



a content-based development startup focusing on maximizing learning opportunities

who are behind ania



a team of multidisciplinary designers and software developers

why we built ania

Disaster Preparedness has been introduced in the K-12 curriculum in the Philippines

the initiatives and current practices for disaster preparedness are limited

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participants and students are not able to see the effects of disasters first-hand

they are not able to make critical decisions that are crucial during disaster situations

design challenge #1

how might we be able to make people experience an extreme disaster situation and show its effects

design challenge #2

how might we enable active participation during disaster situation without putting people in danger

our solution

a disaster preparedness simulator (dps)

what is dps

an immersive learning experience for disaster preparedness using virtual reality

what is dps

integrates disaster elements and decision making for better learning opportunities

what now

play test and experience latest version of the product and get feedback from the people who will be using it

feedback

I LIKE...

things you liked/enjoyed during the play test

I WISH...

things you wish you saw/ experienced during the play test

WHAT IF...

things you can suggest so we can improve the simulator experience



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