Designing fun, interactive, and inclusive edugames to enable children as agents of change in climate change and disaster resilience

About PREDIKT

- PREDIKT is a **social enterprise** based in Indonesia with focus on supporting humanitarian organizations through research, evidence-based advocacy, and capacity strengthening
- has a **long and rich involvement in diverse sectors** with a combination of expertise in risk reduction, preparedness & response, and recovery programming, protection to at-risk groups (including Gender, Disability, and Social Inclusion), as well as in technical sector such as Shelter, WASH, Education, Health and Nutrition, Logistics, and Climate Change
- we have **extensive track records in developing strategic document, research, baseline studies, and evaluations** with many organizations in Indonesia and in the ASEAN region

Our clients:

..and many more

#PREDIKT is created for children to learn together with their parents about disaster preparedness in a fun and interactive way.

PREDIKT box contains:

- Interactive posters of My Disaster Prepared Home
- Guide for household disaster preparedness
- Board game for family to play
- Educational worksheets for chidren
- Hazard hunt stickers
- Emergency torch and whistle
- Pocket first aid kit

www.predikt.id

Tsunami Ready Boardgame

Developed By

unesco
Intergovernmental Oceanographic Commission

2021 2030 United Nations Decade of Ocean Science for Sustainable Development

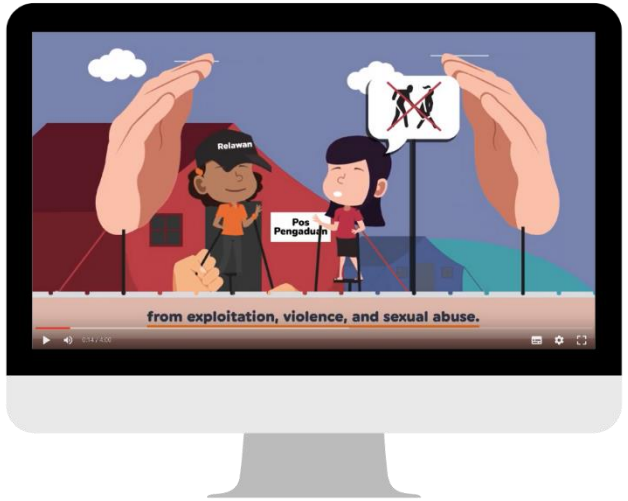
Indian Ocean Tsunami Information Centre

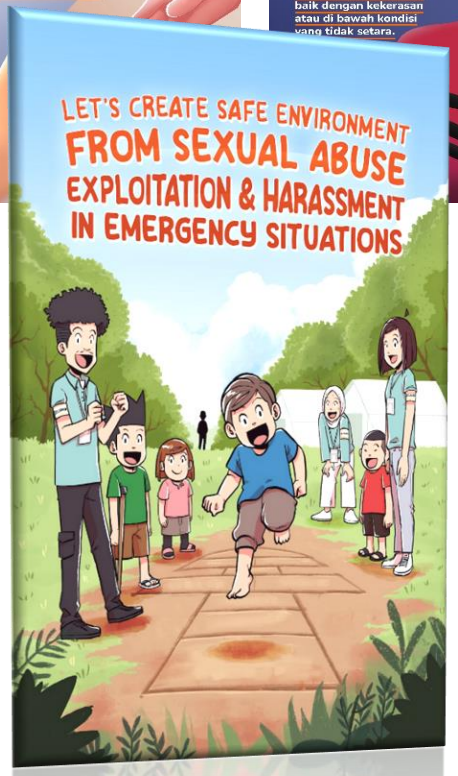
BMKG

In Partnership With

PREDIKT!

Inspire Indonesia





International Council of Voluntary Agencies

ICVA Communication and Outreach Fund

Shared via Whatsapp

Social media channels

Quick reminder

Using key messages

Contextualised

Frontline workers

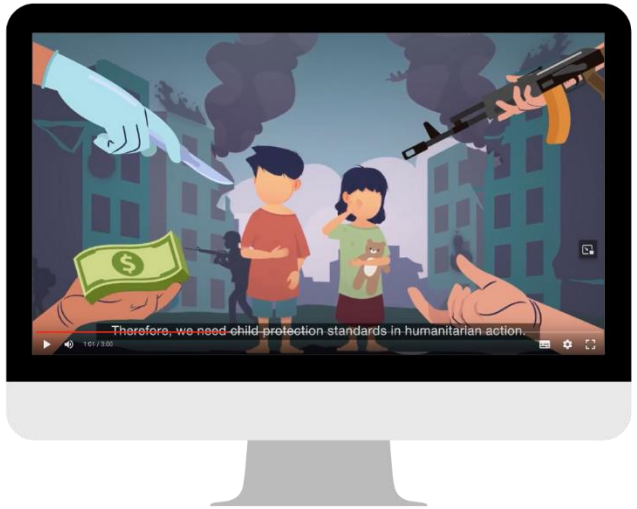
Child Protection Minimum Standards

diproduksi oleh:

Bekerjasama dengan:

Activity book

Comic book



Video PSA

Infographics

Enabling children as agents of change through inclusive edugames on climate change and disaster resilience

The research is supported by the Australian Government through KONEKSI and implemented by:

UMN Universitas Multimedia Nusantara · Universitas Timor UNTIMOR · Universitas Nusa Cendana · Charles Darwin University Australia · The University of Western Australia · MPBI · ChildFund International · Harkaway Primary School · Sekretariat Nasional SEAD · PREDIKT!

Research Concepts & Location

- Develop educational games that is both educative and interactive
- Co-designing with children and young people
- Can be utilized inclusively, specifically for people with disabilities
- Developed into two formats: digital and non-digital
- Diversity of disaster hazards
- Field testing in 8 school (including special school) in 4 areas: Kupang City, Kupang Regency, Belu Regency, and Malaka Regency (NTT Province)
- Duration: 1 August 2023 – 31 July 2024

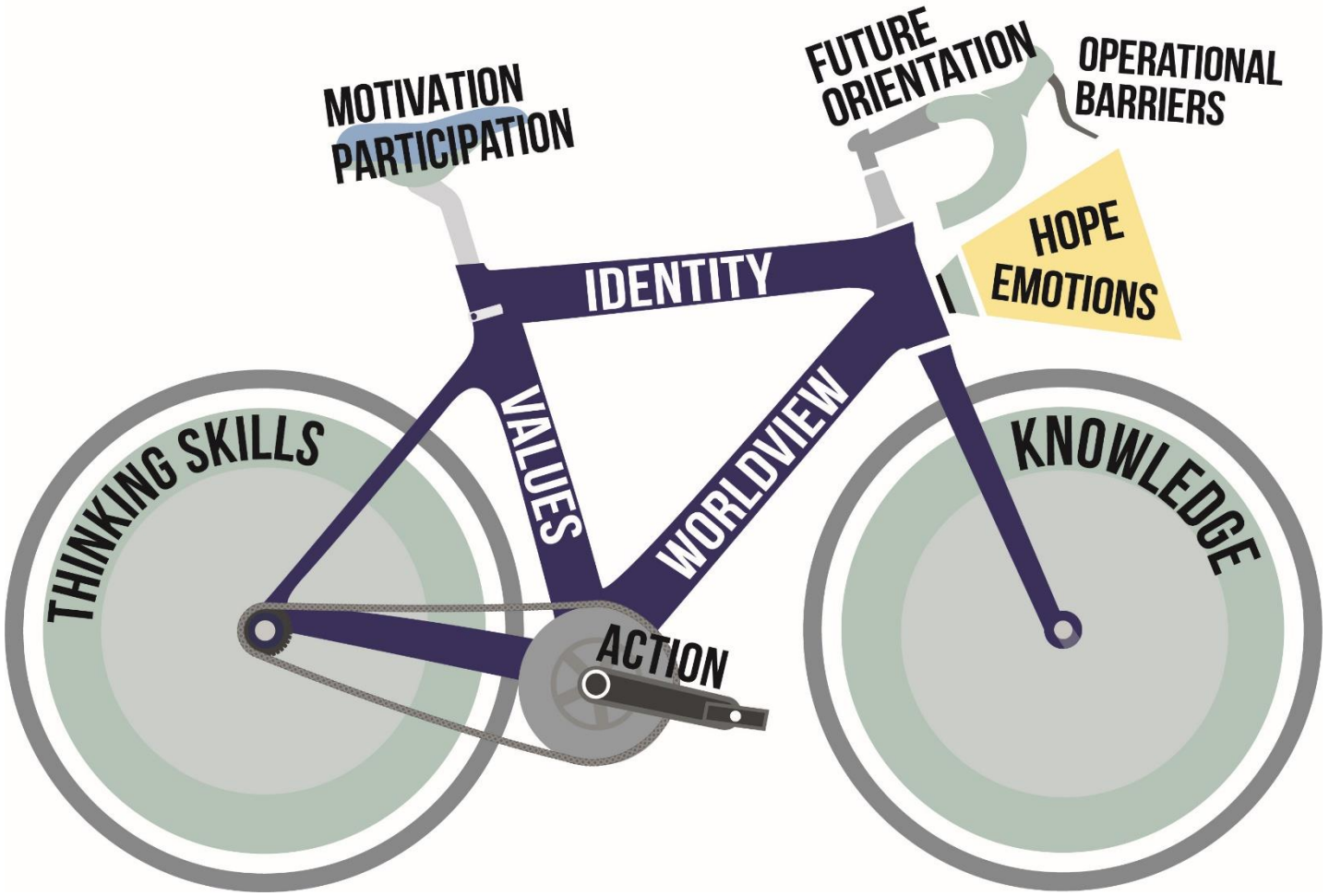
What do we want to achieve (Goal)?

- to develop **learners' abilities and confidence**
- to **think critically and creatively about climate change**,
- to **communicate risk effectively**,
- to **develop personal and social responsibility** and
- **become concerned citizens in their surrounding environment**, and
- to **appreciate diversity and gender equality**

How are we going to do this?

"**by understanding how children and young people** learn about climate change and developing education materials through a gamification approach (edugames) using digital and non-digital media designed to be inclusive, sustainable, affordable, and easily scaled up"

This is our starting point …



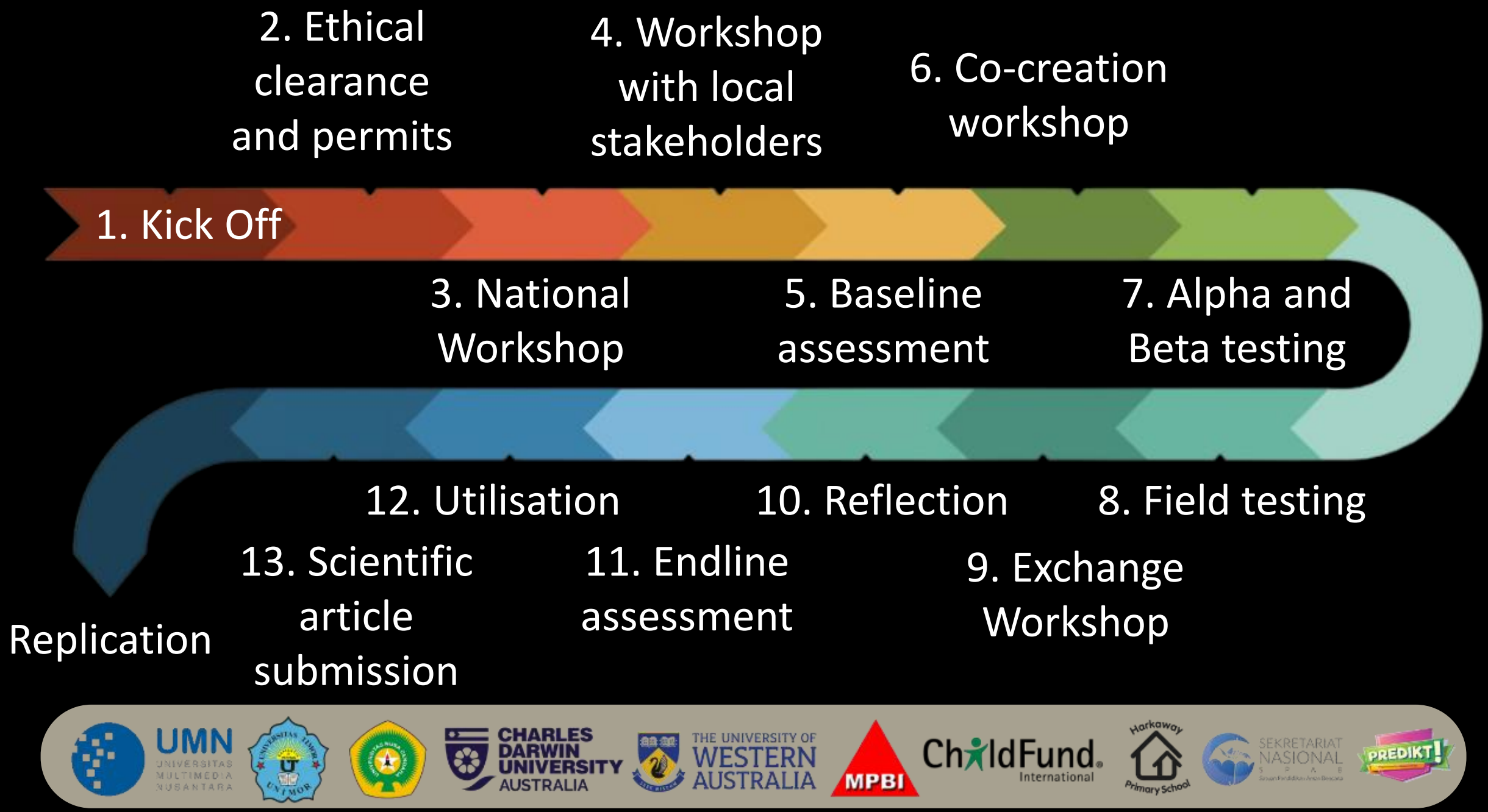
Hannele Cantell, Sakari Tolppanen, Essi Aarnio-Linnanvuori & Anna Lehtonen (2019) **Bicycle model on climate change education**: presenting and evaluating a model, Environmental Education Research, 25:5, 717-731, DOI: 10.1080/13504622.2019.1570487

Process: Eight Research Methods

Workshop with stakeholders	FGD with local communities	Visual Diaries	Questionnaire
Photovoice assessments	Co-creation workshops	Exchange workshop	Family Group Interviews

Learning about:

- Perspectives of disaster and climate risks between adults and children
- Measuring children's knowledge, skills, and practice
- Identifying children's identity, values, and worldview
- Assessing habits, behaviours, and preference of children
- Exploring hope, motivation, interest, and participation
- Understanding barriers and challenges


1. Kick Off
2. Ethical clearance and permits
3. National Workshop
4. Workshop with local stakeholders
5. Baseline assessment
6. Co-creation workshop
7. Alpha and Beta testing
8. Field testing
9. Exchange Workshop
10. Reflection
11. Endline assessment
12. Utilisation
13. Scientific article submission
Replication
UMN
UNIVERSITAS MULTIMEDIA NUSANTARA
CHARLES DARWIN UNIVERSITY AUSTRALIA
THE UNIVERSITY OF WESTERN AUSTRALIA
MPBI
ChildFund International
Harkaway Primary School
SEKRETARIAT NASIONAL SPAB
PREDIKT!

Research Strengths

Multi Disciplinary Team

		Gender, Disability, and Social Inclusion
Disaster Management	Visual Design	Child Psychology
Climate Change	Education	Child Protection and Participation

Research Strengths

Multi Stakeholder Involvement

		Child Groups
University	NGO	Local Government
Private Sectors	Schools	Central Government

Research Strengths

Diverse Team Members

Game Concepts

- Card Game
- Board Game
- Charades

Gamification

- Application of game-design elements and principles in non-game contexts to engage and motivate people.
- The goal is to enhance user experience, increase participation, and achieve specific objectives.
- It takes advantage of our natural inclination for competition, achievement, and reward to make activities more enjoyable and engaging.
- Key components: game elements, rewards, challenges and quests, narrative and storytelling, and social interaction
- Multi-disciplinary and collaborative work

Future projects and collaborations

- Contextualisations, adaptations, and translations
- Anticipatory actions
- Leadership and management in emergencies
- Disaster simulations using gamification
- Peacebuilding and Conflict prevention
- Community Engagement and Accountability

Thank you very much

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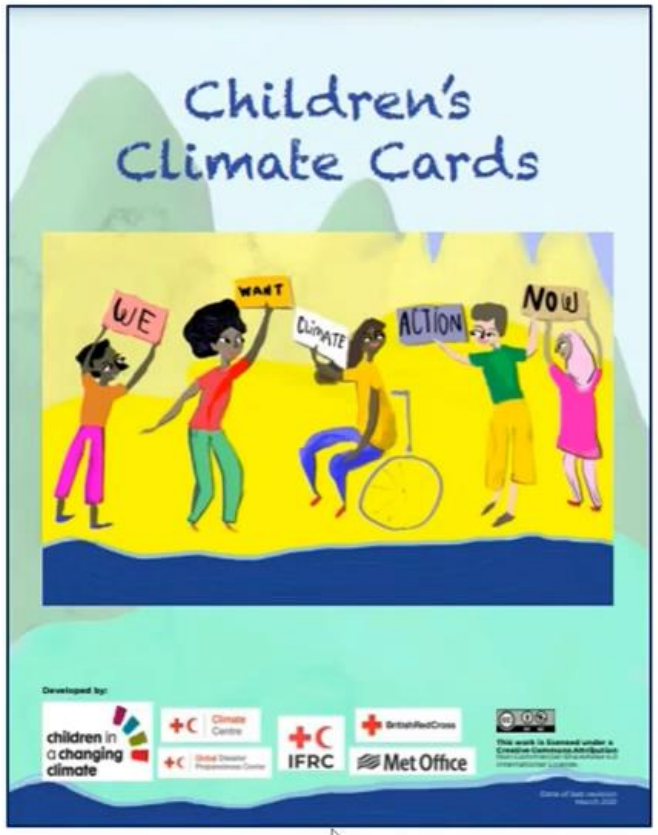
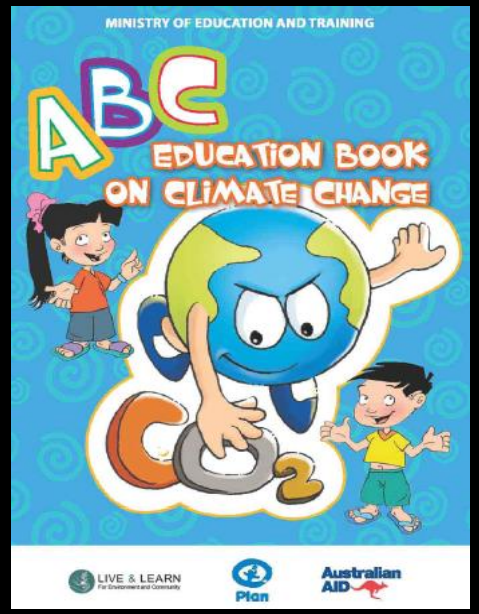

Children's
Climate Cards
WE
WANT
CLIMATE
ACTION
NOW
Developed by:
children in a changing climate
Climate Centre
IFRC
BritishRedCross
Met Office

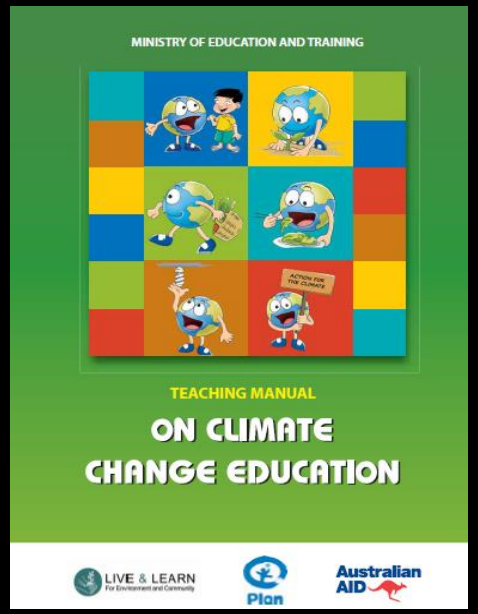
clideo.com

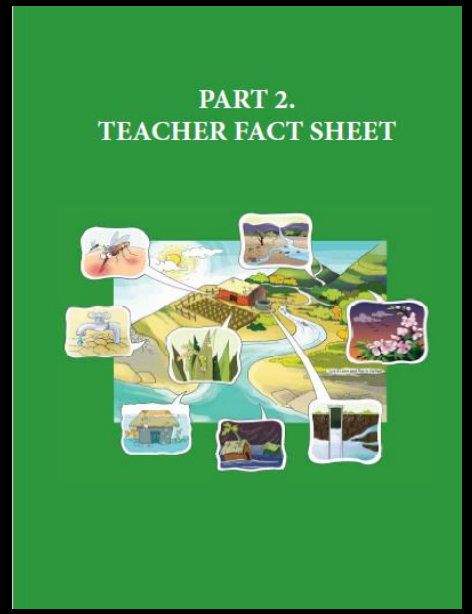
INTERACTIVE LEARNING MATERIALS FOR CHILDREN

The Children's Climate Cards provide a series of inspiring and interactive activities to engage children on the climate change agenda and call for climate action

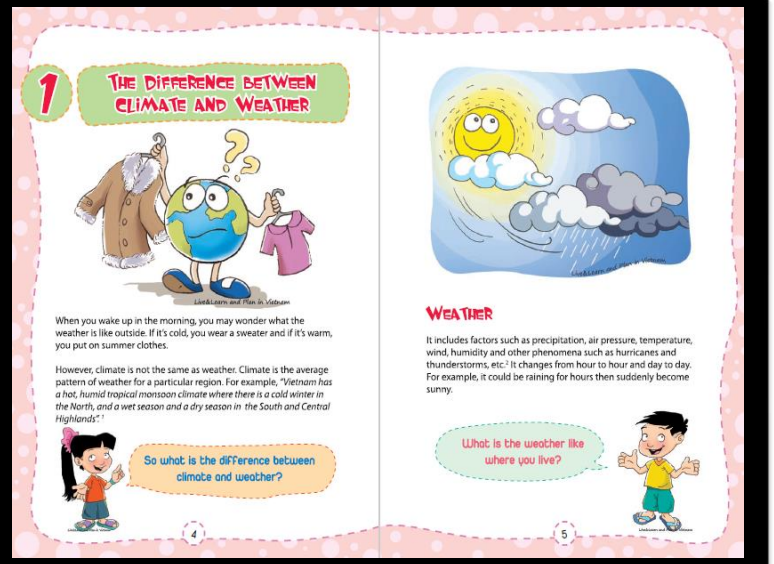
Available in English, Burmese, Tetun and Bahasa languages

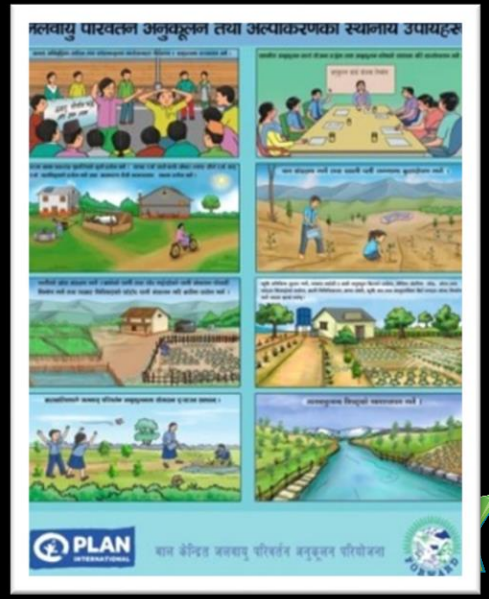






INTEGRATION OF CLIMATE CHANGE IN EDUCATION – SCHOOL SAFETY INITIATIVE





FACILITATION GUIDE

y·adapt

Y-Adapt: Inspiring Youth-Led Climate Change Action Around the World

Y-ADAPT LEARNING PHASE
Weeks 1 - 3

- *6 interactive sessions - 1 hour each*
- *2 sessions a week*
- Sessions 1-6 explore climate change, extreme weather, hazards & vulnerabilities, relevant to youth's community
- Youth make an action plan

Y-ADAPT ACTION PHASE
Weeks 4-9

- *Youth-led 6 week period*
- Youth implement their adaptation action plan in their community
- Youth keep a weekly **photo diary** to track their progress

Y-ADAPT SHARING PHASE
Week 10 onwards

- *Session 7 & ongoing*
- Youth capture their action on an **'Adaptation Card'**
- Adaptation cards & photo diaries are shared digitally and in the next Y-Adapt edition, to inspire more youth-led action across the world

For further information on these materials please contact:
y-adapt@climatecentre.org

Climate Centre

PLAN
INTERNATIONAL
Using child-centered, gender-responsive approach
to support children develop the skills they need
to keep themselves safe in the climate crisis
and to improve the disaster preparedness and resilience
of their communities
SCAN ME
Materials on Anticipatory Actions,
Climate Change Adaptation, Disaster Risk Reduction,
School Safety and Resilience building activities.

Thank you

Together, let’s ensure girls get equal

For more information please contact:

Vanda.Lengkong@plan-international.org

Visit our website:

www.planinternational.org