# Article information:

(PDF) Digital Games in Disaster Preparedness Education
[https://www.researchgate.net/publication/340643447\_Digital\_Games\_in\_Disaster\_Preparedness\_Education?channel=doi=5e966e8e4585150839de68af=true](https://www.researchgate.net/publication/340643447_Digital_Games_in_Disaster_Preparedness_Education?channel=doi&linkId=5e966e8e4585150839de68af&showFulltext=true)

# Article summary:

1. Digital/computer games have the potential to provide a number of benefits to disaster preparedness education.

2. Ten games were selected for analysis against a Knowledge Framework derived from existing sources, and it was found that while none covered every aspect of the Knowledge Framework, there were games with comprehensive sets of messages.

3. Games may be most effective in providing motivation for players to engage with disaster preparedness.

# Article rating:

May be slightly imbalanced: The article presents the information in a generally reliable way, but there are minor points of consideration that could be explored further or claims that are not fully backed by appropriate evidence. Some perspectives may also be omitted, and you are encouraged to use the research topics section to explore the topic further.

# Article analysis:

The article is generally reliable and trustworthy, as it provides an overview of the potential benefits of digital/computer games in disaster preparedness education, as well as an analysis of ten games against a Knowledge Framework derived from existing sources. The article also provides discussion on Augmented Reality, the need for structure around educational games for them to be effective, how educational games can learn from the game entertainment industry, and some areas of future expansion.

However, there are some potential biases in the article that should be noted. For example, the article does not explore any counterarguments or present both sides equally when discussing the potential benefits of digital/computer games in disaster preparedness education. Additionally, there is no mention of possible risks associated with using digital/computer games in this context or any evidence provided to support the claims made about their effectiveness. Furthermore, there is a lack of detail regarding how exactly these games can learn from the game entertainment industry and what specific areas could be explored for future expansion.

# Topics for further research:

* Risks associated with digital/computer games in disaster preparedness education
* Evidence for effectiveness of digital/computer games in disaster preparedness education
* Counterarguments to using digital/computer games in disaster preparedness education
* How educational games can learn from the game entertainment industry
* Areas of future expansion for digital/computer games in disaster preparedness education
* Impact of Augmented Reality on digital/computer games in disaster preparedness education

# Report location:

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