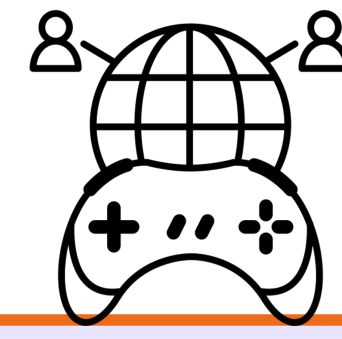
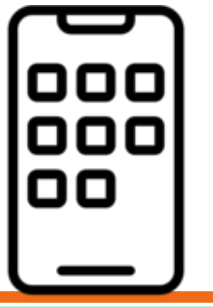


DIMENSIONS

ONLINE GAMES



MOBILE APPS



Dimension	Online Games	Mobile Apps
Identification <p>The games permit familiarisation with natural hazards, causes and effects/consequences arise</p>	<ul style="list-style-type: none"> Created by institutions English 	<ul style="list-style-type: none"> Created by individuals Geostorm: 11 languages
Gameplay <p>The games present mainly explorer players, which interact with the environment</p>	<ul style="list-style-type: none"> Individual and multi-player mode Positive feedbacks in Build a Kit Positive and negative feedbacks in Disaster Master Positive feedbacks in Stop Disaster Presence of rewards systems Short duration (1 hour) High-Medium interaction 	<ul style="list-style-type: none"> Individual mode Positive feedbacks No presence of rewards systems Long duration (more than 1 hour) High interaction
Narrative <p>The games present varied narratives, scenarios and characters, connection between present and future is possible</p>	<ul style="list-style-type: none"> Medium-High relevance of narrative Build a Kit character: girl in a wheelchair and her friends in familiar situations Disaster master character: same as Build a Kit in various scenarios Stop Disaster: no character, consists in creating buildings or defences 	<ul style="list-style-type: none"> Low-Medium relevance of narrative Geostorm character: male and female adults as superheroes in space Earthquake relief rescue character: man and his dog in a city devastated by an earthquake Disaster Rescue Service character: rescuer in a city affected by floods
Content <p>The games use alarmist terms, do not provide information resources and do not present misconceptions or errors</p>	<ul style="list-style-type: none"> Basic images with soft and cheerful colours Build a Kit and Disaster Master, link to the government website 	<ul style="list-style-type: none"> Geostorm uses complex images with dark colours Geostorm link to trailer of the film
Education <p>The games cover a broad spectrum of the cognitive levels of Bloom's Taxonomy and competences</p>	<ul style="list-style-type: none"> Cover most competences and Bloom's Taxonomy and competences The Multiculturalism and Cultural Awareness and Expression Competences are addressed Medium-High difficulty 	<ul style="list-style-type: none"> Cover few competences Earthquake Relief Rescue and Disaster Rescue Service cover only the lowest cognitive levels of Bloom's Taxonomy Low-Medium difficulty

Online Game: Build a Kit, Disaster Master, Stop Disaster

Mobile Apps: Earthquake Relief Rescue, Disaster Rescue Service, Geostorm

