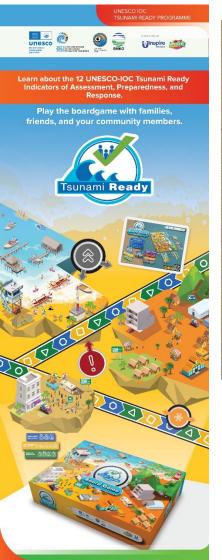
Tsunami Ready Boardgame









To introduce the 12 Tsunami Ready Indicators to the stakeholders (12 + years) Cards 375 (± 300 questions, 75 instructions)

- Assessment : 3 Indicators x 25 question cards
- Preparedness : 5 Indicators x 25 question cards
- Response : 4 Indicators x 25 question cards
- Threat Cards: 25 Cards
- Opportunity Cards: 25 Cards
- Capacity Building Cards: 25 Cards

Could be played in different levels

- 1. Beginner (± 1 hour)
- 2. Middle (<u>+</u> 2 hours)
- 3. Advanced (\geq 2 hours)





GAME FEATURES

HUBS











Capacity, Opportunity, Threat. Opportunity hubs provide chances to get funds. Capacity provide advantages. Threat may cause penalties





Building disaster preparedness requires resources (time, efforts, and funds).

INDICATOR QUESTIONS

300 question cards plus 75 interaction cards, align with all 12 UNESCO/IOC tsunami ready indicators with simplified language





Tsunami Ready Boardgame



Commission



