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第7章

学生プレゼンテーション資料

Network Structure in Late Phase Disaster Response

Group 1

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Proposal

We discussed about countermeasures against the Great East Japan Earthquake in San Francisco. Through the volunteer experiences of some members in the disaster, we had learned the problems about sending volunteers to the disaster sites and communication system among all reconstruction supporters. After two days of discussions, we concluded the system for managing information at late phase of disaster reconstruction was needed to use the working power of volunteers as efficiently as possible. So we proposed a three-tiered network structure in late phase disaster response, which was composed of the head office centered on the local social welfare council, various local professional agencies such as schools, food companies, hospitals, etc. and volunteers from all over the world.

UNESCO Competition to Prepare for the Future of Tohoku area

To apply for *Earthquake Disaster Recovery + design COMPETITION* sponsored by UNESCO, we made 2 modifications to the original proposal. One was organization change of the head office and the other was the change in the strength of the relationships among the parties.

Firstly, we added Red Cross and United Nations to the head office. This made it possible not only to exchange information among organizations around the world easily, but also to match the right volunteers and donations from all over the world to the right places. The important point is that only a handful of members belong to this group, which allows for swift decision-making.

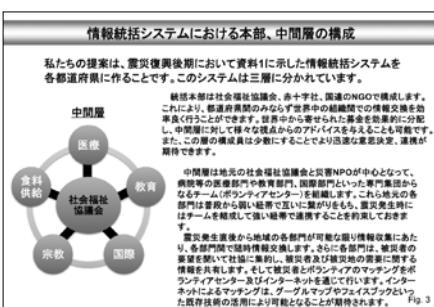
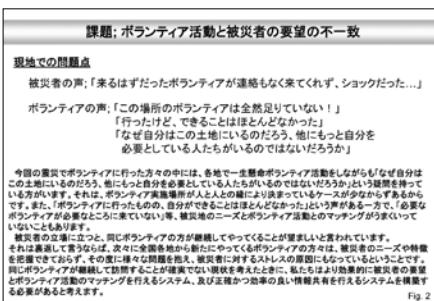
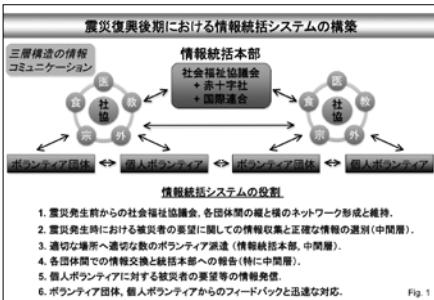
Furthermore, we offered different levels of relationships among groups. The relationships among top, middle, and bottom groups are strong and, on the other hand, the departments in each group have weak relationships when a disaster strikes. In this way, prompt and requisite information flows will arise and they will contribute to the effective solutions of various and complicated problems in late phase disaster response.

Our Activity after Return

Actually, we didn't have time to get together after returning to Japan because of individual activities such as academic

conferences, job hunting, and piled-up works. So we communicated with one another via email to improve our proposal. We learned picking up specific situation was important to identify and resolve the issues we may be facing quickly. Unfortunately, although our proposal wasn't adopted, we will be able to make use of our experiences in a series of activities for competition to contribute to reconstruction in Tohoku area another time.

Finally, we greatly appreciate Prof. Kuboi, Dr. Kabasawa who was the mentor of our group and everyone who helped us. We sincerely hope for Tohoku's early recovery.



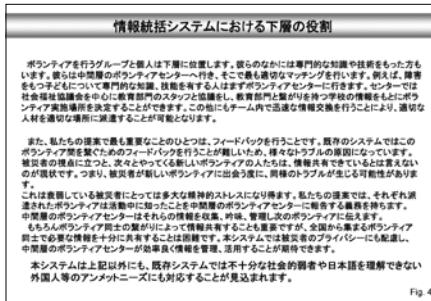


Fig. 4

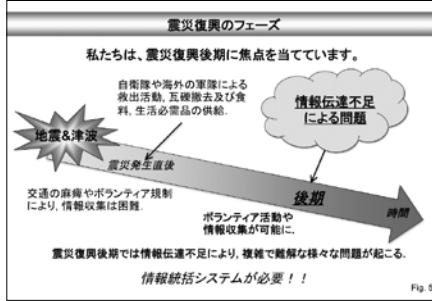


Fig. 3

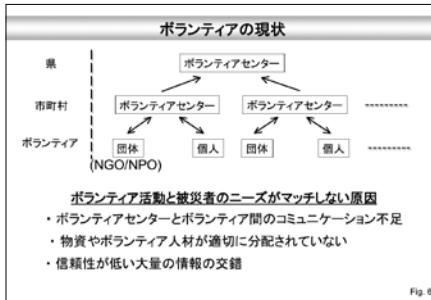
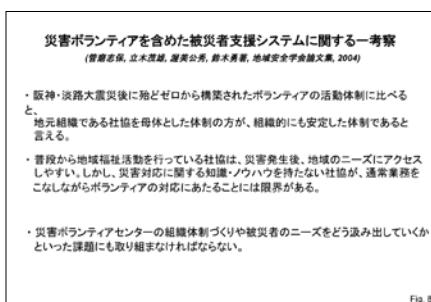


Fig. 9

Fig. 5



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Saigai café project

Group 2

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Proposal

We proposed “Saigai café project”, performing Saigai café by bridging volunteers and café events communities. Saigai café is a place for sharing information and ideas about Saigai (Disaster = 災害). As a result of huge disaster, we had many problems about food safety, disaster prevention, volunteers and so on. Saigai café encourages sharing information and ideas, which leads to address three problems: anxiety, lack of awareness and lack of support.

Saigai café proceeds in the following four steps. First, people volunteer and come up with new findings and ideas. Second, volunteers elaborate a plan of Saigai café consulting with a café events community. Third, volunteers bring the ideas to community and think what each of us can do in each place. Finally, participates of Saigai café share information and ideas with more people.

In future, we expand Saigai café all over the

world to maintain awareness and implementing the ideas from the café. Saigai café will not stay only within Japan, but it mainly promotes people to share information and ideas beyond Japan.

Discussion

We had a workshop to discuss about “Recovery from disaster in Tohoku” in Shin-kanrinmaru Project 2011. There were approximately 20 Osaka University students and 10 University students in the United States, and students separated into four groups. Each group's goal was to propose ideas to issue +design competition, a project for solving social issue started in 2009. Japan students of each group had prepared for the workshop before they visited the United States. In group 2, Japan students first exchanged views on a wide range of issues and thought what kind of theme we would discuss with American students. We thought that we should deal with a subject which interests American students. And we found that it was important as to “what we should address” and “How we approach the problem”. Over time, we decided that each member would prepare his/her problem consciousness and specific idea to conduct the problem. Besides, we prepared the information about damage situation of the disaster in Tohoku to share the basic information with American students.

In the workshop, our group started with

sharing information about the damage situation, and each Japan student made a presentation. After that, we discussed what themes we would address. Japan students had already had a clearly separate role before our group discussed, so that everyone could be committed to group's success all through the workshop. Some Japan students collected damage information of the disaster and explained to American students. Another Japan student had communicated and provided information to American students before Japan students visited the United States. Another Japan student facilitated the discussion. And a group leader facilitated the all group work.

In addition, presentations by each Japan students were not only very effective for sharing each member's motivation but also we saw specialties from them. Some students majoring social science proposed "Japan's social responsibility as an affected country" or "Leadership we need for the recovery from the crisis". On the other hand, a student majoring the engineering proposed "Avoiding lack of motivation of engineers and scientists".

In exchanging opinions, we decided to focus on an idea, organizing café events about Saigai to sharing information and idea. Next, we explored this idea, which brought it internationally. There were various ideas such as expanding café events all over the world, developing an innovative platform, collaboration with international community and so on. We



improved our idea from a global standpoint through exchanging view among Japan and American students.

Finally, each group had a presentation describing the idea after two day discussion and all students and staff voted to most valuable proposal. As a result, our group won the first prize. Our idea was highly valued in terms of the practical and innovative. After workshop in the United States, we proposed our idea to issue+design competition. Unfortunately, we failed the competition, but many people praised and highly appreciated our idea. We believe that our idea become reality in future.

Design Idea

Saigai Café Project

Perform Saigai café by bridging volunteers and café events communities

Saigai Café...
A place for sharing information and ideas about **Saigai (Disaster = 災害)**
Saigai café is modeled on Science café (see Supplement 1)

Issue

Why do we need Saigai café?

Is the food safe?
What should we do for disaster prevention?
Do we need more volunteers for recovery?
Anxiety
Lack of awareness
Lack of support
Saigai café encourage sharing information and ideas, which leads to address three problems

Process

Step

- ① **Volunteer**
Come up with new findings and ideas through volunteering
- ② **Café arrange**
Volunteers elaborate a plan of Saigai café consulting with a café events community
- ③ **Organize Saigai cafe**
Bring the ideas to community and think what each of us can do in each place
- ④ **Expand activities**
Share information and ideas with more people

Effect

Saigai café across the country

Saigai café
Effects of Saigai café
1 Increase supports
2 Disaster prevention
3 Share information

Supplement 1

What is Science café?

Science café involve a lively conversation with a scientist about current science topics

1. For Everyone
All people can join the Science café (students, public, experts and etc.)
2. Everywhere
There are more than 1000 events per year in Japan at various places
3. Collaboration
We can arrange science café to be exciting and fantastic.

Example

Osaka after 10 years
Guest: Artist × Urban design scientist
In Library

To make very practical solutions
Guest: Engineer × Philosopher
In cafe space

Ijima Leo et al, USC, 2010. Cross-Sectional Science Communication by Students

Supplement 2

Saigai café

1. Modeled on Science café
2. We can produce more collaborations
3. We can share new ideas for support

Volunteer Café events community
× ×
Artist
Engineer
Administrator

We will collaborate with "Suzuran", a volunteer community, to approach volunteers
We have various connection with many "events communities" through our past activities

Supplement 3 The problems we want to address

Anxiety



Lack of awareness

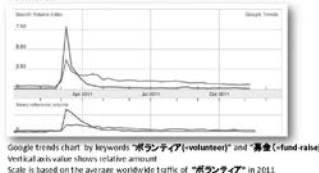


Lack of support



Although people's awareness to the disaster and the recovery is very high right after a big natural disaster, as below chart shows, it decline as time goes by. However, we should not spoil but make the best use of lessons learned from the past experiences.

Volunteer — Fund-raise —



Supplement 4 Future Plan and Collaboration

Phase 1: All over the country in Japan
 Maintaining awareness and implementing the ideas from the café

Phase 2: All over the world
 Share lessons learned with people in different countries



Saigai cafe project is a co-project made by Japanese and American students. By collaborating internationally, "Saigai cafe" will not stay only within Japan, but it mainly promotes people to share information and ideas beyond Japan. We believe that lessons learned are important not only for recovery from disaster but also for minimizing its damage.

The brains stormed for “A.I card”

Group 3

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Yang PAN,
Sharma AMIT,
Mao TAKETANI,
Yusuke ASADA

Our idea for a competition, “issue+design” is “A. I card (Awareness & Instruction card)”. Travelers have difficulties in unexpected disasters such as an earthquake, a tsunami and an exposure for the radiation. For surviving in these situations, what works for helping you? Simple and basic awareness and instruction for protecting yourself will help you in these situations. Based on our fieldwork in S.F, most of the travelers were not aware how they escape from the unexpected situation. That is why the travelers becomes panic and tend to be victims because of the slow evacuation. Not to be like these travelers, we proposed a new education kit, “A. I card”. The card is one of playing card games with simple and basic awareness and instruction (a figure in the next page). Through playing with this card, we can naturally learn how to behave in unexpected emergent situations. Then, it will help you in unexpected disasters. In what follows, we would like to show you what we did until we built this idea.

The brains stormed in Japan

After we went back to Japan, we started to prepare for submitting our idea to the design competition, issue+design. We already built a core idea, “simple and basic awareness and instruction” for a new product for the competition. Thus, all we have to do was to embody the idea. To embody the idea, we had brainstorming meeting a few times, and concentrate on hitting on many ideas derived from each different background. Our members have different majors such as biology and physics. Not only their own major but also different job experience worked for the brainstorming. One day, surprisingly, we generated 50 candidates just in 5 minutes, and the ideas were so fruitful that we could find new ideas for recovery from the earthquake in northern Japan. As the ideas became more concrete, our friendship is more tightened up. At last, the brainstorming gradually became natural culture among us, and we have closer friendship than in S.F.

The results

Our idea, “A. I card” was rejected in the first stage. But, we never gave up. Because we love the idea, we brought the idea into a Japanese famous card game product company. They praised the educational aspect of our card and gave us advice to build an original card game rule. We will do it in the future.

Current activity

Through our discussion and brainstorming in Japan, we hit not only "A. I card" but also another new idea for the recovery from the earthquake in the northern Japan. We continue to propose and re-build our idea again and again based on feedback from many people. Our idea surely comes true near future.



Figure 1. Examples of A.I card

A.I. トランプ
Awareness and Instruction playing Cards

災害はいつも「想定外」

「想定外」に遭遇したとき、
「人間の最大の武器は、
「習慣」と「信頼」である」
伊藤幸太郎、「ゴルダースランバー」、新潮社、2002.

普段から、災害に対する習慣と信頼を
カードゲームで
育てることを提案します

災害は、いつも想定外
-自然の想定ができない準備でいていい-

光雲が現された時、
自分がわからぬない時、
スリルの足の音を聴く時、
熱中し切れた時、
自分が気持ちを平常心にする作
業だなと心もれい。

正直性バイブル
危険な状況ではないと感じ込む心理

二人でらのお互いを生き残さるために、
地域のそれらののきを見て倒れました。
ここに住んでいた女性を
見得するのめ
20分かかりました。

想定外行動
人を助けようとする行動や姿勢

2011年 東日本大震災の教訓
災害に対する知識や経験が不足。
隣がちなら集団心理、災害への認識
災害時の行動指針
を失しているため、
人間の本性に大きな影響を受ける。
自然のないうじて、
災害特有の「想定外」に陥っていい。
命を失さないことを。

2020年 被災地への課題:
災害意識の開発

Awareness & Instruction を開拓づけ、
災害時に自ら行動する意識と
人ととの連携と想定外を養ふこと。

いつの時代も、カードゲームは、老若男女、世代や国境を飛び越えて
楽しいコミュニケーションを創ります。

遊び王 トランプ 花札

私はたちは、
A.I. トランプを提案します。

Q: これはどのくらい災害が発生しているのでしょうか。
Awareness & Instructionの開拓づけや
習慣化が求められるごとにどうつけるの?

A: 雪山のかつらは誰がいいから

遊びければ、人の行動は変わら
一災害への心の構えを教えてもらおうができる。
遊びを通じて、災害を学び、「習慣」と想像力を養えます。
コミュニケーションでの「信頼感」を養えます。

Awareness & Instruction(A.I.) トランプ
シンプルでベーシックなトランプ
遊びに、災害認識や行動指針が描かれている
牌で遊べる簡単なゲーム。e.g 神経衰弱など

1 1

A.I. トランプは、未来の災害への習慣と信頼を育てます

東日本大震災に隣ね、災害はいつも想定外、
未來の災害は地震に限らない。
もちろん、災害は地震に限らない。
だから、災害は想定外。

だから、旅行のときにも、
A.I. トランプを持っていたください。

A.I. トランプは、
文化、習慣、行動を開拓
人の命を救います。(e.g. バイク 神經衰弱 etc)
災害防護を養います。

自然エネルギーカード遊びの機会ができ、
見る地震だけでなく、
様々な災害に備えて
習慣と信頼、そして、想像力を
育てます。その結果、命を守ります。

DIS(Independent Disaster Information Service)

Group 4

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Takashi IKEDA,
Peter THOMPSON,
David WOIWODE,
Christion DISANZO,
Denia DJOKIC,
Kei SATO**

After discussion in the US, we altered our presentation to qualify for the issue+design competition because the US version was in our opinion somewhat impractical.

The new description first considers what kind of service or product is best and which elements are necessary or unnecessary. The fundamental idea, a peer-review system in which an Independent Disaster Information Service (IDIS) aggregates information to inform the public, is preserved. Ultimately, the IDIS is designed to reduce the rumors and confusion that typically follow a disaster.

Amendments to the original idea include a website with real-time chat and consulting systems. The chat system allows an exchange of opinions, which can provide more details about the disaster than other forms of media. The consulting system enables the public to directly communicate with experts. Furthermore, to prevent specious or redundant questions, we

suggest a ranking system to make the consulting system more efficient.

Our group did not have sufficient time to discuss the details, but I learned a lot through the Shin-Kanrinmaru project and the issue+design competition.

I feel that creating a new idea is especially difficult with people of different backgrounds and cultures, but it is also a great chance to be exposed to new ideas and ways of thinking.



