# **Final Report**

# 1. Activity Report

An Emergency Drill System Which Aiming To Gain The Public's Awareness Of Disaster Mitigation Through A Creative Development.

## 1. Rebranding "Inisiatif Kanca Cilik" (IKC Indonesia) Mitigation System

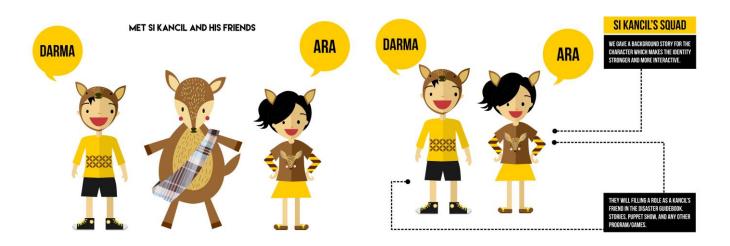
Inisiatif Kanca Cilik was inisiated on 2007 with the Indonesian local community. Most of them are elementary school teachers. Since 2007 till now, they only prioritize how to socialize to the students but never thought how important to keep updating the graphic design and concept so the kids will become more enthusiast during the program. To make these Disaster knowledge deliver effectively to the kids, we need to add some creative works.

Met SI KANCIL. The logo we made for "INISIATIF KANCA CILIK (IKC)" features the local deer called "Kancil". The tales of Kancil is a compilation traditional folklore about clever deer. It is a popular fables children story in Indonesia. We re-new the character and the logo to make the identity bolder and more interactive for children.





**Met DARMA and ARA**. Si kancil needs a friend to accompany him spread the information about disaster knowledge. Darma and Ara will definitely happy to help Si Kancil and they could get along better with all the kids.



To make it more interactive and raise kid's awareness, we need to make the design more sophisticated than before. So, we start from re branding the character and the logo itself.

Graphic design and illustration played a role in the success of the program. Participants were more Engaged and attentive. Learning was much more fun for everyone.

#### 2. Localize NPO+arts' Disaster Education Board Games into Indonesian version

Designing the logo and the character only weren't enough to gain the public awareness. The second part is we need to focus on the 'product'. The quality of the program and game itself have the huge role to make the kids and family interested.

We need to provide games which have a good quality and could effectively deliver the disaster knowledge to the kids. NPO+arts has many board games that the quality has been guarantee to the kids. Such as SHUFFLE games, Namazu no Gakko (Catfish School), and gura town. It was a good idea to localize their games and made own version of SHUFFLE which will suitable for Indonesian condition and culture.



































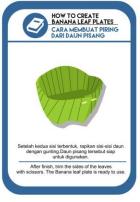
































3. Develop a brand new Disaster education program and materials



# SNAKE AND LADDER BANDANA







## 3. Future Plans

Every schoolchild in Japan will be familiar with disaster drills, even the mitigation system itself is better prepared. The emergency calls, the coordination, and the important part is every single person in japan know what to do when disaster happen. They are familiar with the situation. When Earthquake happen, they will swiftly hide under their desks to shelter from falling debris. If the children are out in the playground they will rush to the centre of any open space to avoid being hit by falling debris. The local fire department also takes group of children into earthquake simulation machines to familiarize them with the sensation of being in an earthquake. Schools with two storeys or more have evacuation chutes which children can slide down to safety.

The thing is, they know how important it is to be prepared before the disaster happen. We can learn how to be prepared by seeing how Japanese society prepares and educates their citizens to respond to earthquakes.

After learn so many things in japan, I got a higher hopes that Indonesia could done the same thing as Japan. And should be as good as japan. We just need to find the possibilities and chances. In Indonesia right know, lots of community or organization focusing on disaster education, but they only provides an emergency drills that not so interesting for most people.

On 2007, we developed disaster risk reduction program through IKC Indonesia, on 2016 we added more creative works to make these program more interesting through the brand new SI KANCIL program. I do hope after go back to Indonesia we could manage these programs and spread the information widely.

No one could predict when disaster will happen. But you could always reduce the number of victim by having disaster mitigation knowledge. One information could save many lives. Maybe yours, Maybe your family, maybe the whole town.

