

reUnite Digital Story Storyboard

Name: 1. Purpose - Overarching problem the project aims to solve.

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| Image Description/Drawing: | Image Description/Drawing: | Image Description/Drawing: |
| Image Credit: | Image Credit: | Image Credit: |
| Spoken Text: | Spoken Text: | Spoken Text: |
| Written Text: This project guides and tests people and their networks as they develop their emergency response plans. This will help them commit it to memory in a fun and engaging way so they automatically know how to respond in a civil emergency and be able to reconnect with their group safely and swiftly. | Written Text: Organisations will also be able to quickly and easily organise emergency drills for their staff in a fun and engaging way. This helps will help them with their health and safety compliance. It will allow the drills to be done in such a way that the staff will be able to compete with each other as teams and individuals and make them think about what they are doing. | Written Text: |
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Name: 2. People - Users, customers, investors, volunteers...

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| Written Text: reUnite is aimed at networks, whether that is a network of family members, a network of friends/flatmates, or a workplace. It is designed to help make emergency actions automatic and helping people think about what they are doing. | Written Text: | Written Text: |



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Name: 3. Problem - Problems faced by people. Existing alternatives.

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| Spoken Text: | Spoken Text: | Spoken Text: |
| Written Text: The ultimate goal is to make the emergency actions automatic without the need to use smart phones or | Written Text: | Written Text: |



the app. To do this we would include options to print out the most up to date plans for those without smart phones or access to facebook.

The three big challenges identified in past emergencies is the expectation that the authorities will be there to help you, and that internet / mobile services will be running, and that drills are just a boring waste of time.

reUnite seeks to empower the users so that they think about what they're doing in an emergency situation and automatically know what to do. It has been committed to "grey matter". By empowering them they will not be sitting there waiting for the authorities to come and fix it all up. They are responsible for themselves and with the drills they have committed the plans to memory and given themselves the awareness of what to look out for that might mean they have to change their plan.

By gamifying the drills and providing realtime feedback as well as awards and enticement together with challenging scenarios it will make running a drill engaging as well as thought provoking.

reUnite is designed to help people reUnite in an emergency. The primary concern of people in an emergency is; Is my network OK? reUnite gives them a good chance of safely meeting at a designated safe point, but if the mobile network is still operating it gives them realtime feedback about the locations of those in their network as



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| they proceed to the reUnite point. | | |
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Name: 4. Unique value proposition - One line summary of what you do. One para summary of why people will use it.

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| Written Text: reUnite uses a fresh approach by making something | Written Text: | Written Text: |



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| <p>often seen as a chore fun and easy. By gamifying the process and making it introduce a few challenges based on real risks will help people think more carefully about the actions they are taking and will influence the recommended routes and end points.</p> <p>The applications personalises the emergency actions, and allows the users to share them with their networks.</p> <p>The application will be able to post reminders about maintenance of emergency supplies. Is it time to change your stored water, do you need to replenish your energy-bar supply?</p> | | |
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Name: 5. Solution - Top 3 features



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| <p>Spoken Text:</p> | <p>Spoken Text:</p> | <p>Spoken Text:</p> |
| <p>Written Text:</p> <p>The key features of this application are:</p> <p>Dynamic and aware route choices responding to real obstacles and hazards, predicted risk areas, and virtual scenario induced hazards while doing drills.</p> <p>Ability to share plans and drilling exercises with your networks.</p> <p>Gamification: Feedback on your performance in drills and the ability to earn awards for doing the drills, and keeping your emergency supplies up-to-date. You will even be able to compare scores with your network.</p> | <p>Written Text:</p> | <p>Written Text:</p> |



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Name: 6. Impact - Who will get what benefit? How? How will you know when they are benefitting?

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| Spoken Text: | Spoken Text: | Spoken Text: |
| Written Text: reUnite is ultimately designed to make actions to reUnite yourself with your network automatic | Written Text: | Written Text: |



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| <p>without the need for high-tech widgets in an emergency situation.</p> <p>It does this through gamifying drills and making the route choices responsive to risk and obstacles.</p> <p>Users know they are successful if they can reUnite with their network in a reasonable time during a drill and they had fun doing it.</p> <p>Organisations and authorities benefit from being able to easily fulfill their health and safety obligations around emergency drills without it becoming perceived as a chore by their staff. Both also benefit from knowing that their people are thinking about their actions and are prepared for the real event.</p> <p>Because users will be able to identify hazards they encounter along the way with their app, this can add to the surveillance data used by Emergency Management organisations as they plan responses in a real situation (provided mobile services are still functioning)</p> | | |
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Name: 6. At the end: quick intro of team



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