



## **Treme-Treme<sup>®</sup> an educational game**

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The synergy between scientific research, earthquake risk reduction and the experiences of people who felt an earthquake is an opportunity to create artefacts for knowledge acquisition. Due to the growing interest in “serious games” unique characteristics to teach and train individuals, there was a window of using these games to better prepare and inform people about earthquakes.

A video game, Treme-Treme<sup>®</sup>, was developed to motivate, educate, train and communicate earthquake risk to players/pupils (7-9 yrs). Players learn how to build an emergency kit, where the safe and dangerous places are, and what to do before, during and after an earthquake.

Treme-Treme<sup>®</sup> is a two-dimensional game that was developed to bridge the gap between researchers, teachers and students, to teach the basics of earthquake preparedness to elementary school students, educators and families. Two groups of students from different schools tested Treme-Treme<sup>®</sup> and commented on its performance. This evaluation consisted of a session that involved the playing of the game and then the completion of a final questionnaire that was aimed at being a qualitative assessment of the game. Their answers to the questionnaire confirmed that the goals of this project were achieved; namely, the development of an interactive system with a user friendly interface that holds the player's attention and curiosity, and that can contribute to the improvement of the player's earthquake risk awareness.

The game is available on [www.treme-treme.pt](http://www.treme-treme.pt) in Portuguese, English and Italian.