

# **TANAH**: The Tsunami & Earthquake Fighter



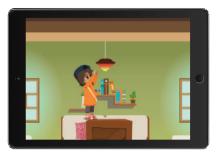
# Disaster Preparedness Game

http://www.tanahthegame.com

#### **Model / Concept**

KEY SURVIVAL LESSONS FOR ALL PHASES OF DISASTER

**BEFORE** 



1. Preparedness

DURING



2. Survival

**AFTER** 



3. Recovery

- Key learning drawn from real-life context
- Disaster games aim to enhance players' awareness and understanding of disaster
- Players learn along the journey with **Tanah and her family**

## **Quick Facts / Background**



Increase in natural disasters in Asia Pacific calls for increased **awareness and preparedness** 



Launched as sequel of Saifah and aim to empower youth to be key actors in disaster risk reduction

#### **Impacts**





Pre Test & Post Test showed

10-15% Increase in Knowledge

## **Special Features**

- 눚 PRE TEST & POST TEST
- **★ REAL-LIFE SIMULATION**





**Partnership** 









