

Earthquake School Hazard Hunt Video Game

The game engages young children to learn about earthquake hazard mitigation. Presented in the form of a school hazard hunt, players will be transported into an animated school in which they will be asked to choose a character, pick their desired room, and identify hazard within the room for tickets. Due to the target audience's age group, the players will be asked to identify the hazard and then identify which tools can be used to mitigate the hazard. By being shown how to mitigate hazards visually, it is believed that they are more likely to retain the information and understand complicated concepts. If engaged properly, students will learn tips and tricks about how to prepare for an earthquake while at school. The goal is to show children that if properly prepared, damages caused by earthquakes can be lessened or avoided.

Download

- **Game Overview Poster:** https://www.fema.gov/medialibrary/FEMA-EQuakePoster_FINAL_PDF_Final_Final_Use.pdf
- **Mac Version:** https://www.fema.gov/medialibrary/FEMA_QuakeGame_Install_MAC.zip
- **PC Version:** https://www.fema.gov/medialibrary/FEMA_QuakeGame_Install_PC.zip