

Erasmus+ Project: Prevention of Disaster ICT (Information and communication technology)

KA201-Strategic Partnership for school education, 2019-2022

[PREDICT - Prevention of disasters ICT \(projectpredict.eu\)](http://projectpredict.eu)

Disasters vary in nature and magnitude, and there is a need to capture knowledge, experiences of previous disasters, lessons learned and promote culture of disaster risk prevention within a community. Education about disasters needs to be a part of every individual's cultural heritage and the development of appropriate knowledge, values, attitudes and habits should be encouraged from early childhood and be inclusive. Education, public awareness and training are the cornerstones of approaches aimed at reducing vulnerabilities to natural hazards. It is fundamental to include vulnerable social groups such as children, youth and persons with disabilities in every stage of the disaster risk management and build stronger community resilience. Very often these groups are neglected or the necessary and needed attention is not provided. Also, it is crucial to maintain a sustainable impetus among all the actors in every country from the civil societies to the governments, from the local organizations to the international organizations, with the HEI, the private sector and with the organizations and public bodies-schools work with people with disabilities included. If Disaster Risk Management (DRM) legislation, drills, trainings, awareness raising activities are not inclusive, then 10-12% of the affected population might neither be prepared for a disaster, nor receive emergency services after a disaster happens. The disaster response and rescue operations require lots of money (6-7 Euros saved in response for one Euro invested in prevention, according to DG ECHO). The use of new technologies increases the quality of disaster risk prevention. In the new era of Information Technology (IT) the development of Augmentative reality (AR) technology plays an important role when it comes to training responding to disasters and when addressing the disaster risk management, specifically in disaster risk awareness raising. In digital area, OER, gamification content is the key for gain knowledge for disaster risk management for pupils (including those with disabilities). It is also recognized that disasters in the aftermath have a huge emotional impact. Risk awareness can be more effective, if it is not seen only as a technical/ practical event but more as a potential and very strong emotional life-event. In today's world easily accessible and popular short film making is used a tool to address this emotional part of disaster awareness raising. The project contributes to the implementation of United Nations Convention on the Rights of Persons with Disabilities, UN Convention on the Rights of the Child, Sendai Framework for Disaster Risk Reduction (Sendai Framework) and of the 2030 Agenda for Sustainable Development addressing international incentives at the international level.

The general objective for this project is: Empowerment of an inclusive access and non-discriminatory participation of children, youth and persons with disability in disaster risk prevention and incorporation of disaster risk knowledge in formal and non-formal education through creating novel approach in training of children, youth and persons with disability, using OER and gamification as well as improvement of cross-sectors disaster risk reduction for children, youth and persons with disabilities with an all-inclusive approach by relevant institutions, making connections between HEI, schools, local authorities.