

Game “EZZRA” as an Innovative Solution

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Abstract : There are many catastrophic events that end with dire consequences, and to avoid them, people should be well-armed with the necessary information about these situations. During the last years, Serious Games have increasingly gained popularity for training people for different types of emergencies. The major discussed problem is the usage of gamification in education. Moreover, it is mandatory to understand how and what kind of gamified e-learning modules promote engagement. As the theme is emergency, we also find out people’s behavior for creating the final approach. Our proposed solution is an educational video game, “EZZRA”.

Keywords : gamification, education, emergency, serious games, game design, virtual reality, digitalisation

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