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The University of Osaka

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.

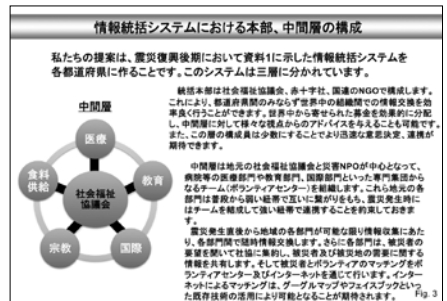
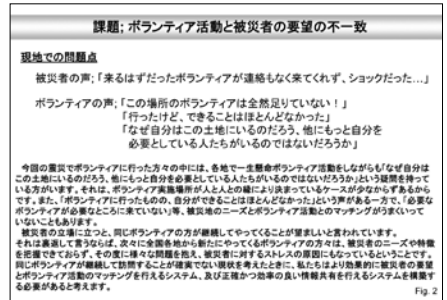
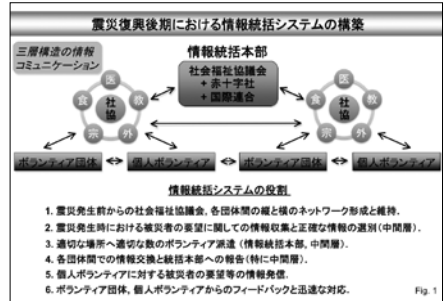


Fig. 8

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 State. 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.

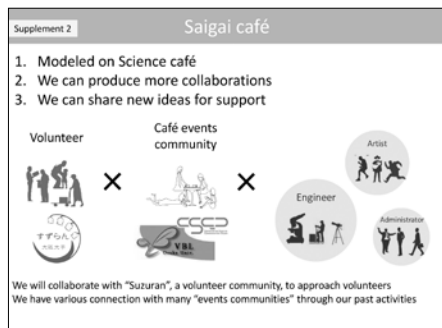
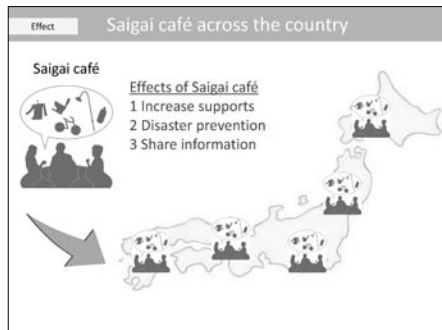
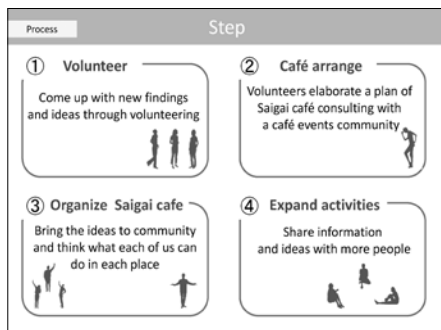
In addition, presentations by each Japan students were not only very effective for sharing each member's motivation but also we saw specialties from them. Some students majoring social science proposed "Japan's social responsibility as an affected country" or "Leadership we need for the recovery from 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.





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 situation. 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、「ゴールデンスタンパー」、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
-自分の想像ができない準備できない-

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。
Awareness
低いから集団心理、災害への認識
不足から、災害時の行動計画
を欠いているため、
人間の本能に大きく影響を受ける。
自然の力に打ち
負ける状況に陥ってしまっている。
命を失ってしまう。

**2020年 被災地への課題：
防災意識の喚起**
Awareness & Instruction を関連づけ、
災害時に自律的に行動する習慣と
人々の信頼や協力を養うこと。

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

津波王 トランプ 花札

私は、
A.I. トランプを提案します。

Q. これは多くの災害が発生しているのに、なぜ、
Awareness & Instruction が関係付けず
習慣化がなされなかったのか？
A. 楽しかった経験がないから。

遊びを通じて、災害を学び、「習慣」と信頼力を養えます。
コミュニケーションを図ることで、
コミュニティでの「信頼感」を養えます。

Awareness & Instruction (A.I.) トランプ
シンプルでバージョンアップ可能なトランプ
絵柄に、災害認識や行動計画が描かれている
誰でも遊べる簡単なゲーム。e.g. 神経衰弱など

A.I. トランプは、未来の災害への習慣と信頼を育てます

東日本大震災に限らず、災害はいつも想定外。
未来の災害は地震に限らない
もちろん、災害は地域に限らない。
だから、災害は想定外。

例えば、スペインインフルエンザへの対応は、
今の想像を超えておこなう必要があります。
これは自然な状況ですが、災害の起こったときに
人は東日本大震災のときと同様に、
「何をすべきか」と思ってしまう。トランプに
描かれた準備をすることで、
今に思われて見ぬ、見たことなかった
と覚えます。

だから、旅行のときにも、
A.I. トランプを持って行ってください。

A.I. トランプは、
文化、習慣、世代を問わず
人の輪を作ります。(e.g. パルク 神経衰弱 etc)
災害訓練をします。

自然とエピソードを語る機会ができ、
来るべき災害に備えて、
準備をしながら、
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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Si GAO,
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.



