

# Web-based Adventure Games

## All-Hazards Preparedness Training for Children, Parents, and Teachers



FEMA



Personal preparedness is a necessary component of effective national disaster readiness. Recent research conducted by FEMA and the Citizen Corps indicate that despite imminent threats and increased media attention, Americans today are no better prepared for a natural disaster or terrorist attack than they were in 2003. According to the survey, many people are not prepared because they expect to rely on emergency responders immediately after a disaster (*Personal Preparedness in America: 2009 Citizen Corps Survey*).

The *All-Hazards Preparedness Games* will provide the children, parents, and teachers with a realistic understanding of: (1) emergency response capacity, and (2) their roles in preparedness and response. By focusing learning on children and family preparedness, the immersive gaming experience aims to improve the confidence and coping skills needed before, during, and immediately after an event.

### Details

Highly interactive scenarios and learning sessions will emphasize the need for planning; explain how to create, exercise, and follow a family emergency plan and kit; and describe actions that should be taken before, during, and immediately after a hazardous event. The *All-Hazards Preparedness Games* will include background information on the types of hazardous incidents common to specific geographic regions of the United States and territories, including associated danger signals, typical effects, and common injuries. Information about basic first aid will be integrated into the scenarios. Learning will be reinforced with downloadable activities and checklists for each audience group. During game play, users may accumulate virtual points or materials to assist them through each level of the game. The games will be designed as challenging and exciting instructional experiences that motivate and entertain.



An all-hazards preparedness Web site will provide easy access to the games and materials. The tentative launch for the Web site and games is early 2011. Games and materials also will be available on CD-ROM for families and schools without access to the Internet. All materials will be provided free of charge through the game Web site or by CD-ROM.



FEMA/Photo By Win Henderson

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