

Working sheet for final report

Name

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Proposal Name

Quick Choice!

Please answer the questions about your proposal as followings.

1. Theme of Your Proposal

1-1. Who are the targets of your proposal?

Answer:

Children especially whose parents work or somewhere and cannot stay with their kids.

1-2. What is the problem they are in?

Answer:

When both natural and manmade disaster occurs and pupils are compelled to evacuate their homes, students cannot judge what to take with them, or what they should not.

1-3. What is the goal for the problem in your proposal?

Answer:

Children are able to make a quick and appropriate decision about what is supposed to be brought with them and what need to be left in case of emergency that evacuation is necessary.

2. About the Concepts and Ideas for Solution

2-1. Please explain the direction and concept to solve the problems.

Answer :

I strongly am eager to spread the knowledge of properties which should be taken with them in catastrophic situations in order to increase a chance to survive. However the reality is following; virtually all the population are not aware of the risks when they cannot make a rapid choice and look at escaping. It shall be exceedingly improve the chance for each individuals to survive many difficulties such as earthquake, eruption, landslide or building demotishment because agile decision can save the time. Also, it will definately help people to live more comfortably in shelters.

2-2. Please explain about your solution in detail.

Answer :

A card game "Quick Choice!" is the proposal I offer, which gives players an opportunity to think of equipments to take with them when expelling from unexpected dangers and allows them to learn how to react the first when any kind of disasters occurs. This boardgame also is beneficial in order to image the surroundings' situation in case of emergencies, that will be a huge aid not to upset and waste time and percentage to survive. Moreover, this boardgame enables members to act more flexibly when facing up a danger through listening to others' opinion during a game. Furthermore, people can gain deeper knowledge and therefore, prepare both mentally and materialistically for unexpected catastrophies.

2-3. Please explain why did you decide to pick up the idea?

Answer :

A cardgame "Quick Choice!" was created based on my experience followings; 2011 the great earthquake and the mountain fire I witnessed in Idaho state, the US in 2012. These case impelled me be quite aware of the danger of "indecisiveness" during accidents.

I was 15 years old when the gigantic earthquake occured, and was at home afterschool. All I could do at the moment was freezing and empty attempt to call my mother. The apartment thankfully did not collapse but there would have been no chance for me to live through if the case was worse as nothing but staying still was in my mind back then.

Secondly, I experienced a natural mountainfire which has happened just five miles away from the accomodation during an exchange program in Idaho, the US in 2012. The down was at the direction of leeward that my hostfamily just have 3 minutes to evacuate safely. I clearly remember we rapidly grabbed bottles of water, sandwiches, whistles, and road maps and jumped in a car, and then drove to a city shelter.

Both of them became to be triggers in skyrocketing the awareness of potential risks of indecisiveness in disasters. Since then I attempt to make sure the evacuation routes, what can be taken from the surrounding situations, so that a certainty feelings can be held. This emotion shall absolutely support people avoid panicking and diminishing risks. Hence, I invented a game "Quick Choice!" to help players imagine catastrophic situations and be prepared for it.

3. Proposal Plan

3-1. Please explain about your proposal in detail.

Answer :

"Quick Choice" is a simple card game composed with a roulette which

indicates various kinds of both natural and manmade catastrophes, 50

property cards that shall be players' choices to take with them during evacuation

and its joker cards that announce you impediments of environment like "when

you have to look after 0 years old baby" or "Door does not open because a heavy

plant pot is behind of it". How to play the card is exceedingly easy, a player

spin a wheel firstly, and announce an incident he or she has to face up to. Next

play a rock paper and scissors with a person sitting beside, and then you pick

one joker card if loose (no picking card is necessary if won). And thirdly select

two property cards which a player will take with him in previously revealed

disaster. Finally, describe the situation and reason why the things are chosen

to others. Keep property cards after your turn and repeat above in order. The

game is completely done when all property cards are got rid of. Finally all the

players can look back and know the priority they made.

3-2. Please explain about how to play or how to do of your proposal.

Answer :

How to play "Quick Choice!" (A game for 2-17 players, age 6-)

1. Sit in a circle & decide who to start with, and set a roulette and joker cards and property cards in stack severally.
2. Put the top 5 property cards face up individually in center.
3. A first player spin a roulette. (It tells you the name of disaster)
4. Play a rock, paper, and scissors with a person next. Go to "6" if win, go to "5" if lose.
5. Pick one joker card from joker pile. (It tells you the obstacles in disaster)
6. Conceive how you shall react in the determined situation and tell that to other players.
7. Make a priority order in 5 property cards in order of things he or she desire to take with.
8. Describe the reason of the choice made and keep the first 2 property cards.
9. Repeat "2" - "8" until all the property cards are seized by players.
10. Finally, as concluding activity, look back what they took during evacuation, how they should react the first in case of catastrophies.

3-3. Please explain about the point you thought and worked out.

Answer :

Letting people face to an opportunity to imagine potential disaster which can happen at any moment and improving immediate decision making ability in an enjoyable way was what I worked out the most in creation. Additionally, polishing a rule into simple and attractive one without cutting "learning" part was hard because squashing tons of situations and adding complexity in a game directly results in losing players' interest. However, balancing both merits and obstacles helped me to

3-4. Is there any similar services? (Only the title and website) look back my own action in case of emergencies.

Answer :

"Disaster prevention Recreation"

URL: <http://blog.livedoor.jp/~unasea39/archives/5157164.html>

3-5. Please calculate the cost for your proposal.

Answer :

Followings is the total amount of cost (JPY) for creating the prototype.

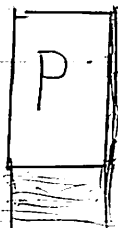
< Name >	< Cost (JPY) >
Roulette (plastic)	108
Property Cards (50)	108
Joker Cards (15)	108
Total	324

This is based on a condition when pictures and words on cards are handwritten and thus cost no money.

P₅

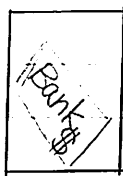
< Sketch Sheet >

P₁



Property Cards

- Food, Water
- Picture of an idol
- Chest
- secret savings, etc

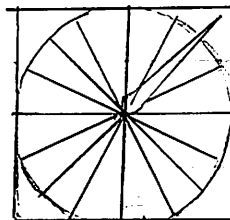


P₄



Joker Cards

- With grandparents bedridden
- In an isolated island etc.



landslide
fire
earthquake
etc.

P₂

Players surrounds
the game

P₃

