

## APD Week 5 - Protection from Power (Disaster Protection)

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Theme : Play and force

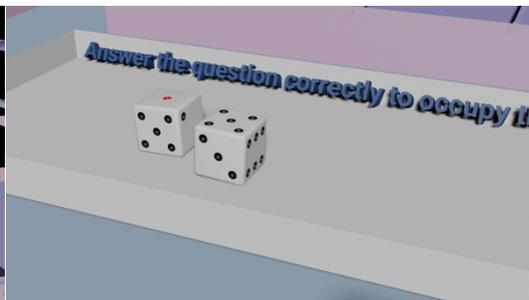
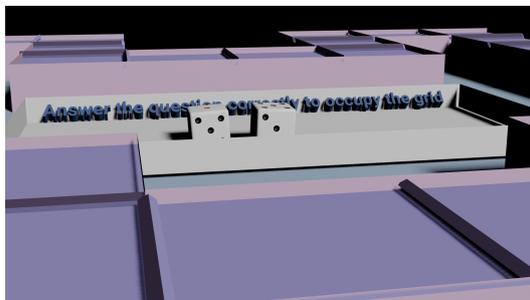
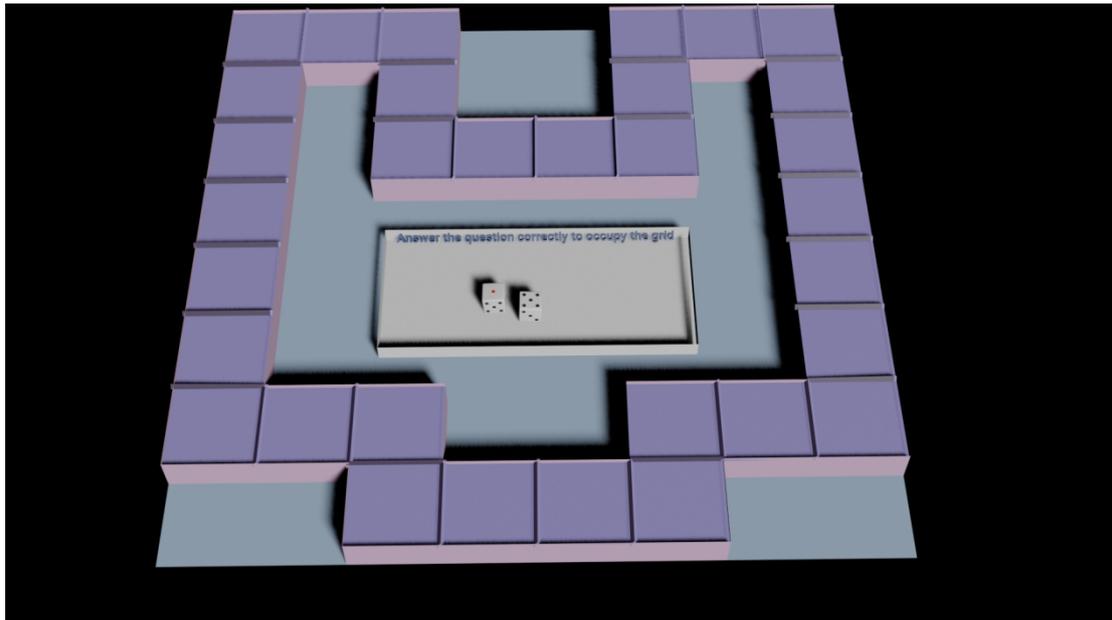
Since man accidentally mastered the power of fire, man has gradually become the master of the earth. In the long process of human growth, mankind has gradually used various powers with knowledge. For example, the accident at the Chernobyl nuclear power plant on April 26, 1986, which caused the devastating effects of the accident, continues to this day. The theme of our class this week is "play and force". I thought it would be more educational to use the theme of force protection to promote the fear of force and the knowledge of self-protection in case of force spillage through the process of play.



Context:

The great physicist Albert Einstein once said, "Man possesses only enough intellect to make himself clearly aware of how lacking his intellect is in the face of nature. If this spirit of humility could be shared by the world, the world of human activity would be more attractive." But from the Chernobyl nuclear power plant accident to the Fukushima nuclear power plant accident in the rapid development of human technology today still happens because of the human inability to fully grasp the power in the hands of the tragedy, but it seems that mankind is not enough to wake up, and may even say that there is a hint of fluke. Although there are many movies and games depicting disasters caused by the inability to fully grasp the power, such as Resident Evil, Neil Mechanical Era, Plague Inc. However, due to the excellent graphic presentation of these works, often let the audience ignore the meaning of the warning. In "Einstein never used flash cards: How our children really learn--and why they need to play more and memorize less," the author argues. Letting tots learn through play is not only okay-it's better than drilling academics!

Method:



Since this time there are a lot of topics that need a lot of relevant knowledge, taking into account the above conditions I decided to make a checkers-based board game of land grabbing

The rules are as follows.

Players move by throwing dice

When they reach a grid that is not occupied, they need to answer a question about the protection of power leakage (disaster). If the player answers correctly, the player will get the ownership of the square, if the answer is wrong, the square will be considered unoccupied.

When a player occupies a square, he/she has the right to take a question about protection against disasters and when another player reaches the square, he/she has to answer this question.

The game ends when one player has successfully circled the map once

At this point, the number of squares occupied by each player will be counted and the player with the most squares will win.

Provide some optional protection class issues in case of force outflow (disaster occurrence).

1. encounter an earthquake in the street, you should hold your head and quickly hide to (). A. inside the building B. open space C. tall buildings D. overpasses
2. found someone electrocuted, take () measures is incorrect. a. cut off the power B. dry wood stick to pick open the wire C. directly with the hand to take away the wire
3. smell the strong smell of gas or liquefied should immediately () A. open the window, turn off the valve B. turn on the light to confirm the location of the leak C. turn on the extractor fan to pump away the gas D. alarm for help

A. Run in the direction of the floodway B. Do not easily wade C. When surrounded by a flash flood, try to cancel contact with the outside world D. Move to a higher place or a relatively safe place as soon as possible

A. three short, three long, three short B. two short, two long, two short C. two short, three long, two short D. three short, four long, three short

#### Reflection:

Compared with the previous design experience, this time the game design has added more interactive elements, such as players can design their own questions about disaster protection to other players, giving players more freedom, and not completely limited by the rules.

The reason is that if players keep rolling the dice to get a bigger number, then the game will be over soon. After much thought, I set a new end rule for this game: the player who finishes a turn first can continue to throw the dice to play the game, and the game ends when all players have made a turn. This successfully avoided the advantage of the player who threw the dice first

3. In the test, a friend suggested whether the reward for a correct answer could be changed to: you can reoccupy the grid after a correct answer. But it seems that if this modification is followed the player who throws the dice later will have a greater advantage. I think it can be changed to: when the player can increase the number of dice rolls each time they answer the question correctly, and when the player answers the question of the player who occupies the grid correctly will share the gain of occupying the grid equally.

Through this design, I also learned some types of knowledge that I had not been exposed to before, and I also realized the series of terrible consequences that may be caused when the force that people usually use in their daily lives is used improperly or leaked.

#### Reference:

En.m.wikipedia.org. 2021. Chernobyl - Wikipedia. [online] Available at: <<https://en.m.wikipedia.org/wiki/Chernobyl>> [Accessed 24 August 2021].

Hirsh-Pasek , , K., 2021. Einstein Never Used Flash Cards. [online] Google Books. Available at: <[https://books.google.com.hk/books?hl=zh-CN&lr=&id=9kP1XjUEa-IC&oi=fnd&pg=PR9&dq=info:XlfG\\_bN3N7wJ:scholar.google.com/&ots=StYBSNE27X&sig=n96V7-Fv\\_QWg1WdO-qtU\\_h5YdCg&redir\\_esc=y#v=onepage&q&f=false](https://books.google.com.hk/books?hl=zh-CN&lr=&id=9kP1XjUEa-IC&oi=fnd&pg=PR9&dq=info:XlfG_bN3N7wJ:scholar.google.com/&ots=StYBSNE27X&sig=n96V7-Fv_QWg1WdO-qtU_h5YdCg&redir_esc=y#v=onepage&q&f=false)> [Accessed 24 August 2021].