# Article information:

Stop Disasters 2.0: Video Games as Tools for Disaster Risk Reduction.: EBSCOhost
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# Article summary:

1. This article discusses the use of video games as tools for disaster risk reduction.

2. It explains how data storage policies and preferences can be used to enable essential site functionality, marketing, personalization, and analytics.

3. It also outlines how these tools can help reduce the risks associated with disasters.

# Article rating:

Appears moderately imbalanced: The article provides some useful information, but is missing several important points or pieces of evidence that would be required to present the discussed topics in a balanced and reliable way. You are encouraged to seek a more balanced perspective on the presented issues by exploring the provided research topics and looking at different information sources.

# Article analysis:

The article is generally reliable in its discussion of the use of video games as tools for disaster risk reduction. The article provides a clear explanation of how data storage policies and preferences can be used to enable essential site functionality, marketing, personalization, and analytics. However, there are some potential biases that should be noted. For example, the article does not explore any counterarguments or present both sides equally when discussing the use of video games as tools for disaster risk reduction. Additionally, there is no evidence provided to support the claims made in the article regarding the effectiveness of these tools in reducing risks associated with disasters. Furthermore, there is no mention of possible risks associated with using video games as tools for disaster risk reduction or any discussion of potential unintended consequences that could arise from their use. Finally, it should be noted that some promotional content may be present in the article due to its focus on a specific product or service related to this topic.

# Topics for further research:

* Disaster risk reduction video games
* Potential risks of using video games for disaster risk reduction
* Unintended consequences of using video games for disaster risk reduction
* Counterarguments to using video games for disaster risk reduction
* Evidence for effectiveness of video games for disaster risk reduction
* Data storage policies and preferences for video games for disaster risk reduction

# Report location:

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