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 children
- Hazard hunt stickers
- Emergency torch and whistle
- Pocket first aid kit

www.predikt.id
Tsunami Ready Boardgame
Child Protection Minimum Standards

Activity book

Infographics

Comic book

Video PSA
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:
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 ...

Process: Eight Research Methods

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
Research Strengths

Multi Disciplinary Team

- Disaster Management
- Visual Design
- Climate Change
- Education
- Child Psychology
- Child Protection and Participation
- Gender, Disability, and Social Inclusion
Research Strengths
Multi Stakeholder Involvement

University

NGO

Local Government

Private Sectors

Schools

Central Government

Child Groups
Research Strengths
Diverse Team Members

- 3 PhD
- 8 Masters
- 5 Bachelors

- 10 Male
- 10 Female
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
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
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
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.

Materials on Anticipatory Actions, Climate Change Adaptation, Disaster Risk Reduction, School Safety and Resilience building activities.
Together, let’s ensure girls get equal

Thank you

For more information please contact:
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www.planinternational.org