

Bushfire Brigade: Interactive Learning for Young Victorians' Bushfire Preparedness

FIT5120 Iteration 1 Analysis & Design Report



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Introduction

This report presents the analysis and design of Bushfire Brigade, a web application aimed at children between the ages of 8 and 12 living in bushfire-prone areas in Victoria. The report provides an overview of the project, outlining the problem statement, target audience, and key features, linking each feature to specific User Stories and Acceptance Criteria as identified in the LeanKit.

Project Overview

Problem Statement

As Victoria faces an escalating bushfire risk due to climate change, there is a pressing need to enhance bushfire education for children aged 8-12. Current educational programs are often too abstract, failing to provide the practical understanding and skills necessary for children to respond effectively in real-life bushfire situations (Towers, 2020). This lack of realistic education leaves young Victorians living in Bushfire Prone Areas vulnerable and unprepared for emergencies.

Project Summary

In Victoria, children in bushfire-prone areas face increased risks from climate-related bushfires. Traditional educational methods are often too abstract, leaving them unprepared for emergencies. The Bushfire Brigade website, designed for children aged 8-12, offers interactive tools like games, videos, and quizzes to provide practical bushfire safety knowledge. This new approach to bushfire education aims to better prepare young Victorians by equipping them with necessary skills and confidence.

Target Audience

Persona	Children aged 8-12 in BPA's	Guardians/Parents and Teachers
Name	Jack	Laura
Age	10	36
Location	Victoria, Australia	Victoria, Australia
Lifestyle	Active and curious, enjoys outdoor activities and exploring nature; lives in bushland and is familiar with the Australian bush.	Primary School Teacher and Mother; Active community member focused on safety and education.
Motivations	Wants to be a bushfire safety "expert," earn badges, and keep his family, especially his younger sister, safe.	Ensuring her family and students are prepared for bushfire emergencies.

Goals	Learn bushfire safety through engaging, interactive games and videos; feel confident and prepared.	To integrate engaging, comprehensive bushfire safety resources into her teaching and parenting.
Pain Points	Finds bushfire safety information boring and complex; feels anxious and overwhelmed; frustrated with traditional, unengaging lessons.	Struggles to find age-appropriate, engaging bushfire safety resources; Time-consuming to compile comprehensive resources from multiple sources; Challenges in maintaining student interest with traditional safety drills and materials.

Iteration 1

A summary of each Feature and how it links to the EPICS and User Stories for the project can be found in the project's detailed [Epics document](#) and [LeanKit](#).

References

Towers, B. (2020, January 22). Bushfire education is too abstract. We need to get children into the real world. SBS News.
<https://www.sbs.com.au/news/insight/article/bushfire-education-is-too-abstract-we-need-to-get-children-into-the-real-world/xyq7cbfsy>