

Tsunami Disaster Risk Perception and Knowledge among Children: The Board Game Activities

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ABSTRACT

The 2004 Indian Ocean tsunami was one of the deadliest natural disasters in history, causing widespread damage and loss of life in Southeast and South Asia. In the years since the disaster, there has been a growing concern that disaster risk perception among children is decreasing despite regular annual evacuation drills. This study explores the potential of board game design to enhance disaster risk perception and knowledge in a fun and actively engaging approach. The study involved the development and implementation of board games with local students. The games were designed to teach players about different types of disasters, how disaster preparedness should be, and what to do. The finding shows that the board games effectively increased disaster risk perception and knowledge among children. The pre-test and post-test results showed an increase in understanding of children for disaster preparedness and response. The samples also reported enjoying the game and having the willingness to play it again. The findings also suggest that board games can be a valuable tool for disaster education among children.

Keywords: Board Games, Disaster Education, Thailand, Tsunami