

30 Days 30 Ways Game

For Disaster Preparedness

Problem Space

- ✧ Not enough people are prepared for potential disasters
 - 44% of U.S. adults do not have first-aid kits
 - 48% of U.S. adults lack emergency supplies for use in the event of catastrophes
 - 80% of parents say they are well prepared for a disaster event, yet 52% of them have not designated a family meeting place in an emergency



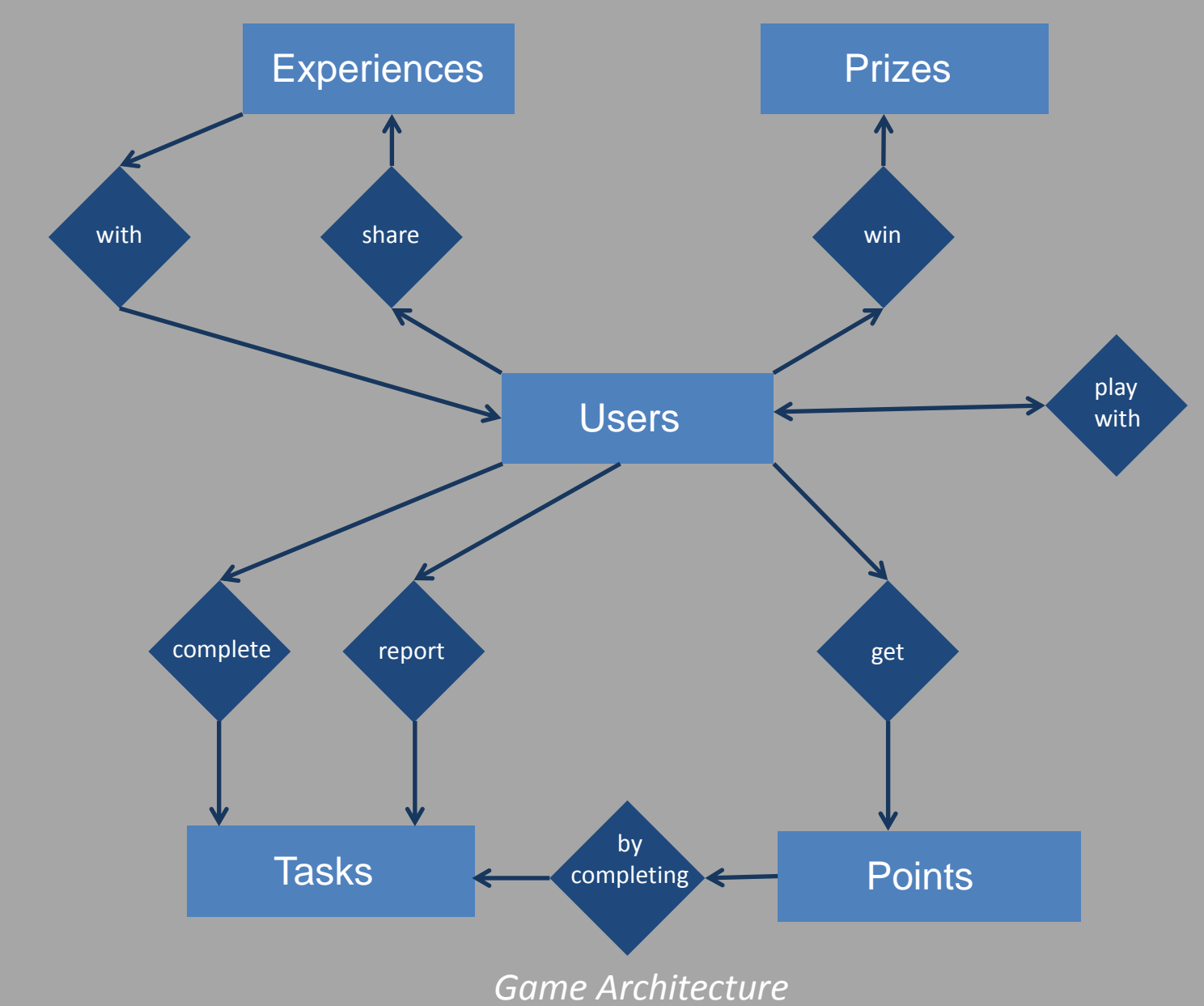
Tsunami Aftermath



Flood

Solution Idea

- ✧ 30 Days 30 Ways Game
 - Created by Clark Regional Emergency Service Agency (CRESA) in 2010
 - Encourages disaster awareness and preparedness
- ✧ Our solution
 - Improve original 30 Days 30 Way Game by consolidating everything into a single web and/or mobile platform



Game Architecture

User Research

- ✧ Conducted three interviews via phone or Skype
 - Previous participants of 30 Days 30 Ways Game
 - From the United States and Malta Europe
- ✧ System requirements extracted from user research
 - Have automated point tracking and feedback
 - Include a scoreboard as the game progresses to see how participants stand against each other
 - Create more team-based tasks
 - Create more localized tasks
 - Create a centralized location where participants can share their experiences with disasters they have encountered

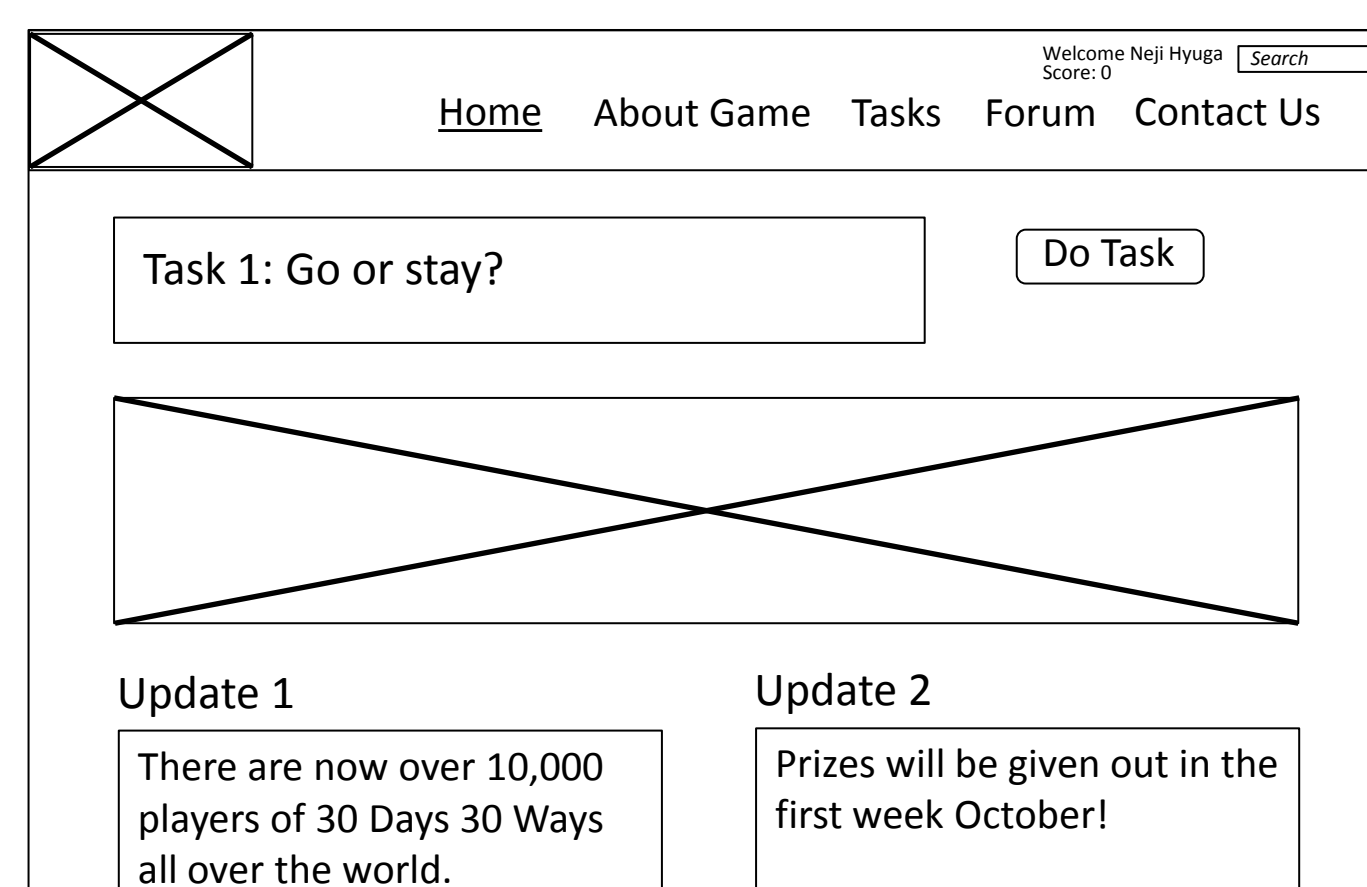
Related Work

- ✧ Disaster Readiness Mobile App
 - Provides the user thousands of references on how to respond to disaster situations
 - Can be accessed offline so the user can use it without a dedicated internet connection
- ✧ Disaster Alert Mobile App
 - Provides the user information about active hazards around the world
 - Hazards include hurricanes, tsunamis, and man-made disasters

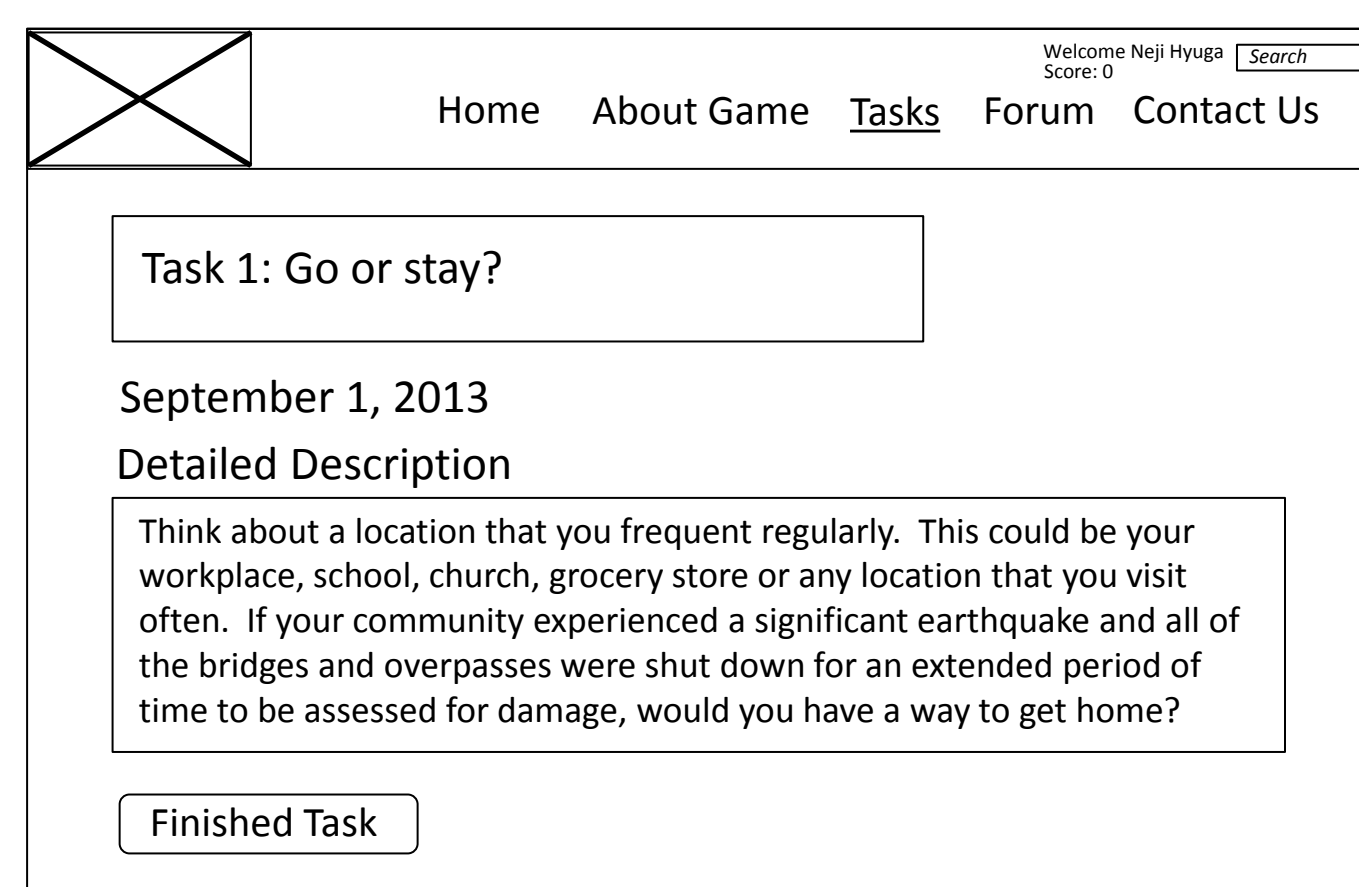


Disaster Readiness Mobile App

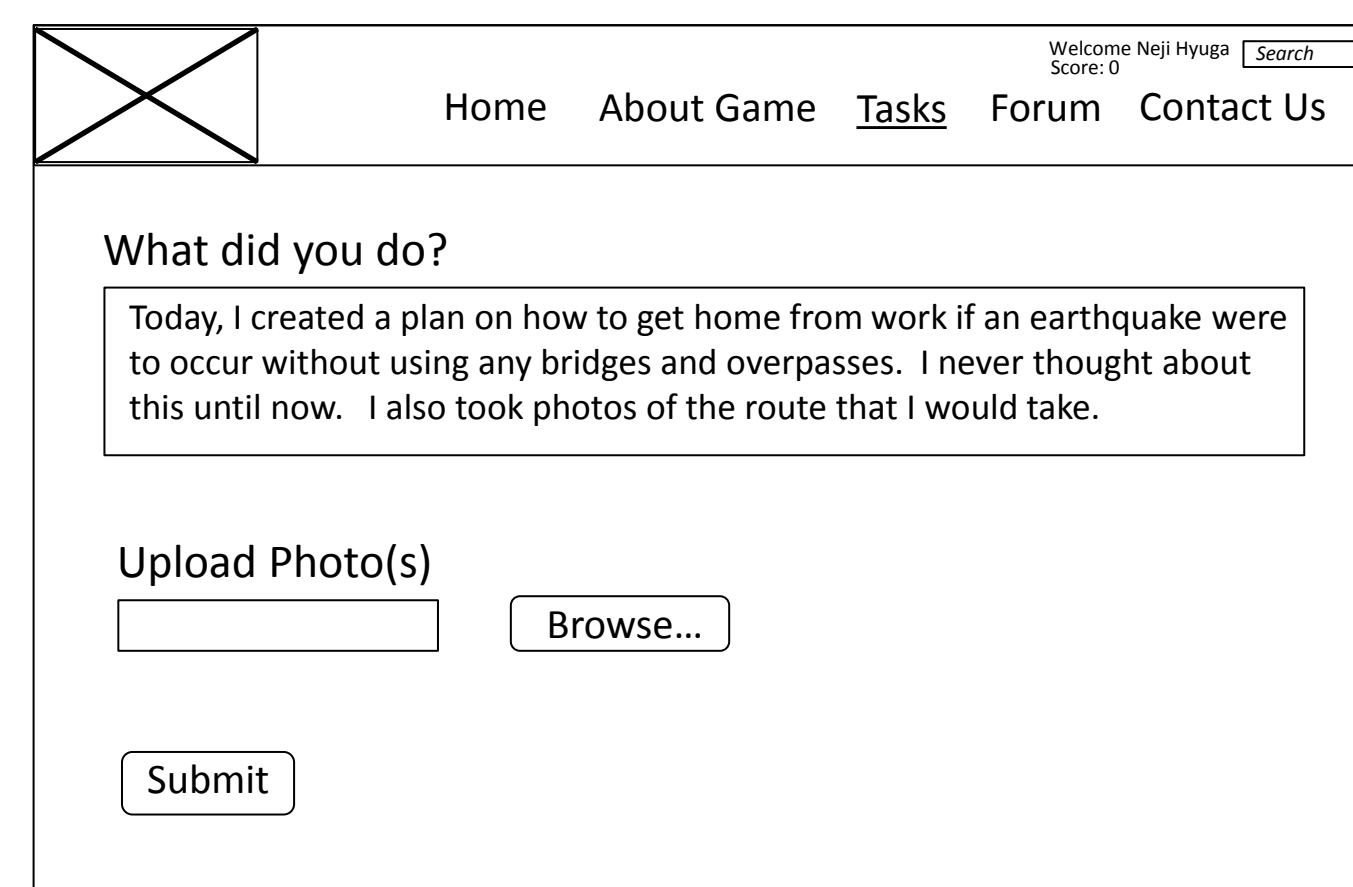
Storyboard: Completing a Task



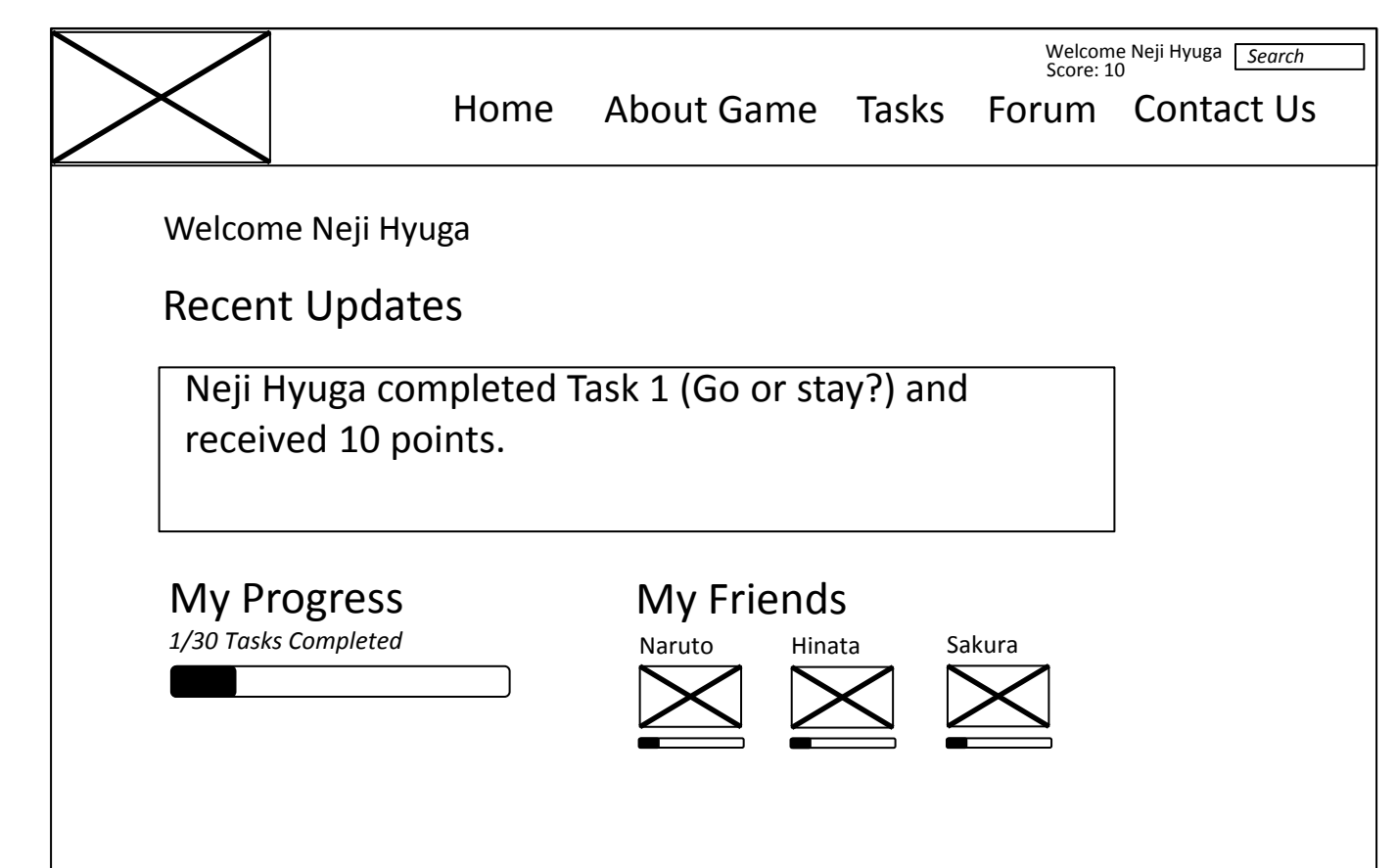
- 1 User is on Home page. User clicks on Do Task.



- 2 User reads about Task 1 and completes it. User clicks Finished Task.



- 3 User writes summary of what he/she did to complete task and uploads photo(s) as proof for completing task.



- 4 User receives 10 points for Completing Task 1.

Next Steps for Spring 2013

