

RESEARCH ON DISASTER IMAGINATION GAME USING THE INTERNET TO PROMOTE THE CITIZEN'S PARTICIPATION

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1. INTRODUCTION

Disaster Imagination Game (DIG) is the method for disaster prevention, in which participants do brainstorm and build local disaster planning.

This study proposes a virtual workshop through internet, which provide solution to fundamental problems of existing DIG. Participants don't have to gather at the same place, and at the same time. They can enjoy this computerized workshop at a decided time, from anywhere. This study moreover provides anybody an access to workshop results, and let them write their opinions even after the workshop. This will make it easier for local disaster planning to get a wide variety of useful information.

2. CLASSIFICATION OF DIG ON THE WEB

This research roughly classify web DIG into two groups, Web Conference DIG and Database Development DIG. Space and time frame of playing this game varies between these two categories.

1) Web Conference DIG: Web conference DIG does distance workshop, especially for physically handicapped persons or senior citizen who are difficult to join in existing workshop.

2) Database development DIG: Database development DIG accumulates information regarding regional disaster planning. Anyone interested in that area's disaster planning can write in knowledge and advices.

3. DEMONSTRATION EXPERIMENT

(1) Test operation of Web Conference DIG

This section illustrates real construction of Web Conference DIG, test operation, identification of problems, and suggestion for improvement. Town-watching, DIG, Virtual Evacuation Game were selected as Test Operation

contents. It was held on 27th Nov 2005. in Katsura, Kyoto city.



Figure 1 Map made by Web Conference DIG

(2) Demonstration experiment of Web Conference DIG

Local workshop members examined modification after test operation. Through re-identification of system issues reality and understandability of Evacuation Game were achieved. It was held on 4th Dec 2005. in Tohei, Osaka city.

(3) Test operation of Database experiment DIG

This section explains construction of Database development DIG, its test operation, identification of problems, and suggestion for future direction.

4. CONCLUSION

This study gained following achievements:

1) Web Conference DIG

- Solution of spatial problem related to existing DIG
- Reflection of local characteristics to evacuation game
- Effective modification based on test operation and demonstration: increase of stamps, expressing measures of distance and required time reaching shelter

2) Database development DIG

- Preparation of Tutorial
- Guide message for easier writing
- Explanation of workshop contents