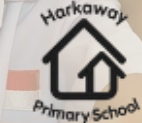




Designing fun, interactive, and inclusive edugames to enable children as agents of change in climate change and disaster resilience



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



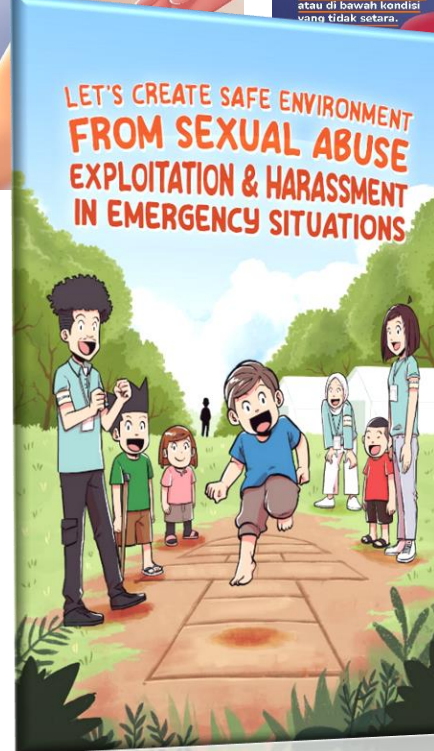
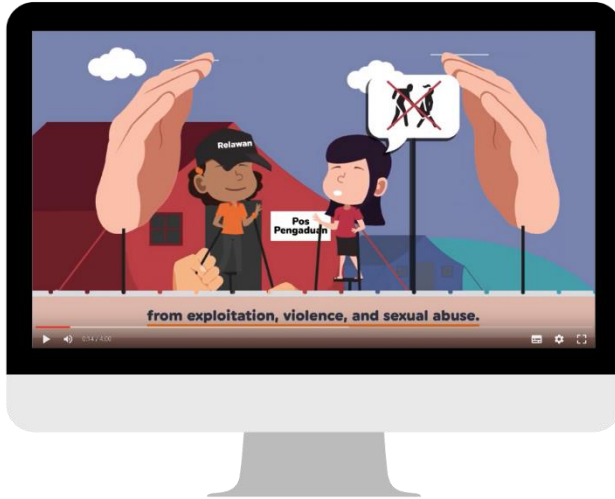
Tsunami Ready Boardgame

Developed By



In Partnership With





International
Council of
Voluntary
Agencies

ICVA Communication and Outreach Fund

Shared via Whatsapp

Social media channels

Quick reminder

Using key messages

Contextualised

Frontline workers



Activity book

Child Protection Minimum Standards

diproduksi oleh:



Bekerjasama dengan:



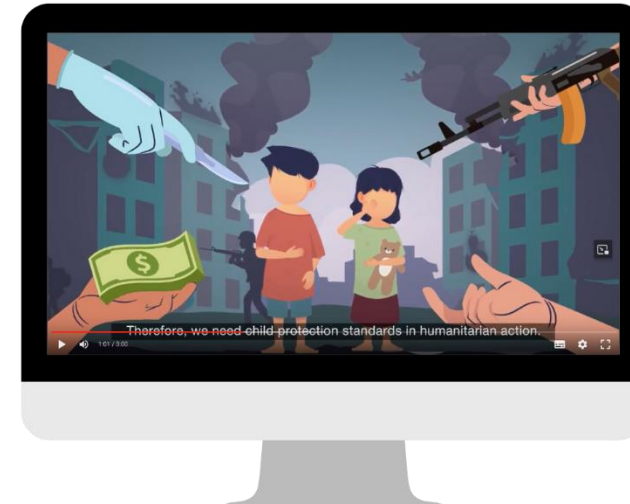
THE ALLIANCE
FOR CHILD PROTECTION
IN HUMANITARIAN ACTION



KEMENTERIAN PEMBERDAYAAN
PEREMPUAN DAN PERLINDUNGAN ANAK
REPUBLIK INDONESIA



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:



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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**

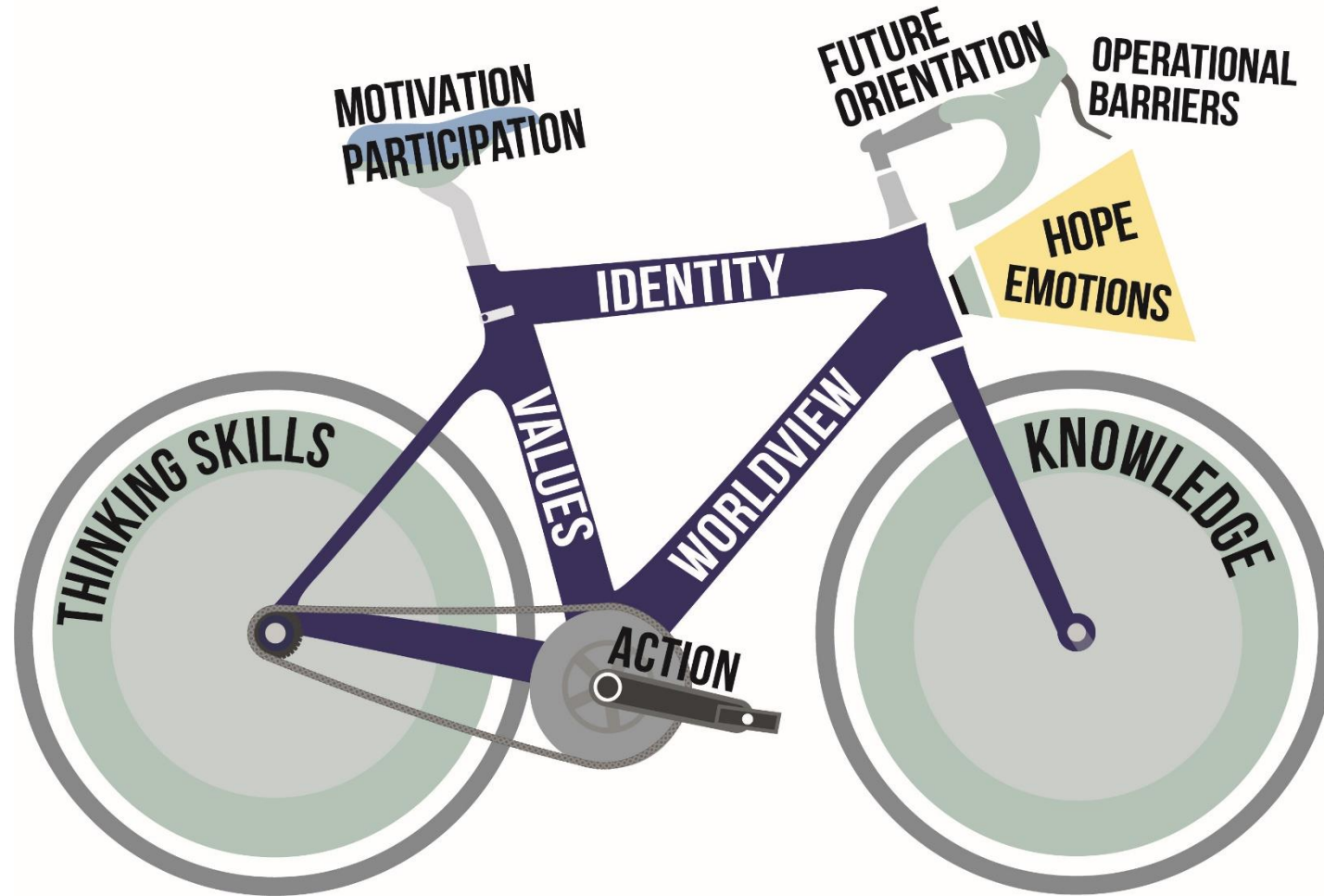


How are we going to do this?

“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](https://doi.org/10.1080/13504622.2019.1570487)



Process: Eight Research Methods

Workshop with
stakeholders

FGD with local
communities

Visual Diaries

Questionnaire

Photovoice
assessments

Co-creation
workshops

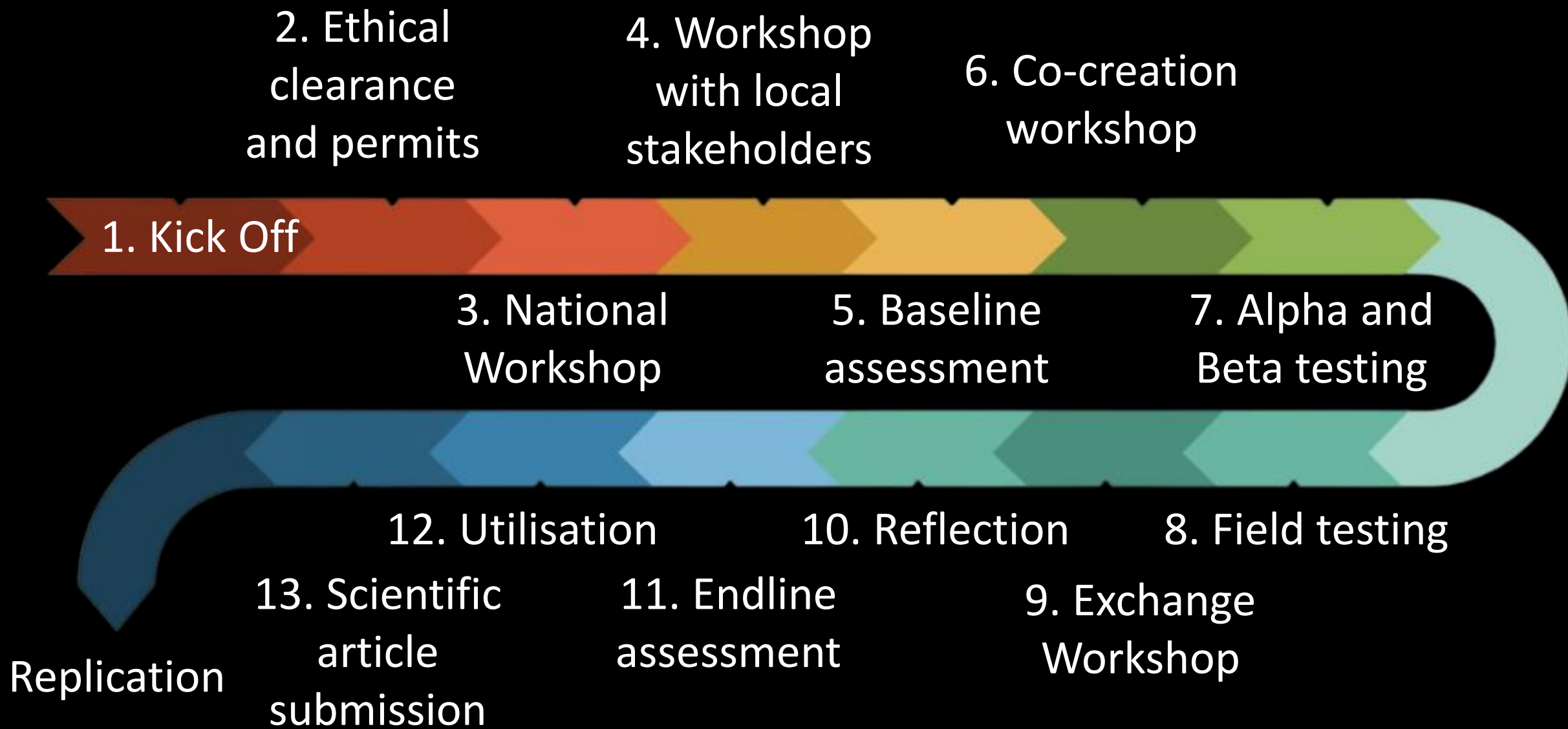
Exchange workshop

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





Research Strengths

Multi Disciplinary Team

Disaster
Management

Visual Design

Gender, Disability,
and Social
Inclusion

Child Psychology

Climate Change

Education

Child Protection
and Participation



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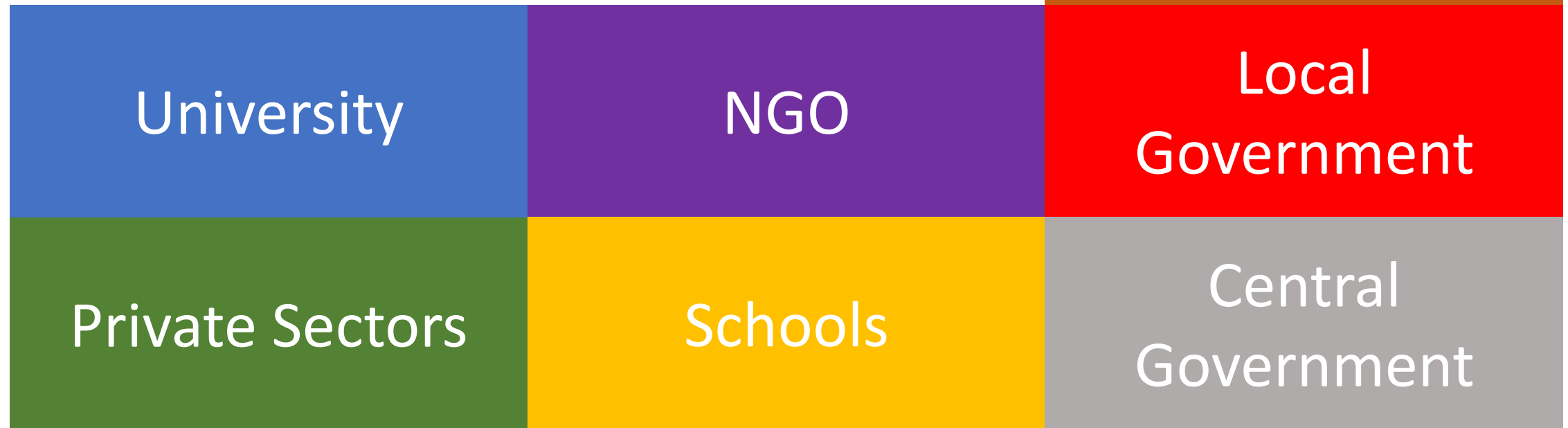


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Research Strengths

Multi Stakeholder Involvement



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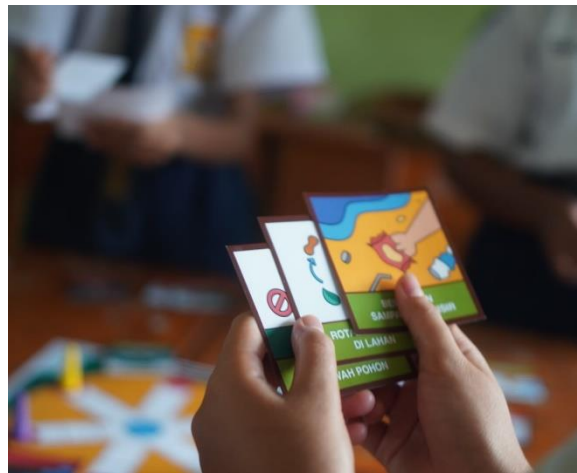
Research Strengths

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



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Sistem Prediksi dan Analisis Bencana



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



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Thank you very much



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Predikt



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www.predikt.id



Predikt.id@gmail.com

Children's Climate Cards



Developed by:



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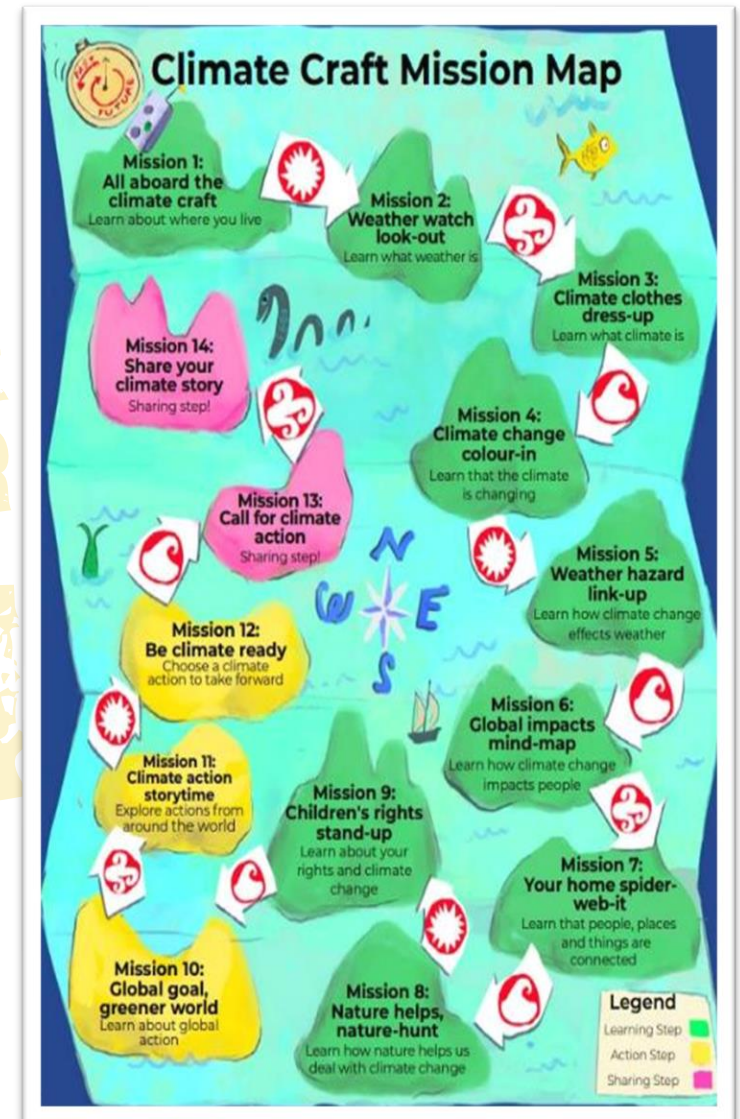
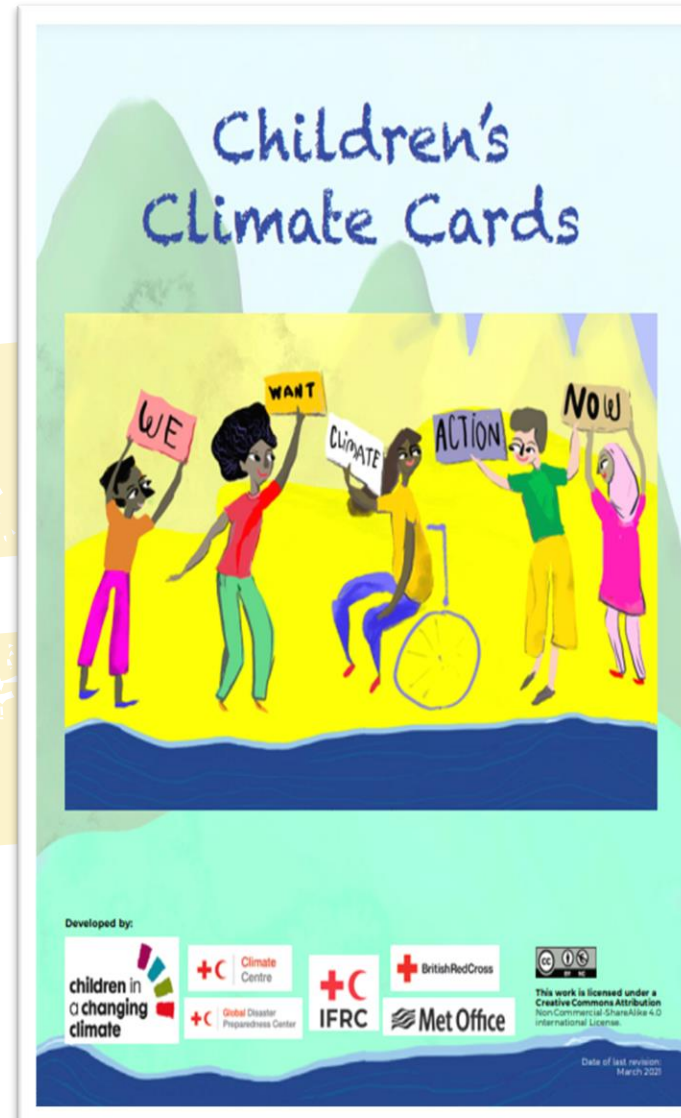
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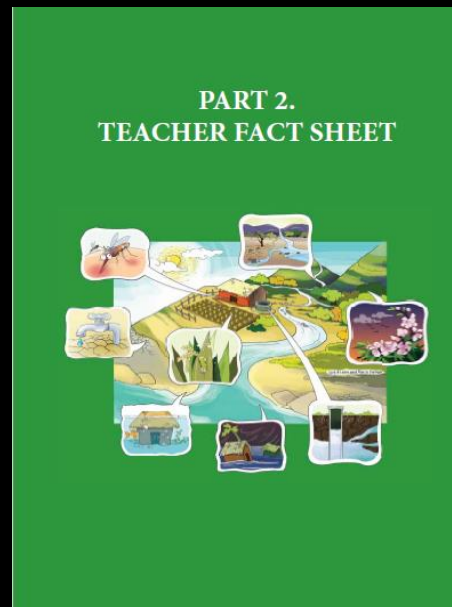
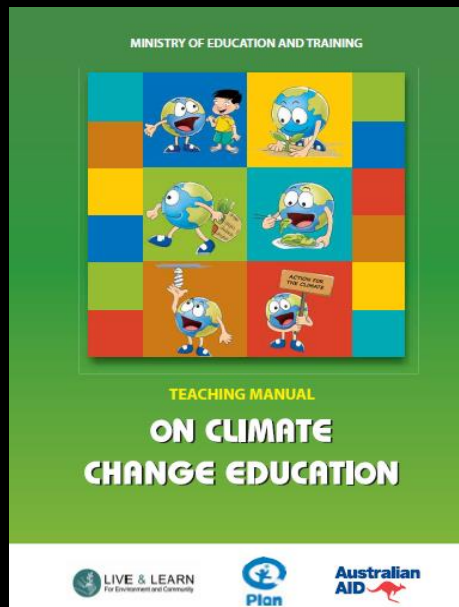
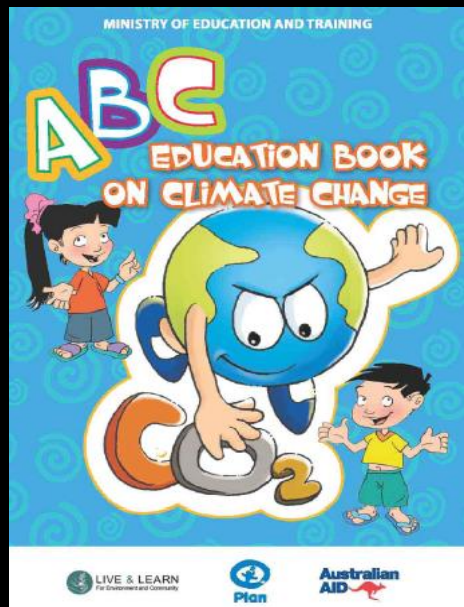
clideo.com

INTERACTIVE LEARNING MATERIALS FOR CHILDREN

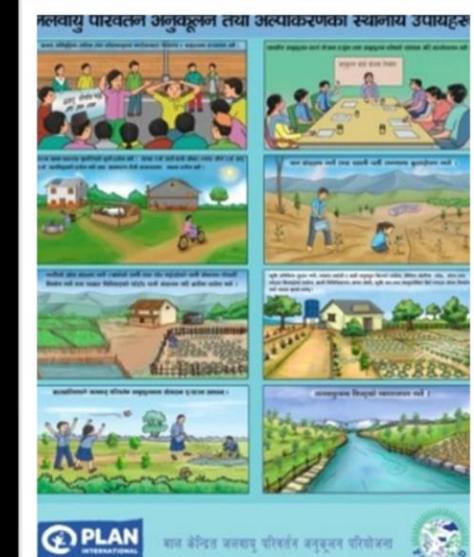
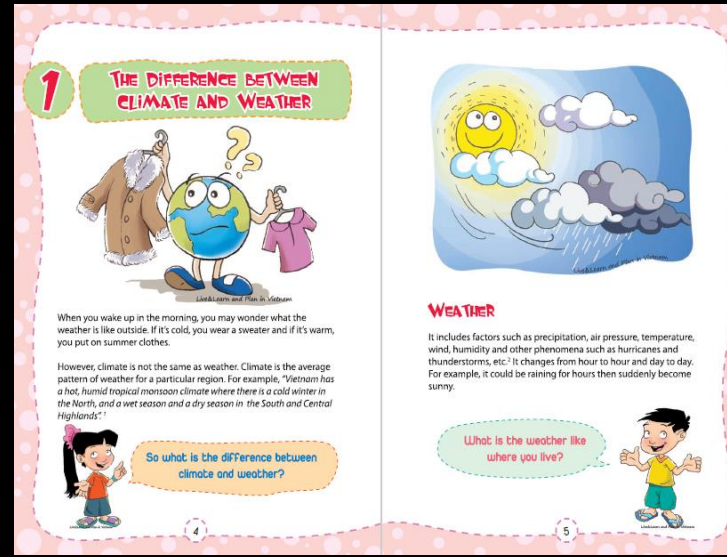
The Children's Climate Cards provide a series of inspiring and interactive activities to engage children on the climate change agenda and call for climate action

Available in English, Burmese, Tetun and Bahasa languages





INTEGRATION OF CLIMATE CHANGE IN EDUCATION – SCHOOL SAFETY INITIATIVE





FACILITATION GUIDE



Y-Adapt: 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





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

