

## Disaster preparation game

Who are the targets of your proposal?

It could be from 10 years old to adults. It is required critical thinking and judgmental skill.

What's the problem they are in?

-disaster isn't happen quiet often, so it's undeniable that most people lack preparation and knowledge to deal with the real situation. Also, some adolescent don't really take disaster drill or warning seriously because they find it boring and uninterested. At the same time, the chance of its occurrence is extremely low in their views. Thus, it's clearly that many people throughout the world still lack of significant rudimentary knowledges of disaster prevention and lack of awareness.

What is the goal for the problem in your proposal?

- this game is a great opportunity for them to be well prepared or at least have some rudimentary knowledge of how to confront with unexpected incidents especially disaster. Meanwhile, using this game is more attractive and interesting for both teenagers and adults, so they will definitely pay attention more to learn and want to participate more. So they will both gain some new knowledges from other participants and enjoy the game itself. Similarly, this game is also a great chance to raise an awareness and make people think of how to deal with disaster in a real situation effectively and correctly.

### About the concepts and ideas for solution

please explain the direction and concept to solve the problems

Answer:

I would like to change everyone's perspective towards disaster and raise their awareness about it. Nowadays, most people think that it's not necessary to practice any drills because there is only a few chance that it will occur. Meanwhile, they don't think that it's not a closed topic to their life. However, this world has been changed so much from the past, due to global warming. So everything now is unpredictable and unstable, therefore, it is extremely necessary for everyone to take this problem seriously and try to be prepared as well as possible in order to reduce the loss of life and properties. Thus, this game is an effective method to do so, it gives everyone a chance to express their opinion towards example situations and to really think of how to cope with the issues in the cards.

### Please explain about your solution in details :

My proposal is to develop board game called "Lemons to Lemons". I created this game by adapting concepts and ideas from american board game called "Apples to Apples". However, the one that I created will focus only on disaster prevention. By having this game, it is a great way for everyone to be aware of disaster and to think of some creative ideas to cope with it efficiently. This will be a good chance for participants to express their point of views and interact with others. All participants will share their experiences and discuss about disaster prevention,

so they will gain some new knowledge and information from each other. Within this game, it contained many different kinds of dangerous circumstances that could happen in the real life, so it provides participants an opportunity to enjoy the game, pay attention more to the problem, and think deeply of how to deal with each difficulty.

**Please explain why did you decide to pick up the ideas?**

- I decided to focus on creating this game is because I found it very interesting and enjoyable. When I was in USA, I used to play this game with a bunch of my friends a lot. It was really fun and meaningful, in terms of making me to think critically of which card would be the best to match with the quiz card. At the same time, this game gave me an opportunity to discuss and interact with my friends in specific topics which showed on the card. I really enjoyed playing this game and gained so many new useful ideas and knowledges from my friends and from the card that I never know before. Therefore, I think it would be an excellent idea to adapt the concept of this game with disaster prevention. So this topic would be more interesting and attractive to everyone especially among young people, so they would be able to have some sources of knowledges and information of how to deal with serious circumstances which could occur in their life. As myself, I have been experienced with a terrific situation before and I didn't really know what to do or how to deal with it either. For example, When I was in elementary school, one of buildings in my school burned down accidentally. The smoke was everywhere and I didnt really know what to do. Everyone screamed and ran all over the place. So one of my friends just grabbed my hands and we ran down from the building and try to go to the field. After that I couldn't remember anything because I was so scared and passed out. It was one of the most terrific incidents in my life that I won't forget. Therefore, I wholehearted agree that it is very necessary for everyone to be well prepared and have an awareness of unexpected circumstances. The better preparation and knowledge you have, the better chance you will be able to survive and save others. Then, this game seems to be a good way for everyone to practice and prepare themselves for unpredicted situations along with all the joyfulness from the game itself.

## **proposal plan**

**please explain about your proposal in details**

Lemons to Lemons is a board game that participants could think and gain knowledges and experiences about how to deal with unexpected circumstances from their real life situations. Briefly, participants could gain and discuss with others about which is the best solution for each circumstances from the card. Also, it is a chance for them to express any interesting ideas from their experiences to others and show their point of views about each topic from the card. Also, this concept of this game is easy to understand. The winner of this game is the one who collect green cards the most. You will get a green card, only when the judge decided that your red card is the best one that matched with the situation the most.

**please explain how to play**

how to play lemons to lemons (it is required at least 3 players and could be up to 8 players)

- 1) **Shuffle and pick out the red cards.** Each player can have around 5 to 20 cards, depending on how long you want the game to last.
- 2) **Pick one person to be the judge for the first round.**
- 3) **Have the judge shuffling the green cards, then pick the top card.** The rest of the players now pick a card from their hands that they think best matches with a situation on the green card. For example, if the green apple card says "escape to the higher place and stay away from the sea as far as possible ", and your cards say "earthquake", "tsunami", "blizzards", "raining storm", and "landslide", you would most likely pick the "tsunami" card to submit to the judge.
- 4) **Once all players have submitted a card, the judge flips them over to look at.** It's now the judge's duty to decide which of the cards is best described with a situation on the green card. For example, if the green card says "escape to the higher place and stay away from the sea as far as possible" and the cards being judged are "earthquake", "tsunami", "blizzards", "forest fire", and "bombing", the judge would most likely choose the "tsunami" card to be the winner. If everyone disagrees, you are allowed to have table talk, which consists of the other players trying to convince the judge which card should be chosen as the winner. Of course, this reveal which card was played by which person, but it can be a very entertaining way to give the game an extra dimension of strategy.
- 5) **Whoever wins collects the green card and becomes judge for the next round.** Everyone except the judge from the previous round draws a new red card and gameplay continues in this manner until someone attains as many green cards as they have red cards. That is, if you decided at the beginning of the game that each person should have 10 red cards per round, 10 green cards are also needed to win.

Please explain the point you thought and worked out:

Lemons to Lemons is a game that allowed participants to express their opinion and to think of the best card on their hand that would match the best with the green card. While, they are playing the game, they will get a chance to discuss about serious situations and which solution would suited it the best. Players could enjoy interacting with other participants. At the same time, they will be able to learn something new about each situation by discussing with others. Also, it is a great chance to develop their personalities to be much more confident and think more critical about each specific topic on the card.

Is there any similar services?

Apple to apple

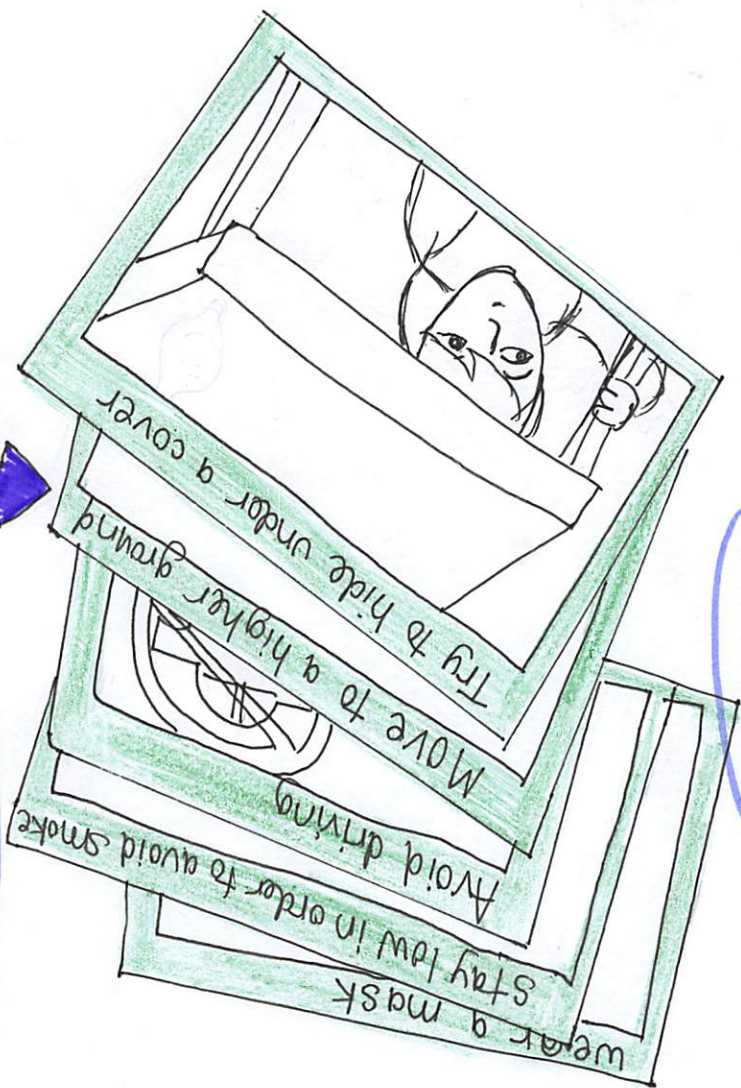
Please calculate the cost from your proposal

name	cost(JPY)
cards making by paper	300
scissors	500
pen or markers	200
total	1000

# LEMONS to LEMON'S

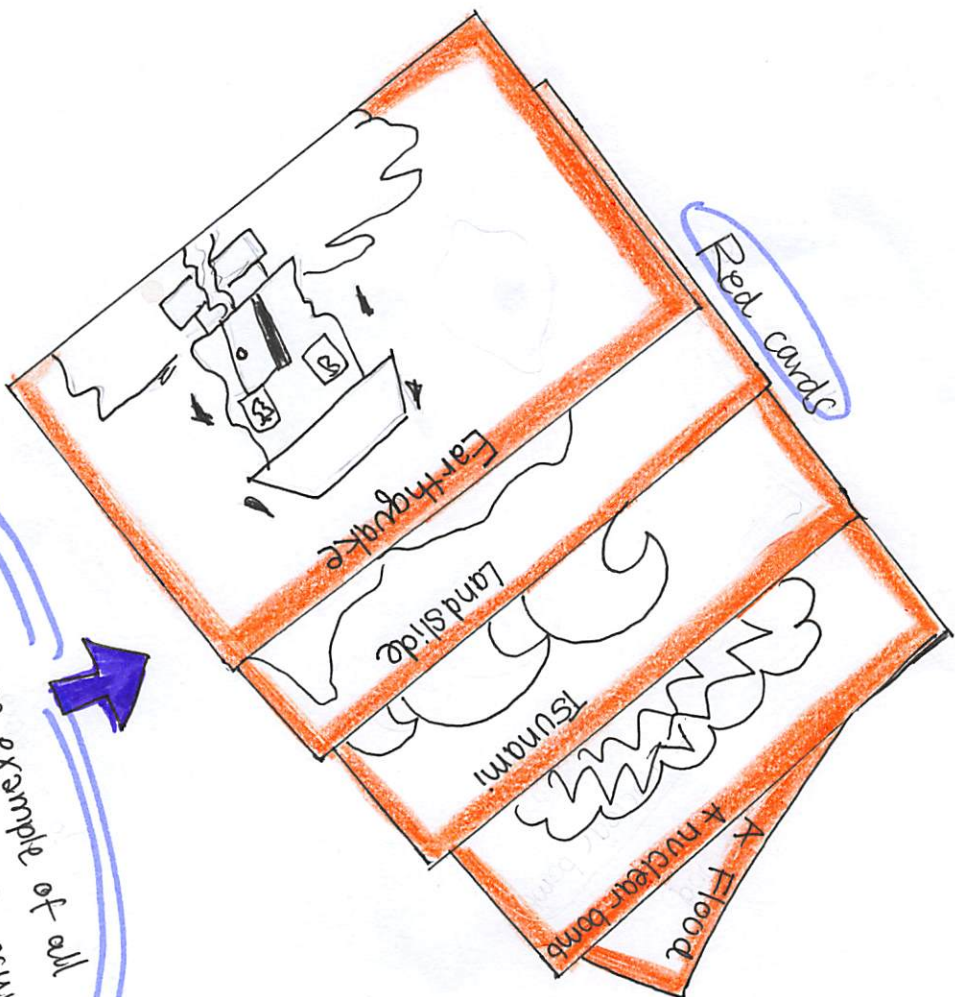
(disaster prevention game)

Green cards



These are example of solution or what-to-do-cards

Red cards



These are example of all serious problem that occurred on the green cards

