

Supplementary material S2: Questions in semi-structured interviews

Table S2. Questions for experts in video games in semi-structured interview.

Q1. What characteristics/elements should a video game about natural hazards have to raise awareness among users?
Q2. Which do you think is more efficient for raising awareness among users, a cooperative or competitive video game? Why?
Q3. Which type of player would create more empathy among users? * Bartle's taxonomy presents 4 types of players: Killers (action with other players), Socializers (interaction with other players), Achievers (action with the world), and Explorers (interaction with the world) (Bartle, 1996).
Q4. Would including a reward system in a video game about natural hazards help engage users? Why?
Q5. Do you believe that including levels, progress bars, etc., to track the progression and development of a video game about natural hazards would motivate users? Why?
Q6. Does a system of positive feedback make a video game more appealing? Or would a system that combines positive and negative feedback be more suitable for raising awareness among users? Why? *Positive feedback is understood as the positive stimulus that the game displays to the player when they perform well, such as messages on the screen congratulating them. *Negative feedback is understood, predictably, as the opposite of positive feedback.
Q7. What would be the ideal duration of a video game to engage users?
Q8. Is the level of interactivity of a video game about natural hazards crucial to achieving its objective? In what sense?

Table S3. Questions for experts on natural hazards in semi-structured interview.

Q.1. How would you describe the current communication occurring in the media about natural hazards? Do you believe this communication effectively raises awareness among citizens about natural disasters? Why or why not?
Q.2. Do you believe that structural inequalities determine the level of vulnerability to natural hazards? If so, how? What role could video games play in addressing society's vulnerability to natural hazards? (*Structural inequality is understood as a system of privileges created by institutions within an economy (Amadeo, 2020).
Q.3. Should aspects of multiculturalism and gender be included in video games about natural hazards? If so, which ones and why?
Q.4. How should the main character of a video game about natural hazards be represented? What characteristics should they possess?
Q.5. What type of informational sources should a video game about natural hazards be based on? For example: academic sources, journalistic sources, etc.
Q.6. What type of narrative, what storyline that contextualizes the game, would be most effective in raising awareness about natural hazards?
Q.7. What tone of message would be most effective to use in a video game to improve disaster risk management? For example: alarmist, informative, emotional, etc.