

### The original good of Tohoku University “Disaster Mitigation Action Card Game”

[ [Topics \(In Japanese\)](#) ] Friday February 26th, 2016

Outline of DMAC:

“Disaster Mitigation Action Card Game (DMAC)” is created by a student group and its advisers of G-Safety program. It is a game that allows its players to think quickly how to protect themselves from disasters. DMAC can be played by several groups of 4-7 players and consists of simple rules that are similar to the ones of “karuta,”(Japanese cards). Through this game, players may share their disaster mitigating ideas with each other.

WEB Site of DMAC:

<http://g-safety.tohoku.ac.jp/en/dmac/>

Manufacture:

Tohoku University Co-op manufactures “DMAC earthquake and tsunami” as an original good of Tohoku University. Its sale starts on 10th March 2016 under the contract with Tohoku University’s tech transfer office “Tohoku Techno Arch Co., Ltd..” “Disaster Mitigation Action Card Game” is a registered trademark of Tohoku University in Japan.

WEB Site of SHOP (after 10th March, 2016):

<http://www.tohoku.u-coop.or.jp/shopping/goods/>

About DMAC:

Key points

- (1) Quick decision making
- (2) Sharing risk awareness
- (3) Universal design (Pictograms)

Roles

- (1) Game master: Game organizer
- (2) Sub master: Facilitator in a group
- (3) Players: 4-7 players in a group

How to play

- (1) Lay all 27 cards face up.
- (2) Game master reads a question. Players have to choose a card within 3 seconds.  
\*Let’s find another card if your target has been picked by another player.
- (3) After each player has taken a card, each player explains why he/she chooses it to other players within 30 seconds.

(4) If everyone agrees with your explanation, you gain one point. Everyone will clap hands.

About G-Safety program:

Inter-Graduate School Doctoral Degree Program on Science for Global Safety (G-Safety) is promoted by Division for Leading Graduate School Programs, Tohoku University Institute for Promoting Graduate Degree Programs, Tohoku University. Our "Science for Global Safety" is an academic attempt to systematically organize various studies regarding safety, which have developed within different specialized domains, according to their space, time and social aspects from a global perspective, placing disaster prevention/ mitigation for natural disasters and other risks as the central pillars.

This program is constructed based on the three viewpoints of "Understanding safety and security," "Creating safety and security," and "Living in safety and security," supported by collaborations among researchers in science, engineering and humanities & social sciences.

# Disaster Mitigation Action Card Game



## 【Outline】

“Disaster Mitigation Action Card Game (DMAC)”, created by some members of G-Safety, is a game that allows its players to think quickly how to protect themselves from a disasters. DMAC can be played by several people and consists of simple rules that are similar to the ones of “karuta,” (Japanese cards). Through this game, players may share ideas with each other.

“Disaster Mitigation Action Card Game” is a registered trademark of Tohoku University in Japan.

## 【Key points】

- (1) Quick decision making.
- (2) Sharing Risk Awareness
- (3) Universal Design (Pictograms)

## 【Roles】

- (1) Game Master: Game organizer
- (2) Sub Master: Facilitator in a group
- (3) Players: 4-7 players in a group

## 【How to play】

- (1) Lay all 27 cards face up.
- (2) Game master reads a question. Players have to choose a card within 3 seconds.  
\*Let's find another card if your target has been picked by another player.
- (3) After all players have finished taking a card, please explain why you chose it to other players within 30 seconds.
- (4) If everyone agrees with you, you gain one point. Everyone will clap hands.

## 【Samples of Question】

- (1) You're at a lecture room now.  
An earthquake suddenly occurred. The buildings are strongly shaking.  
What do you do?

(2) You're now on your way home.  
A large earthquake occurs. A tsunami warning was issued.  
What do you do?

(3) You're cooking in the kitchen.  
You hear an alarm of Earthquake Early Warning.  
What do you do?

(4) You're in the subway station.  
You see a sign hung from the ceiling shake.  
What do you do?

(5) You're at the beach.  
A small earthquake occurred. People seem to do nothing.  
What do you do?

【Lecture guidance】

Sometimes we have Lecture guidance. Please contact us directly for details.

【Activities】

 [Facebook](#)

**Disaster Mitigation Action Card Game Earthquakes & Tsunamis**

**減災アクション! ~地震・津波編~ カードゲーム**

**WHAT IS the Disaster Mitigation Action Card Game (DMAC)?**  
DMAC is a game that teaches how to protect yourself from disasters. In DMAC, there are three roles: "Game-Master" as the organizer, "Sub-Master" as the facilitator, and "Player". All that's needed to play DMAC are sets of cards and at least three members: one game-master (Game-Master can perform Sub-Master concurrently), and two players.

**HOW TO PLAY** (See figures in Japanese version)  
Lay all cards face up.  
1. Game-Master reads a question. Players have to choose a card within 3 seconds.  
2. Let's find another card if your target has been picked by another player.  
3. Please explain why you choose it to other players.  
4. If everyone agrees with you, you gain one point. Everyone will clap hands.  
5. Players who received the best results will be given the title of Disaster Prevention! Miss Leader.

**THREE FEATURES**  
1. Quick Decision Making  
In this game, you have to choose a card within 3 seconds. You need to judge the priorities for actions when disaster happens in order to protect yourself.  
2. Sharing Risk Awareness  
A natural disaster can occur in daily life. It is important to be aware of risks on your daily life. In addition, you can notice other risks from other players' explanation.  
3. Pictograms  
The cards contain no writing. With your imagination, you can explain each card in many ways.

**ゲームの流れ**  
1. ゲームマスターが問題文を読み上げます。プレイヤーは制限時間内(3秒)にカードを選択してください。  
2. ほかのプレイヤーが自分のターゲットカードを選んだら、もう一枚のカードを探してください。  
3. 自分が選んだカードを他のプレイヤーに説明してください。  
4. みんなが納得したら拍手をとり、ポイントを獲得します。  
5. 全員が納得したら、全員が拍手をとり、ポイントを獲得します。  
6. 最も良い結果を出したプレイヤーは「防災リーダー」の称号を獲得します。

**役割**  
ゲームマスター: ゲーム全体の進行役  
サブマスター: 質問カードを読み上げる役  
プレイヤー: ゲームの参加者

**問題**  
1. 震度4以上の地震が起きました。  
2. 地震が起きたとき、窓ガラスが割れました。  
3. 建物が大揺れしています。  
4. 震度4以上の地震が起きました。  
5. 大きな津波が起きました。  
6. 津波警報が発表されました。

**説明の例**  
「震度4」は揺れるから怖いけれど、揺れても大丈夫です。  
「窓ガラスが割れました」は、窓ガラスが割れるから、窓ガラスを壊さないようにしてください。  
「建物が大揺れしています」は、建物が揺れるから、建物の揺れを止めるようにしてください。  
「大きな津波が起きました」は、津波が来るから、津波の危険を減らすようにしてください。  
「津波警報が発表されました」は、津波警報が発表されたから、津波の危険を減らすようにしてください。

**問題文**  
問題文は①～⑥のいずれかの中から、自分の好きなものを選び、自分の周りのプレイヤーに説明してください。最も良い結果を出したプレイヤーは、防災リーダーの称号を獲得します。

**Answer**  
DMAC questions describe specific cases like ①where you are, ②what will happen, ③how is the situation around you. You can design questions in many ways by assuming various cases. It is important to assume every risk likely to explain why you take the action.

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# 東北大記念グッズ

東北大記念グッズのご注文 ▶ (<https://www.tohoku.u-coop.or.jp/app/shopping/goods/>)

新商品

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## 減災アクション! カードゲーム

2,000円 (税込)

本体価格1,852円 (税48円)

海外への販売は準備中です。

文部科学省博士課程教育リーディングプログラム複合領域型 (安全安心) 「グローバル安全学トップリーダー育成プログラム (以下、G-Safety)」の大学院生らが開発しました。

災害時には子ども達自身で「いのちを守る行動」をとって欲しいとの思いで制作した、ゲーム形式を取り入れた防災・減災教育用教材「減災アクションカードゲーム」です。

本教材は、2015年3月の国連防災世界会議で公開し、以後、地域で普及活動を実施する中で、教材として入手希望の問い合わせが多数寄せられました。

「減災アクション! カードゲーム」は、災害時の行動について、(1)問題文を読む、(2)答えの行動を示す絵札を3秒以内にとる、(3)その行動について30秒で説明することで、災害時にいのちを守るための「とっさの判断」を「自分で考える」ことを学ぶ教材です。

補足：この商品は絵柄カードと5題の例題のセットです。

詳しい内容をお知りになりたい方は講習会に参加することができます。

詳しくは、<http://g-safety.tohoku.ac.jp/dmac/> (<http://g-safety.tohoku.ac.jp/dmac/>) をご覧下さい。

☞簡単なゲームの流れはコチラ ([./doc/game\\_gensai.pdf](/doc/game_gensai.pdf))

