

DISASTER RESEARCH

INNOVATING FOR AN IMAGINED DISASTER FUTURE
A Workshop in Honor of the Disaster Research Center's 60th Anniversary
May 2-5, 2024, Disaster Research Center University of Delaware



Program Friday, May 3, 2024

Time	Sessions
8:15 am - 8:45 am	Registration - Lobby Clayton Hall
9:00 am - 9:15 am	Welcome and Opening Remarks - James Kendra and Tricia Wachtendorf Auditorium - Room 128
9:15 am - 10:30 am	Featured Presentations - Amish Trivedi, Angela Gladwell, Rachel Davidson, Jennifer Lazo, Giuseppe Lelow Auditorium - Room 128
10:30 am - 11:00 am	Coffee Break - Lobby
11:00 am - 12:00 pm	Featured Presentations - Felicia Henry, Mitchell Stripling, Jenniffer Santos-Hernandez, A.R. Siders Auditorium - Room 128
12:00 pm - 1:15 pm	Buffet Lunch Ballroom - Room 101A
1:15 pm - 2:10 pm	Panel Session: Springboard for Future-Oriented Thinking - Michelle Meyer, Lori Peek, Jessica Jensen, Joseph Trainor, Tricia Wachtendorf (moderator) Ballroom - Room 101A

2:15 pm - 3:15 pm	Collaborative Working Session - Join a working group to discuss the future research, policy, and applied needs moving forward				
	Institutional failures and trust in institutions - Room 125	Storytelling, gaming and imagining disaster futures Room 122	Balancing resiliency, prosperity, & equity - Room 121	Compounding disasters and the polycrisis – Room 120	Marginalization and conflict - Room 119
3:15 pm - 3:45 pm	Break and transition to Fireside Chat Auditorium - Room 128 Please enter through designated doors on the right				
4pm - 5:15pm	Fireside Chat - Biden Institute Chair Valerie Biden Owens and Dr. Anthony Fauci Auditorium - Room 128				
5:15 pm - 7:45 pm	Disaster NightLab				
	Collection Room, Films, Hands-On activities, Meet the Author Table, Posters, Activities and Conversation				
	Quarantelli Collection Room Room 123	Film Screenings (Schedule in your registration materials and outside the room) Room 125	Poster Presentations and Interactive Stations Room 101B	Cash-bar Reception, Meet-the-Authors, Interactive Stations Lobby	Hand-On Activities: 5:45pm Level Up: Harnessing Serious Games for Disaster Preparedness 7pm Disaster Education Through the Flood Resilience Challenge Serious Game Room 120
7:45 pm - 9:30 pm	Dinner Buffet Ballroom - Room 101A				

Badges - Please wear your workshop badge at all times. It is required for lunch and dinner, as well as entry to the Fireside Chat.

Quiet Room - Room 124: Open throughout the workshop

NightLab - Sessions may start and end slightly earlier or later than scheduled, depending on the Fireside Chat Schedule

Quarantelli Collection Room - Room 123: Join the professional staff of the E.L. Quarantelli Collection to learn about DRC's archives, explore opportunities to utilize the collection for your research, and view artifacts from DRC's founders. Many of these will be different from what was on exhibit at the Thursday open house. Learn about the important preservation work underway at the Center and how to support these efforts. In addition to its scheduled openings, feel free to stop by as the room may be open at other times during the day.

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Additional Activity Details:

Level Up: Harnessing Serious Games for Disaster Preparedness – Maggie Leon-Corwin

Disaster preparedness and mitigation demand dynamic approaches that actively engage target audiences. Enter Serious Games—transformative tools that merge education and enjoyment. In this session, attendees will receive a short overview of Serious Games designed for disasters, followed by an immersive demonstration of Extreme Event. Developed by the National Academies of Sciences' Lax X and Resilient America Roundtable, Extreme Event is an "in-person role-playing game that gives participants a taste of what it takes to build community resilience in the face of disaster." In this Extreme Event, players collaborate to make decisions and solve problems during an engaging, fast-paced simulation of one of three disasters: hurricane, flood, or earthquake. After engaging in a hands-on experience with this impactful tool, participants will discuss potential applications for Serious Games in their areas of practice.

Disaster Education Through the Flood Resilience Challenge Serious Game - Eva Angelyna Bogdan

Post-secondary students need education and training to understand and address complex problems in their future careers, such as climate change and flooding. A growing body of research shows that the gamification of complex socio-environmental problems can create safe spaces for stakeholders to explore diverse views in a low-pressure environment. The Flood Resilience Challenge (FRC) serious game was developed by a disaster and environmental sociologist with a hydrotechnical engineer. Players take on the roles of stakeholders (e.g., mayor, land developer) who make decisions to plan for, and respond to, different types of flooding. Players experience the real-life challenges of addressing flooding issues due to differences in stakeholders' perspectives and values, limited finances and time, inequities in power dynamics, and various types of floods. The FRC game was tested and found effective in increasing flood literacy, fostering social learning, and creating safe spaces for exploring risk management and communication strategies. Players also gain a greater understanding of governance and equity issues.