themselves and their whereabouts. They will have a player profile that will include a picture of themselves. Players will then be matched with another person nearby that is also using the application. After, players will receive the clues about the other player. Both users must find each other in an allotted time using the given hints and a picture of the person. Points will be based on how quickly users find each other.

Benefits: The time limit will give people the sense of nervousness that people get when they can't find their loved one. When people find the missing person, they will have a sense of relief. This game gives the players an understanding of the importance of planning ahead. There are many things families can do to prepare for the aftermath of an earthquake, one of the best things that they can do is to establish a meeting area.

Questions:

Is there an estimate percentage as to how many families have a scheduled meeting plan for after an earthquake?

Are there any existing strategies to promote having a meeting place during the aftermath of an earthquake?

What would be considered to most important things to do after an earthquake?

Thanks for the feedback!