

FIRE EDUCATION PLATFORM: CREATING ENGAGEMENT THROUGH INTERACTIVE TECHNOLOGIES

Investigation Project in the context of the FIRE-RES
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Letícia Oliveira
Faculty of Engineering of the University of Porto
leticia Coelhooliveira@hotmail.com

Fabício Fava
University of Porto, Research Institute in Art, Design and Society (i2ADS)
(Portugal) Faculty of Fine Arts
ffava@fba.up.pt

Iryna Skulska
University of Lisbon, CEABN-InBIO (Portugal) School of Agriculture
irynaskulska@isa.ulisboa.pt

Ana Catarina Sequeira
University of Lisbon, CEABN-InBIO (Portugal) School of Agriculture
catarinasequeira@isa.ulisboa.pt

Conceição Colaço
University of Lisbon, CEABN-InBIO (Portugal) School of Agriculture
ccolaco@isa.ulisboa.pt

Introduction

The communication of fire and wildfire knowledge on the Internet is vast, with a significant number of credible sources in websites and forums distributing information on the topic.

However, most of the information available is targeted towards specialists, researchers, and stakeholders, failing to reach and engage wider audiences who seek simpler and more intuitive ways to access and understand the available content.

Objectives

Integrated into the FIRE-RES project, the goal is to create a Fire Education Platform that aggregates important information on wildfire resilience directed toward the target audiences defined in the project's scope: **fire researchers and technicians, educators and general audience** (students and citizens).

To improve the dissemination of fire information, we want to understand if we can improve engagement and user involvement by using multimedia interactive technologies and make fire knowledge more accessible, interesting, appealing, and engaging to everyone.

Methodology

To better understand the proposed problem, the first step is a literature review on the possibilities of multimedia technologies and the design process, followed by User Experience benchmarking existing solutions and implementing user - centered design methodologies to understand the user's needs and motivation. It would also comprise a study on the current state of fire knowledge communication on the web.

Afterward, a second phase of ideation and conception of a prototype in co-design sessions will be subjected to usability testing to create a high-fidelity prototype.

Creating the platform would involve constant collaboration between researchers and members of the targeted audience that would be deeply integrated into the design process.

Field of Study

Multimedia; Interactive Technologies; User Centred Design; Risk Communication; Fire Ecology; Fire Education; Communication of Fire Knowledge;

Results

By combining the technical and scientific information on fire with the potential of digital technologies and tools such as gamification, interactive components and narratives, as well as the inclusion of the target audience in a co - design process according to the methodologies of design thinking and user experience design, we expect to create an Informative Platform that conveys Fire Knowledge in an easier, accessible and engaging way for all users.