OPPORTUNITY

Disaster recovery is a complex process many college students do not know about or have little understanding of. Games have already been used to teach various topics, so this opens an opportunity for the development of a game designed to teach players about earthquake recovery.

SOLUTION

RECOVERY: Earthquake Edition is an engaging card game that educates its players about important and sometimes unknown earthquake recovery aspects. Players must navigate obstacles, strategize about resources, communicate with others, and think ahead to building back better than before.

GAME OVERVIEW

- 3-4 player card game
- Players are Emergency Managers rebuilding their city and communities after an earthquake
- Competitive + cooperative gameplay
- Player with the most points wins the game!

FEATURED CARDS

TRADE

Players can use TRADE cards to request a trade with another player.

COMMUNITY BUILDING

Each player must work with their neighboring Emergency Managers to build the communities between them. A complete community requires 4 matching pairs between two neighbors. The 4 community building cards are MEDICAL CENTER, LIGHT RAIL, SEWAGE SYSTEM, and AIRPORT.

IMPROVEMENTS

Improvement cards earn players bonus points. The city improvements are SOLAR PANEL and THEATRE. The community improvements are STADIUM and TOURIST ATTRACTION. To play the improvement cards, certain cards must already be placed.

OBSTACLES

The red cards, DELAYED DECISION, LOW RESOURCES, ACCIDENT, and AFTERSHOCK can be used against an opponent to slow down their recovery.

The instructions, mechanics, and card designs in RECOVERY: Earthquake Edition are largely inspired by TOURING, a card game from Winning Moves Inc.

RESEARCH

- Combined recovery and game elements influenced by research
- Chose to adapt TOURING because of its flexibility
- TOURING is competitive and cooperative and accommodates 2-6 players

- Disaster recovery involves time, collaboration, and improvements
- There is a wide range of game mechanics and formats
- Target users believe recovery is returning to “normal” and prefer competitive or team-based games

- Created a set of game instructions, a reference guide, and 24 unique cards
- Printed a total of 177 low fidelity cards in preparation for usability testing

- Conducted 2 usability tests with 7 undergraduate participants
- Discovered the game needed clearer instructions and more recovery content
- Participants wanted to trade cards