LATEST DEVELOPMENTS ON TOOLS FOR MINE RISK EDUCATION WITHIN TIRAMISU PROJECT

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• Billy Goat Radio
• Results achieved
• Label and maturity of the tools
THE GREAT RALLY — COMPUTER GAME

**Objective:** To develop educational computer game for children, destined for use in school-like conditions on territories with permanent mine risk, designed as a means supporting children’s safe behavior formation.

**Results achieved:**
Educational computer game for children MRE, named GREAT RALLY ON THE BACK OF ELECTRONIC TURTLES, fulfilling the conditions of children psychology and conditions of the IMAS, has been developed and successfully tested in Poland and Croatia.

The game is played by children with their individual network-connectable mobile devices under supervision of a teacher-instructor.
The Great Rally is a virtual board game; the rally takes place on the backs of electronic turtles through a mine affected terrain.

The map shows a net of paths connecting a starting point to a finish line. During the game players see on screens of their portable devices only a fragment of the board, namely the neighborhood of their pawns-turtles, like contestants in a real rally. Players can view the whole board on request.
The game replaces randomness obtained by throwing the dice with deliberate, instructive actions of the player.

Pawn-turtles have to be fed on “grains of movement”; one grain lets the turtle make one step on the path. Each step is triggered by the player touching the path on the screen, but can be executed only if there are grains of movement in the turtle’s resource. Resources are replenished at Information Points, acting as filling stations where payment is executed by correct answers to questions of the quizzes on safe behavior in mine affected areas.

Paying attention to dangerous objects on and near the path shown by the camera on the turtle a player has to choose a safe path

In the event of wrong decision the player will see this screen →
The game has been successfully validated by pretest in an elementary school in Poland, and by final tests in 2 schools in Croatia.

The pretest has confirmed the concept of the game, the scenario, the graphics, and the technical solution. Psychologist’s opinion: “The pretest has shown, both in quality examination and behaviors analysis, an essential efficiency of prophylaxis of dangerous behaviors on the terrains where mines are located”.

The game has significant developing potential because it is culturally universal, can be played via Internet as international competition with participation of teams from different countries.

Video on the game at: https://youtu.be/GRcpXNJB63Y
Validation of the tool in Croatia showed:

- Game is interesting for children 8-12 years old
- Game is very useful in promoting safe behaviour
- The competition aspect of the game is very important to make the game attractive for elder children
- Game should have off-line version (now available)
- Using one ipad for two or three children can increase attractiveness of the game, because of observing others and waiting to be player
The Great Rally – computer game

The Great Rally is finished and ready to be used. You can try it in the corridor.

Interested organizations are invited to contact:

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**Objective:** To develop an innovative system based on a continuously evolving, participatory radio/theatre play aimed at adults

**Results achieved**
- First in-field evaluation in Algeria, Saharawi refugee camps, 2013: concept
- Second evaluation test in Cambodia, 2014: adaptability and effectiveness
- Re-conceptualization of Adaptability System in a simplified form – from paper card system to simple software, adapting the story to the local context and threat automatically, based on Twine open source software
- Finalization of the tool
- Writing of manual of instruction 5 modules
- Creation and upload on website of demo version of the Adaptability System
Billy Goat Radio SYSTEM:
a tool box containing:

- two different complete stories to be automatically adapted through:
  - Adaptability system: educational messages
  - Adaptability system: social aspects

- Billy Goat Radio – users guides, including the Annexes:
  - A. Adaptability System Handbook
  - B. SFX Guide about serial drama sound effects
  - C. Actors training guidelines
  - D. Audio recording and post-processing guidelines
  - E. How to set up a small radio station guidelines
  - F. Group discussion guidelines
CMVIS data:

- Pailin region: no accidents in Oct- Nov- Dec 2014
- Pailin region: significant reduction of n. of accidents in 2015 wrt 2014
- Pailin region is among the regions with most significant reduction in number of accidents 2015 vs 2014
Call for expressions of interests: we would like to give Billy Goat Radio for free to an organization who is interested in using it during a campaign. 

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Thank You

Any Questions?

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