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

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

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

Storyboard: Completing a Task

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

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

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

User receives 10 points for Completing Task 1.

Next Steps for Spring 2013

Week 1
New Team Formation

Week 2
User Research & Database Design

Week 3
Wireframes & Database Design

Week 4
Paper Prototype Testing

Week 5
Iteration of Wireframes

Week 6
High Fidelity Prototype

Week 7
Usability Testing

Week 8
Iteration of High Fidelity Prototype

Week 9
Usability Testing and Finalization of Prototype

Week 10
Present Final Prototype

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