

EDUCEN conference, Dordrecht 29th-30th March

Breakout sessions – Wednesday 29th (14:00-15:30 and 15:45-17:15)

1. Stakeholder identification in Disasters: Experiences from Marken and L'Aquila/ by Bas Rietjens (NLDA), EDUCEN

The session will provide a debrief and analysis on a recent two-day flood evacuation exercise, 'Water Wolf', on the Island of Marken, well known for its distinctive cultural heritage and social cohesion. Late 2016 a team of responders practiced and citizens volunteered a realistic flood scenario. Researchers then interviewed participants. What can we learn from such an exercises? What makes Marken special?

We will then compare the exercise with an earthquake scenario in the Italian historic city of L'Aquila, which faced a destructive earthquake some years ago, introduced by Alessandro Pagano from CNR-IRSA. After the introduction we will make a stakeholder analysis (group work) followed by brief presentations and feedback.

2. CityClimateCatastrophe dialogue/by Ingrid Coninx (PLACARD)

Communication and network strategy are important to encourage preparedness and resilience. Many local officers are confronted with this challenge. In this work session, we will discuss in smaller groups the best ways to enhance climate change preparedness and disaster resilience, focusing on heatwaves and floods. The key question is: Do we encourage preparedness and resilience differently when taking the perspective of disaster management or climate change?

3. Cultural Memory Game: From memories of the past to protection in the present (advanced prototype)/by Piotr Magnuszewski (CSR), EDUCEN

Cultural Memory Game confronts the players with the history of a city that experienced a serious disaster in the past. However, last decades were kind for the city and its people and nobody seems to take the risk seriously anymore.

The game helps players understand the role of the memory of past disasters and recognize its signs. At the same time, players learn why being prepared is so important and where they can find information about that. The game can be adapted to the situation of different cities.

4. The Flood Suitcase: working with children and young people on DRR/by Maggie Mort and Alison Lloyd Williams, CUIDAR

In this breakout session participants will be introduced to The Flood Suitcase. This has been developed by researchers at Lancaster University UK, for working with flood affected children, and is currently being reworked for use within schools and communities as a resilience building resource. Participants will be invited to collaborate in this development by contributing insights from their own practice and experience.



5. Roundtable: Societal, Organizational and Infrastructural Resilience to Disasters/by Miranada Dandoulaki (ANEVO), Funda Atun and Scira Menoni (POLIMI), EDUCEN

This session comprises of group discussions on three different yet complementary aspects: (1) “Cultural Memory and resilience to disasters”, (2) “Organizational culture and resilience to disasters” and (3) “Infrastructural resilience to disaster”.

In the years 2015 and 2016, four major UN policy and action frameworks were agreed. These are: the Sendai Framework for Disaster Risk Reduction 2015-2025; the Sustainable Development Goals, the Paris Agreement on Climate Change and the New Urban Agenda in Habitat III. The zero draft of the New Urban Agenda considers the resilience to disasters and climate change and other shocks and stresses, refers to recognizing and leveraging culture, diversity and safety in cities, discusses equitable access to physical and social infrastructure, examines the relationship between the environment and urbanization, and how to ensure the safety and security of everyone who lives in urban areas, of any gender and age. These are in the heart of the European EDUCEN project “3C: City – Culture – Catastrophe” which brings together 11 partners in 8 countries. . After introduction by EDUCEN consortium members, likely to draw on the cases of Milan, Italy and Volos, Greece, there will be facilitated group discussion.

6. Cultural Memory Game: From memories of the past to protection in the present (advanced prototype)/by Piotr Magnuszewski (CSR), EDUCEN

