

THE 2010 EARTHQUAKE IN HAITI: A board game challenge

THE BACKGROUND

For the past two weeks, we've examined the role of vulnerability in exacerbating (making worse) the impact of natural hazards. This week, we've looked at Haiti, and examined why the earthquake had such a devastating impact there. We've also played a number of games (Ayiti, Stop Natural Disasters) as a way of trying to understand life in Haiti and the conditions that can lessen a community's vulnerability. And, we talked briefly about Jane McGonigal's argument that games can – and will – change the world.

THE CHALLENGE

Your challenge is to design a board game that informs players about the conditions in Haiti that made the earthquake so devastating there. After playing your game, players should be able to answer these questions:

- 1) What factors made Haitians especially vulnerable to the 2010 earthquake?***
- 2) What can Haitians do to lessen their vulnerability?***

Your game should be based on readings from the class (see the vulnerability handout from the first week, and the Haiti/DR packet from the second week) and any additional research that may be necessary for you to complete the challenge. There are a lot of resources available that discuss why Haiti is vulnerable to natural hazards and what can be done to lessen that vulnerability.

PRECEDENTS (Similar projects)

There are a number of board games that have been designed by the UN, Red Cross/Crescent and other organizations to spread awareness about how to prepare for natural hazards. You will play two, and reflect on them here:

RISKLAND

Discuss your reaction to this game in the space below. Was it fun? Did you learn anything? **Most importantly: How will this game inspire or influence your own game?**

DEVELOPMENT UPS & DOWNS

Discuss your reaction to this game in the space below. Was it fun? Did you learn anything? **Most importantly: How will this game inspire or influence your own game?**

CONCEPT

Use this space to brainstorm different possible concepts for your game:

What is your game similar to? Candyland, Risk, etc?

In real life, conditions in Haiti are based in part on chance (will an earthquake strike?) and in part on social factors that humans have control over (for example, a government that will take care of its people). Is your game entirely chance-based? Are there any elements of skill?

Additional thoughts/ideas/sketches/questions:

OUTCOME

In addition to the board, your game must include:

An introduction to the game

Include a summary of the game, number of players, length and objective.

Components, or “What you Need”

Describe what the players are getting out of the “box,” and what each part is for.

Setup/Starting the game/How to Play

Describe how to distribute pieces and parts, and how to get going. Describe what happens each turn. This may include several sections that describe what the player can do as they move through a turn.

How the game ends / How to win

Describe this in detail.

Credits

Acknowledge yourself, your group members, and anyone who has given you feedback.

BONUS

If you need additional space to explain miscellaneous / random information, please include that as well – don't be afraid of adding another section if necessary.

SCHEDULE

Wednesday, March 28 – Play Riskland + Development, brainstorm concepts

Thursday + Friday, March 29/30 – Brainstorm concepts, do research, prototype

Monday, April 2 – Prototype + playtest, get feedback

Tuesday, April 3 – Prototype + playtest, get feedback

Wednesday, April 4 – Iterate (improve) on your game based on feedback

Thursday, April – Finish games to take home for play, tshirts!