

Introduction of “Crossroad Game (Sakurajima’ s Volcanic Disaster Prevention)” , a Disaster Prevention Themed Game.

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Sakurajima-Kinkowan Geopark is a place of active volcanic region where huge eruptions kept erupting since about a million years ago. There are immense nature such as an active volcano Sakurajima which continue its eruption activities, and a deep and bountiful ocean made by volcanic activities called Kinko Bay.

There is also urban areas of more than 600 thousand people within 4 km away from actively erupting Sakurajima which allows world’ s rare coexistence of an active volcano and urban city.

The geopark makes “relations of volcano with human and nature” as the main theme since the volcanic activities largely affect and are related to landscape, nature, people’ s lives and culture.

There are four huge eruptions: Tenpyo Hoji Eruption (764 to 766), Bunmei Eruption (1471 to 1476), Annei Eruption (1779 to 1782), Taisho Eruption (1914 to 1915) occurred in Sakurajima since recorded history and people lived together with volcano by overcoming volcanic disasters up until today

It is said that about 90% of magma erupted by Taisho Eruption in about 100 years ago have restored into Aira Caldera’ s underground magma chamber and huge eruption comparable to Taisho Eruption will happen in the future.

Furthermore, since there was an earthquake with an intensity of lower 6 at urban areas of Kagoshima city in about eight hours later from Taisho Eruption had occurred, earthquake preparedness is also necessary. Hence, the disaster prevention game educating residents about the knowledge of volcanic disasters and disaster preventions and fostering the skills of consider about disasters and act by themselves has developed by Sakurajima-Kinkowan Geopark. The game is called “Crossroads game” which enable a wide range of residents to participate, think and learn with pleasure.

“Crossroads game” is an educational tool of card format about disaster prevention which was based on interviews with governmental officers of Kobe City who handled disasters during The Great Hanshin earthquake.

The game played by a group consist of one facilitator and five or seven players. It also can be one facilitator and several groups.

A facilitator presents “roles of players” , “challenges people face during disasters” , and “two kinds of actions under the challenges.” Players decide an action by choosing either of YES or No card and put it face down on the field/table. Players then turn over own card at a sign given by the facilitator. Player(s) in the minority group receive prize. (Minority in this case - one out of five players or less two out of seven players).

The reason why the minority win a prize is that this cross road game is based on the idea of sharing the importance of paying attention to minor things or changes that many people might not notice when disaster occurs.

Questions for the game was firstly created by disaster management departments in Kagoshima City government, taking account of the city’ s local disaster planning and the actual measures that implemented at the rise of Sakurajima’ s eruption alert level to 4 in 2015. Then further discussions with community development promotion groups took place to finalise the questions.

The game was launched at a Geopark public lecture on March 16th this year. It will be carried out more at other public lectures and disaster drills.

The aim of this Crossroad game program is to offer the local residents opportunity to learn Geo-hazards in

their area and necessary preparations for possible disaster.

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