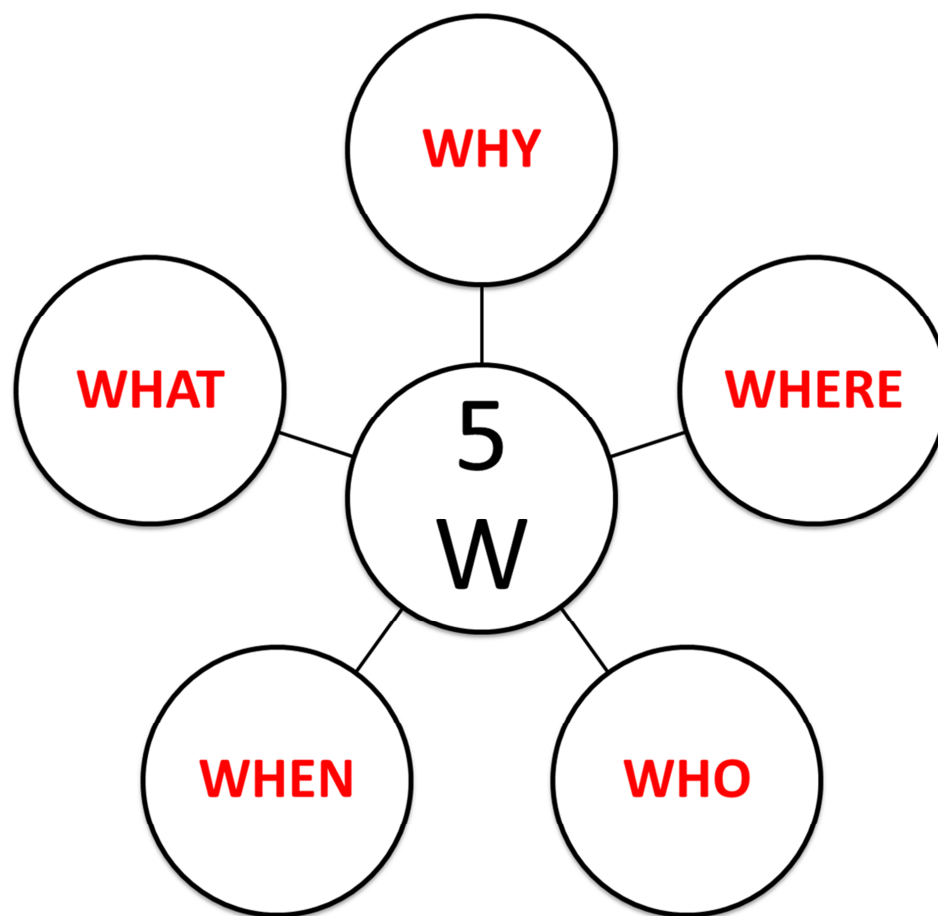


Guidelines for User and Trainers

“HELP-ME – Higher European Learning by Prevention game” – HANDBOOK part 2

The game designed to learn SELF PROTECTION ACTIONS







Co-funded by the
Erasmus+ Programme
of the European Union



“HELP-ME – Higher European Learning by Prevention game”
Reference Number **2014-1-IT02-KA200-004149**

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WHAT APP **about RISK ISSUES**

MITIGATION PREPAREDNESS

WHY INFORMATION COMUNICATION



**potential
environmental risk**

increase → **risk knowledge**

ACTIONS to do
before }
during } **a disaster**

increase → **capability to face
disaster**

WHERE

APP

Bulgaria
Greece Italy
Netherlands
Romania
Turkey

METALEVEL

Countries affected
by Floods
Earthquakes RISK

HOUSES
OFFICES
SHOPS
SCHOOL
PARK

WHEN

APP

AT ANY TIME

**in regular
days**

METALEVEL

AT ANY TIMES

**Floods
(forecast - yes)**

**Earthquake
(forecast-no)**

WHO

**APP
CHILDREN
ADULTS**

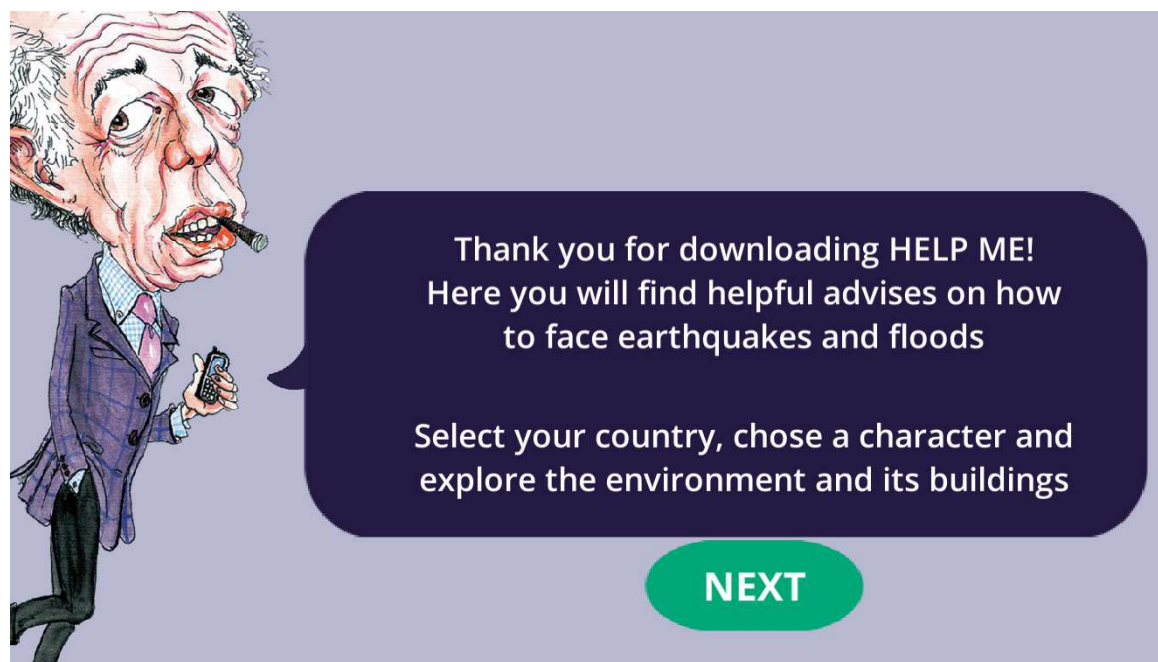
**METALEVEL
CITIZENS
DESIGNERS
POLITICIANS
STAKEHOLDERS**



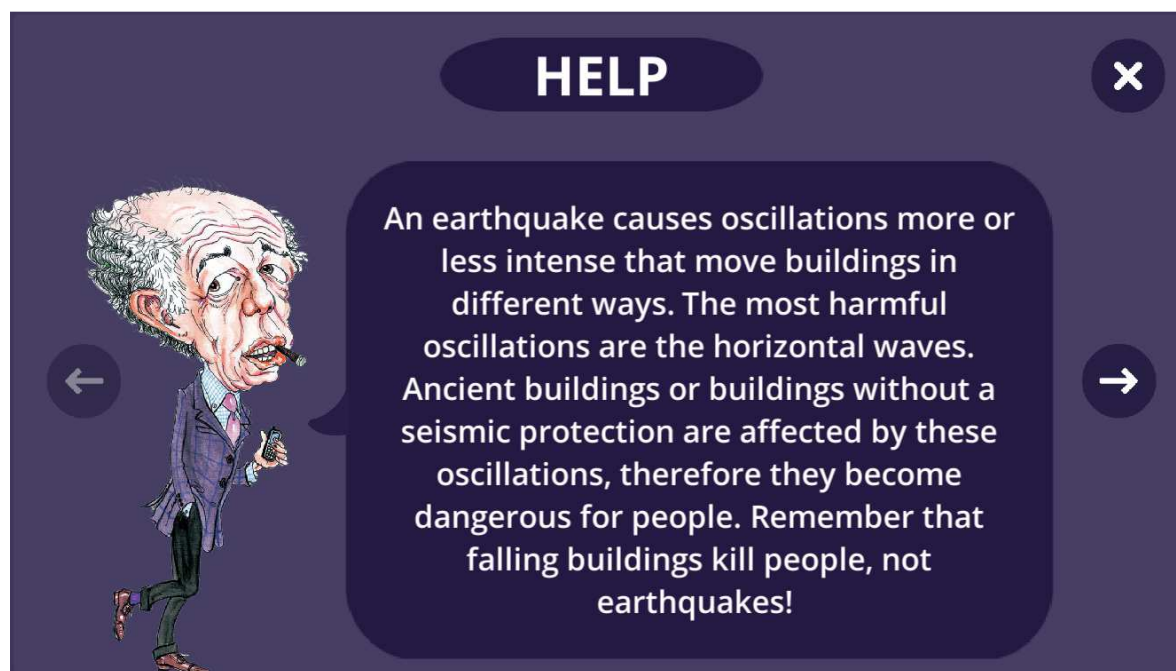
THE GAME

Delfio 1) game purpose

Thank you for downloading HELP ME! Here you will find helpful advises on how to face earthquakes and floods

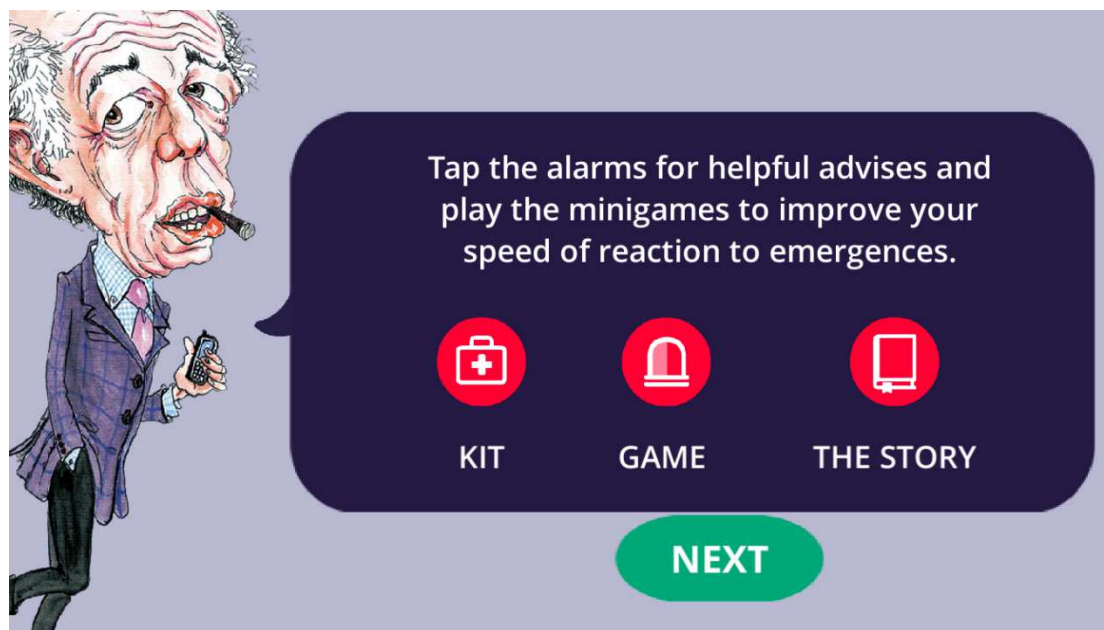


2) Scientific explanation about flood and earthquake

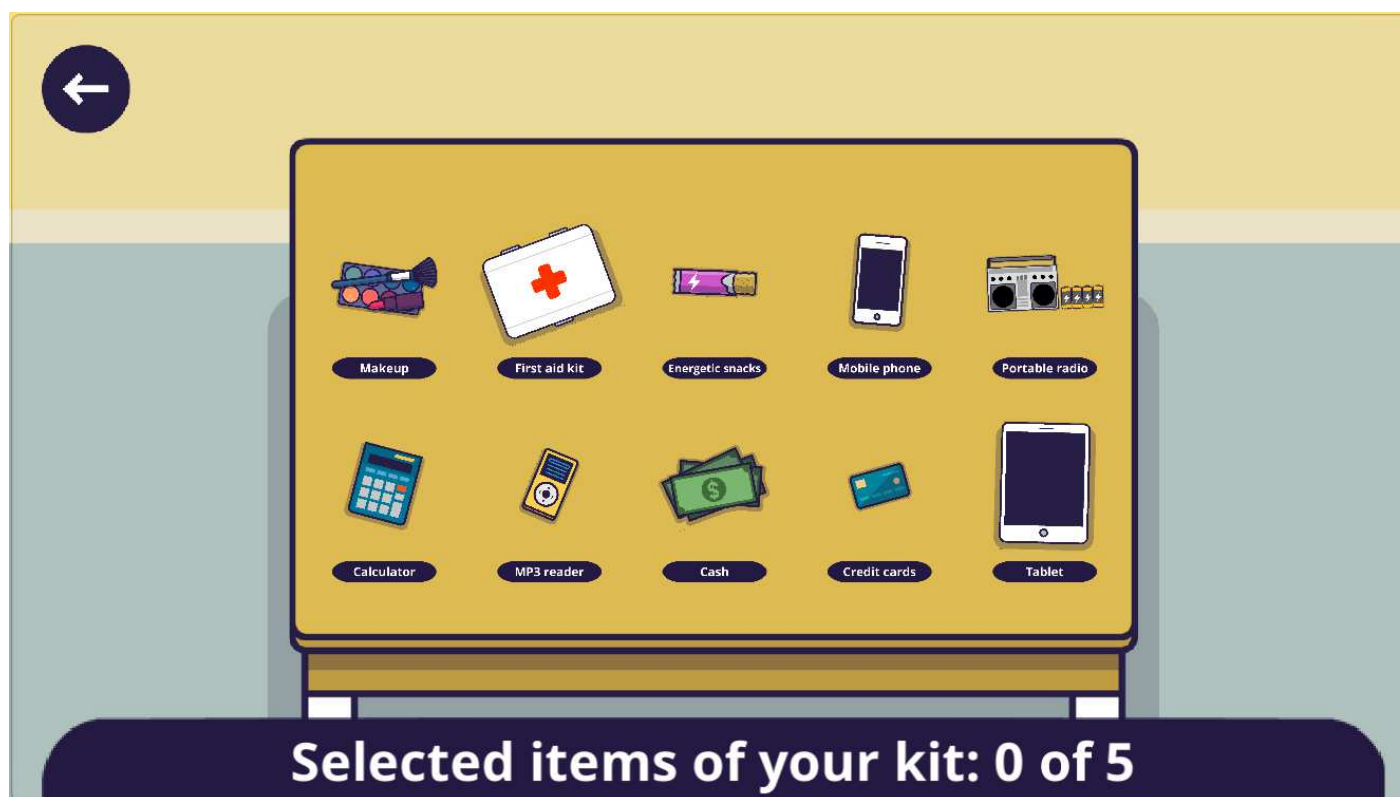


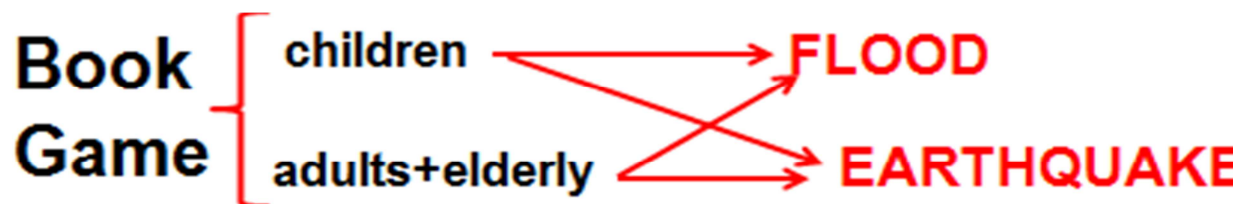
3) Tap the alarms

Tap the alarms for helpful advises and play the minigames to improve your speed of reaction to emergencies.



KIT





Big troubles in Trematerra!



You are on holiday in Trematerra, in a two-floor building. Your parents are visiting friends, which live almost twenty kilometers from there. You prefer to stay home. You are waiting for a friend to play with the Wii on television. In the meantime..

You watch the TV

You read something

Big troubles in Trematerra!

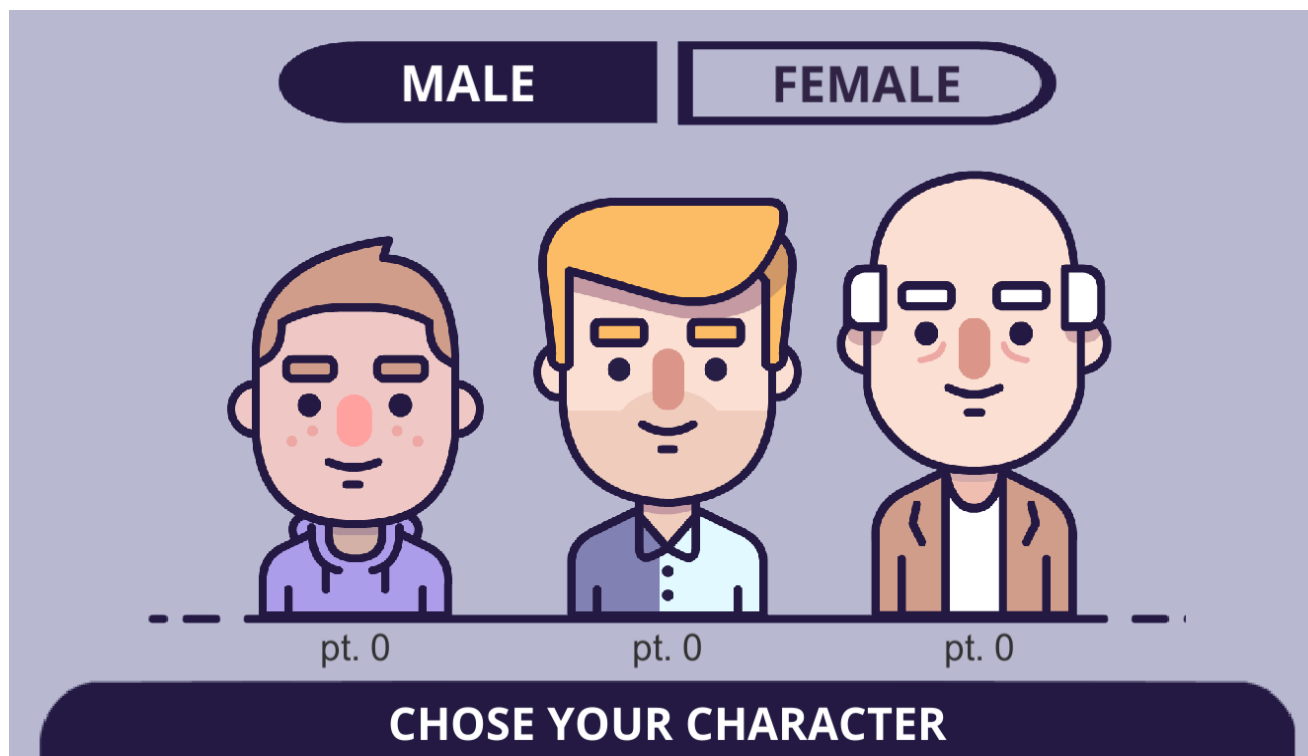


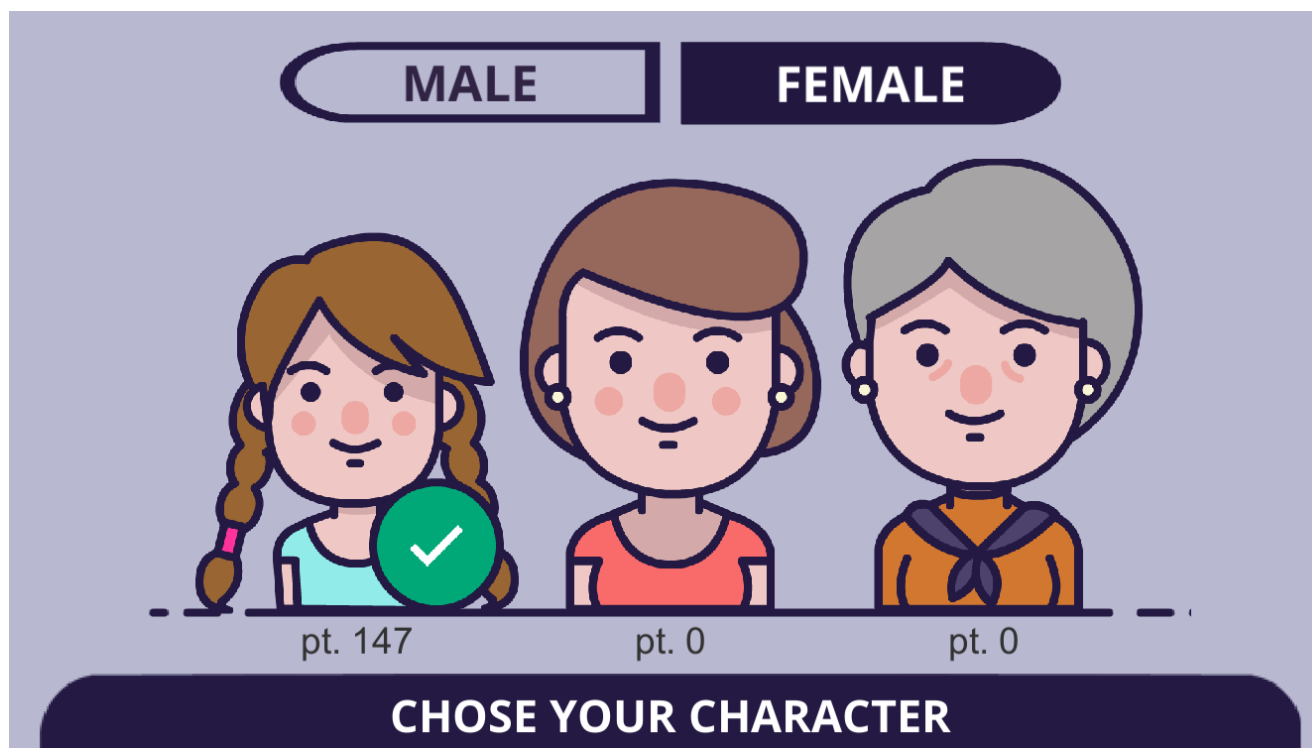
You are having so much fun, the story you are reading is really absorbing. Suddenly the house starts shaking. You are afraid and scared. You understand that this is an earthquake! It happened two years ago while you were at school. You are really frightened!

You protect yourself under a table

You heading towards the exit

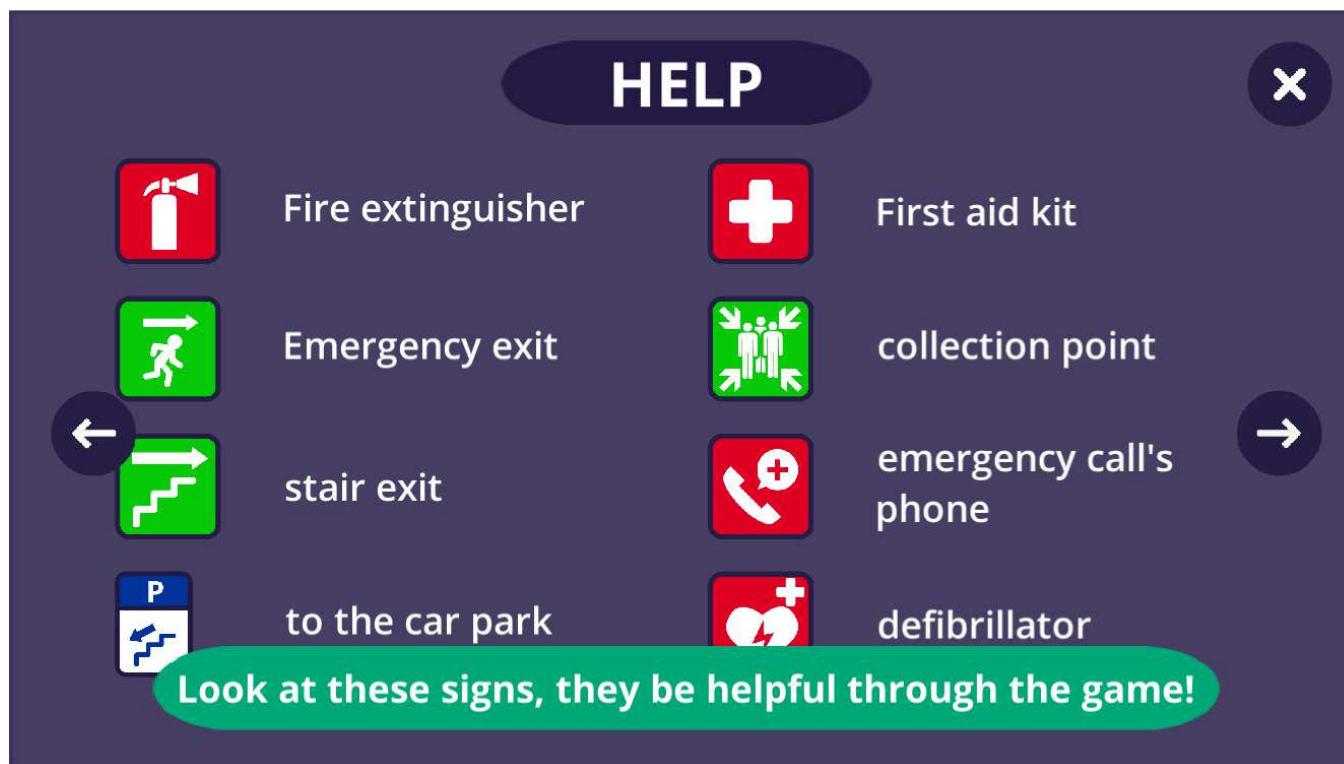
Choose a Character: Female or Man – Kid, Adult, Older





SE





Select your country

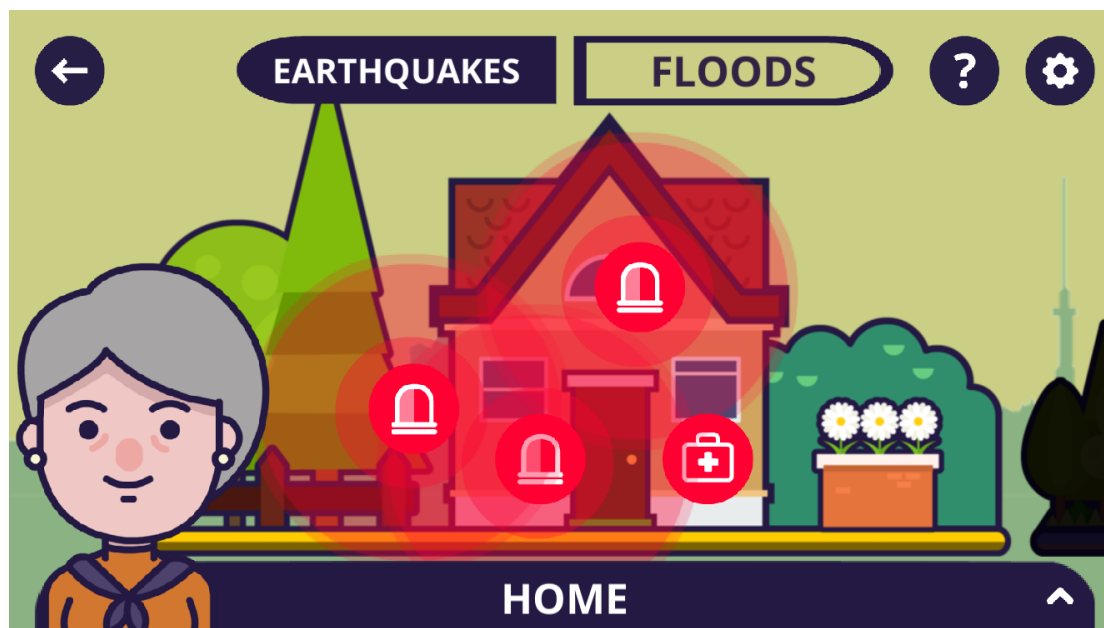


explore



- environment
- buildings

EARTHQUAKE
FLOOD

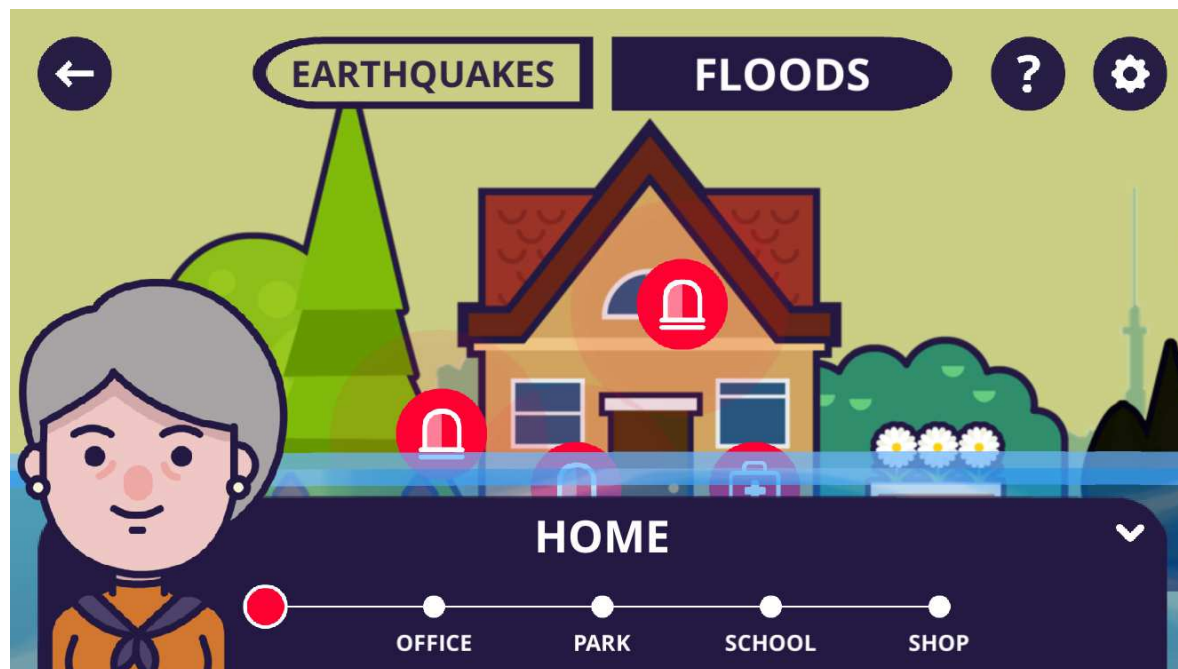


Explore

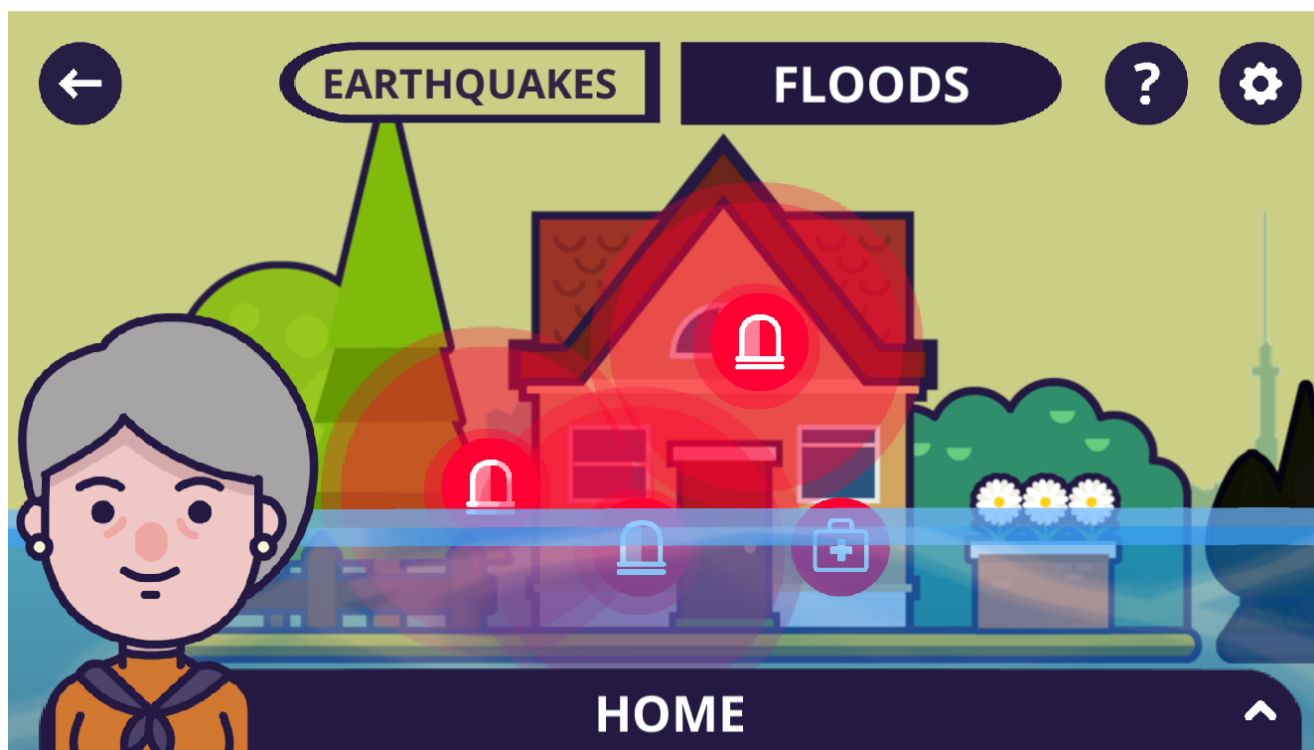


- environment
- buildings

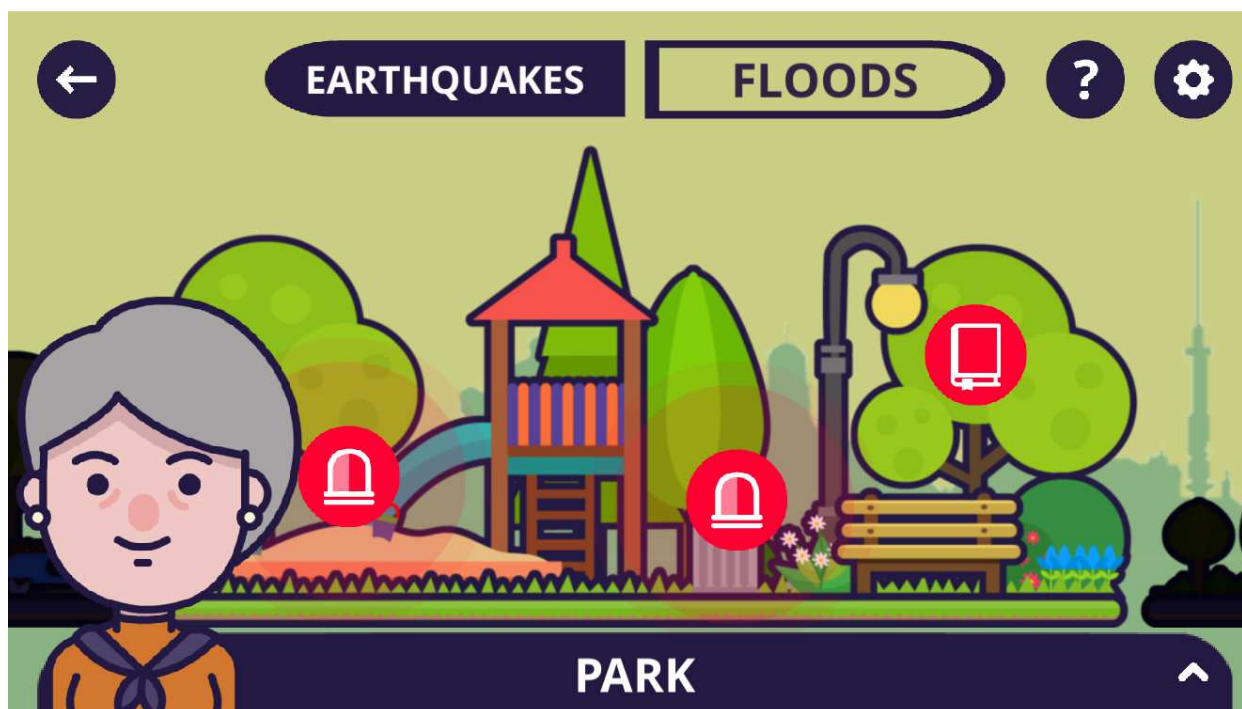
EARTHQUAKE FLOOD



explore → HOME EARTHQUAKE FLOOD



explore → PARK EARTHQUAKE FLOOD

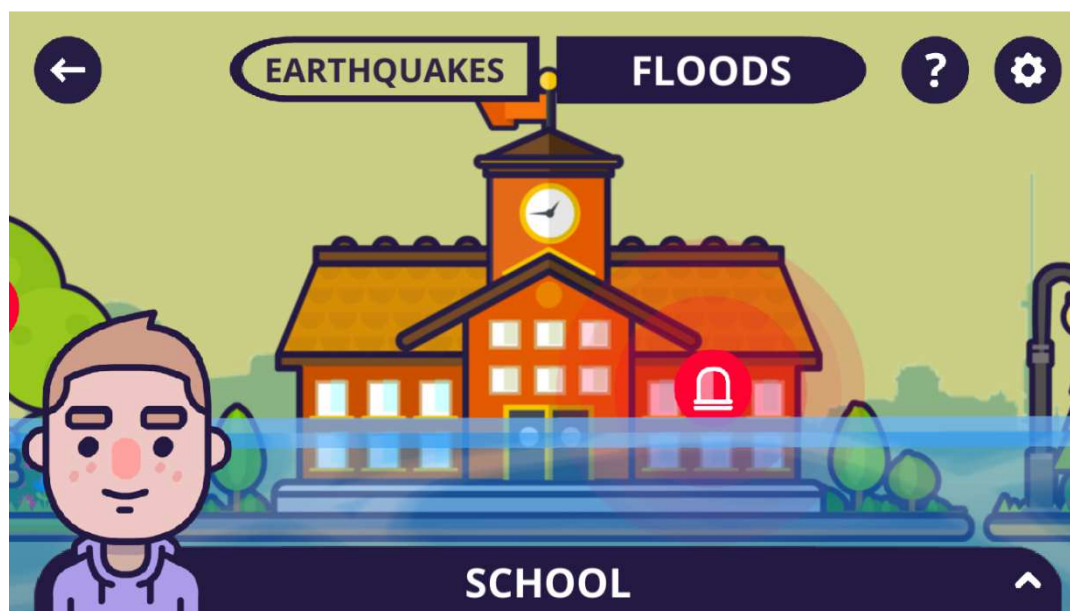


explore → **SHOP**

EARTHQUAKE
FLOOD



explore → SHOOOL EARTHQUAKE FLOOD



FLOOD

- HOME



- LIVING ROOM
- KITCHEN
- BASEMENT

- OFFICE



- BUILDING
- ROOM

- SCHOOL



- CLASSROOM (kid player)
- CLASSROOM (adult player)

- PARK

EARTHQUAKE

- HOME →
 - LIVING ROOM
 - KITCHEN
 - BADROOM
- OFFICE →
 - BUILDING
 - ROOM
- SCHOOL →
 - CLASSROOM (kid player)
 - CLASSROOM (adult player)
- PARK

example of **minigames** for each settings

FLOOD

HOME

LIVING ROOM

- 1: switch light/tv
- 2: ROOM switch
light/pc
- 3: ROOM portable
radio/tv
- 4: ROOM portable
radio/pc

KITCHEN

- 1: food/glass of water tap
- 2: gas/microwave
- 3: gas/ glass of water
tap
- 4: food/microwave

BASAMENT

- 1: window/boxes
- 2: window/telephone
- 3: grandmother/boxes
- 4: grandmother/telephone

Example timeline minigames

EARTHQUAKE

HOME/LIVING ROOM

before quake

after quake

quake

prevention action

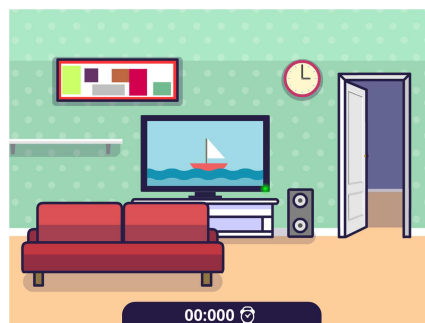
fix the painting

distraction

Turn the TV off

survival action

Under door arch



prevention action	distraction	survival action		
NO	YES	NO		→ TRY AGAIN
NO	NO	NO		→ TRY AGAIN
YES	YES	NO		→ TRY AGAIN
YES	YES	YES		→ TRY AGAIN
YES	NO	NO		→ TRY AGAIN
YES	NO	YES		→
NO	YES	YES		→ TRY AGAIN
NO	NO	YES		→ TRY AGAIN

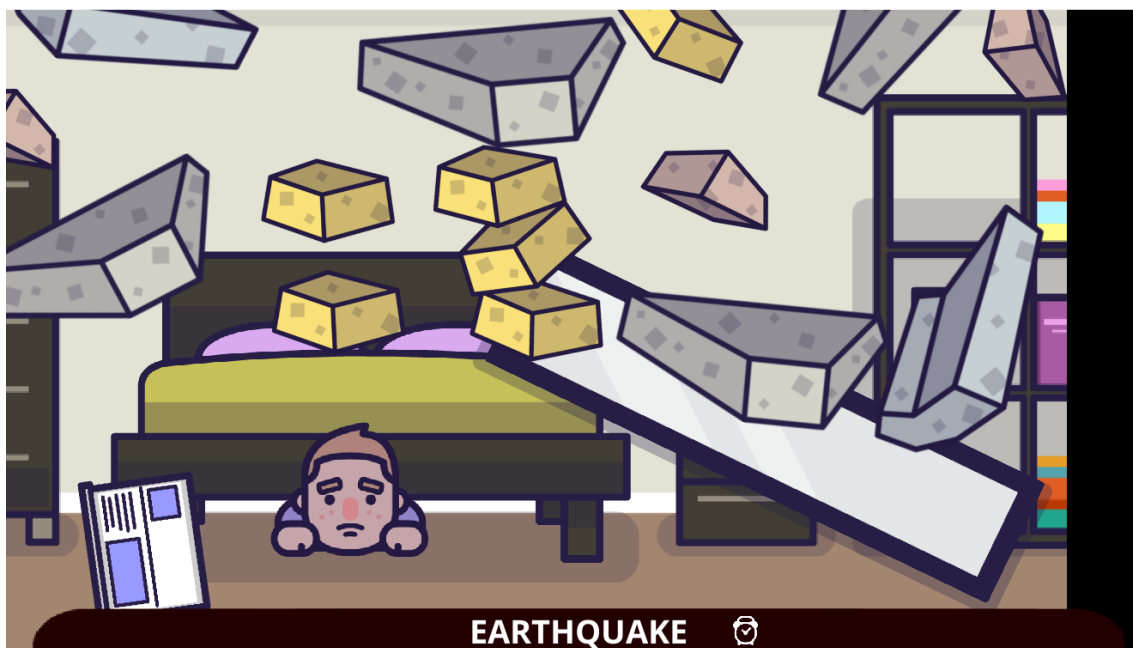
n

EARTHQUAKE



Effects of **correct** actions HOME/BEDROOM

EARTHQUAKE



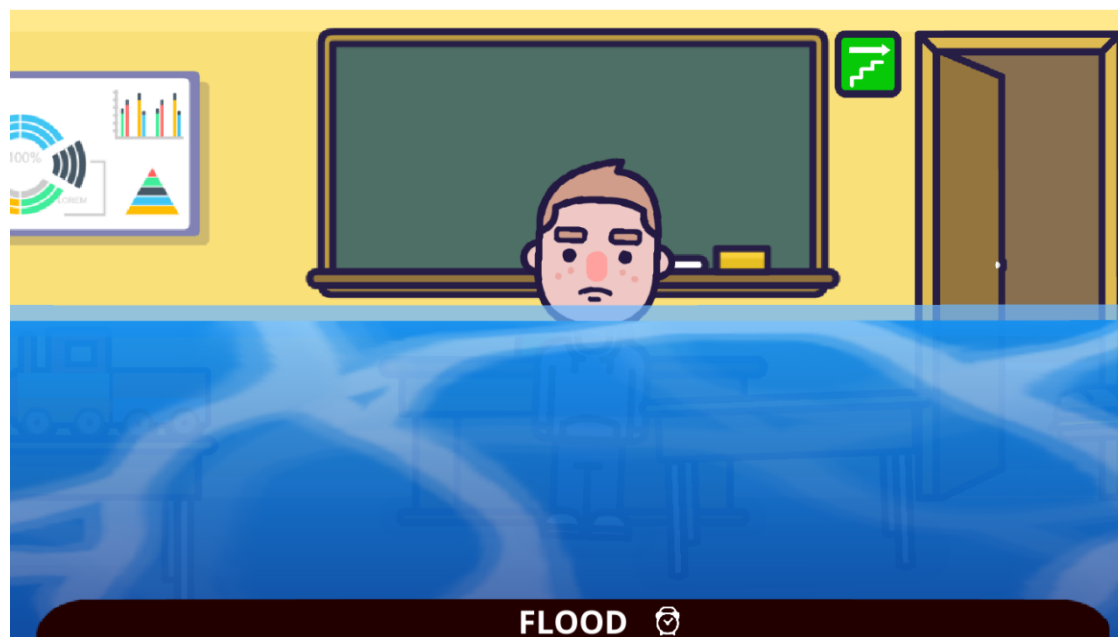
Effects of **wrong** actions SCHOOL/CLASSROOM

FLOOD



Effects of **wrong** actions SCHOOL/CLASSROOM

FLOOD



Effects of **wrong** actions HOME/BASAMENT

FLOOD





CREDITS

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