



**Citizen-centered
disaster preparedness**

Why B-prepared? B-prepared vision and mission



Funded by
the European Union

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SZTAKI

**HUN
REN**



SZTAKI

Building PREPAREDness with Collaborative Knowledge Platform, Gamification and Serious Game in Virtual Reality

A consortium of 15 partners from 11 EU Member States and associated countries across Europe.



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WHY B-PREPARED?



- The large **majority** of disaster prevention and response knowledge and tooling are **for professionals**
- **Citizens** have extremely **limited** formalized ways to prepare themselves for risk situations
- Citizens can only learn from sources created for professionals, but usually they are **missing** knowledge context and **don't have access** to tools and equipment referred to by these sources

This can cause problems:

- During or after the disaster but before help arrives **citizens don't know** how to behave, what to do, what equipment and tools to use to save lives and protect property
- When help arrives enthusiastic but untrained **civilians can cause problems** to escalate with the wrong behavior

WHY B-PREPARED?

Even the most advanced alert systems and first responder organisations cannot entirely avert fatalities and property damage.



It's crucial to **empower citizens with the knowledge and skills** needed to act and react effectively during disaster situations and crises, comprehend alerts, and follow instructions.



By Jessie Williams
Foreign news reporter

September 16, 2024 2:47 pm

PLAN A IS THAT FIRST AND SECOND RESPONDERS
ARE COMING TO HELP YOU.

UNTIL THEN, YOU NEED TO HAVE A **PLAN B.**



Building a culture of disaster preparedness...

Nepal-Tibet floods (August 2026):



Source: <https://www.bbc.com/news/articles/cd948kn02e50>

Swiss ski resort bar fire (January 2026):



Source: <https://www.bbc.com/news/articles/cx2pmyyeg78o>

Forest fire in Greece (August 2021):



Source: <https://edition.cnn.com/2021/08/09/europe/greece-wildfire-warning-climate-intl/index.html>

Earthquake in L'Aquila (April 2009):



Source: <https://www.britannica.com/event/LAquila-earthquake-of-2009>

...with the power of game-based learning...



GAMES CAN INCREASE ENGAGEMENT

- By enjoyable gaming mechanisms
- With short, more consumable sessions
- Immersion through gameplay

BOOST INTRINSIC MOTIVATION

- Offering autonomy
- Feeling competency
- Relatedness to real-life and to community

SUPPORT KNOWLEDGE RETENTION

- Active knowledge recall
- Low cognitive load
- Gamification and the joy of playing

B-prepared Ecosystem

VR-PREPARED

Virtual reality-based serious game for the safest, most realistic experience



IM-PREPARED

Gamified, GPS-based smartphone walks to ensure the widest possible reach



DISASTROPEDIA

Knowledge management system on catastrophes



RU-PREPARED

Learning Management System to measure progress in all products





Disastropedia supports other components by collecting and supplying **disaster-related content** and **game designs** generated collaboratively by the Co-Creation Community Group and experts in multiple languages, including English, French, German, Italian, Hungarian, etc.





IM-PREPARED

DISCOVER - LEARN - SURVIVE

The IM-prepared mobile application is designed to enhance disaster preparedness through interactive, location, or **GPS-based walks**. These walks are crafted to engage citizens in a variety of activities that **simulate real-life disaster scenarios**, offering a blend of educational content, mini-games, microlearning quizzes, and augmented reality (AR) activities.





VR-PREPARED

PRACTICE - PLAY - SURVIVE

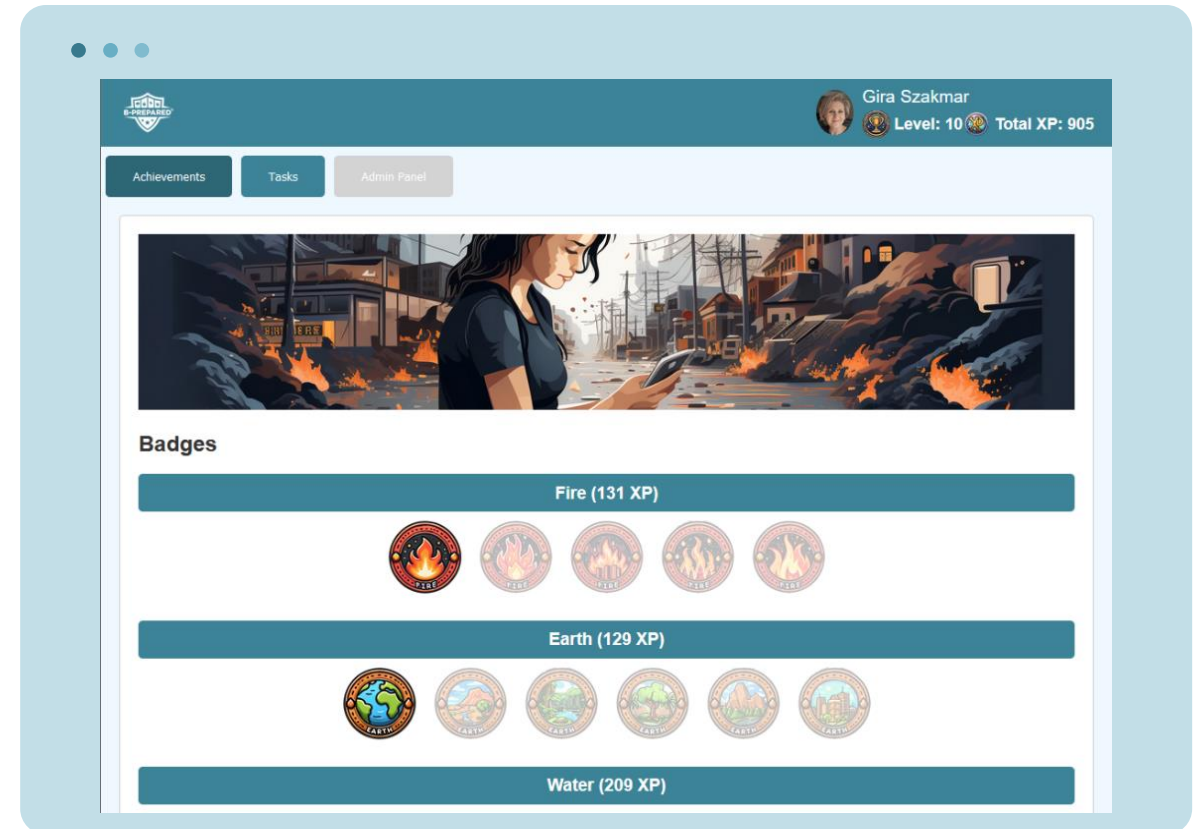
The **VR-prepared** component of the B-prepared project is designed as a **Virtual Reality (VR) serious game**, offering an immersive learning experience through a variety of disaster preparedness scenarios. This innovative approach aims to **engage users in realistic simulations**, equipping them with the knowledge and skills needed to effectively respond to emergencies.





RU-PREPARED
CONNECT - ASSIST - SUPPORT

RU-prepared supports other components by providing structured learning experiences, assessment tools, and offers **gamified progress feedback** based on the collected user progress data from other components.



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Thank you for the attention!

<https://b-prepared-project.com/>



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