



Faculty of
Science and
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ICT-based Disaster Education Systems

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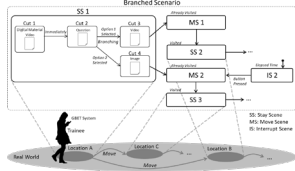
VR/AR-based Evacuation Training Systems

Enhancing interactivity and reality of evacuation training



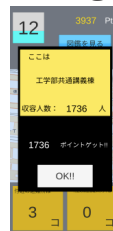
Evacuation Training System using LBG

Mainly training school students to be survivors



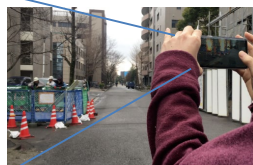
LBG-based System for Learning Local Disaster Management

Applying Pokémon GO's idea to disaster education



AR-based System for Visualizing Disaster Situations

Superimposing virtual disaster situations (CG) onto the real-time vision



Content:

(1) Background and Motivation

Anyone can encounter disasters. People should learn how to survive disasters and recognize that disasters are not someone else's problem. However, traditional disaster education has not yet been established. For example, in traditional evacuation training, participants simply follow a fixed route in a normal situation. Disaster education should be improved by ICT to be more interactive and realistic.

(2) Overview

My research team aims to develop new disaster education systems using ICT (e.g., VR/AR, digital game, and mobile systems) and practice the systems mainly in schools.

Projects:

- VR/AR-based Evacuation Training Systems
- Evacuation Training System using LBG (Location-based Game)
- LBG-based System for Learning Local Disaster Management
- AR-based System for Visualizing Disaster Situations

Keywords: VR/AR, digital game, and mobile systems

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