

# Promoting Co-learning between Disaster Specialist and Local Community through the Adaptation of Foreign Disaster Education Tool into Local Context

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Disaster education tool creation is developing recently in the attempt to reduce disaster risks. Newly-created disaster education tools are usually being tested and evaluated to a smaller number of target users in a particular place to be further replicated in a wider target area. Upon the introduction of the tool to a new locality, the questions of applicability and sustainability are often raised. This paper discusses the lessons learned from a disaster education project in Merapi Volcano area in 2009, in which we were involved directly as disaster specialists to introduce Bosai Duck game, a Japanese-invented disaster education tool, to be used in kindergartens. We collaborated with the kindergarten teachers to adapt the tool into Merapi context. Throughout the adaptation process, we found four important factors to overcome when adopting a foreign educational tool in to a new local context, including (1) the physical environmental differences, (2) social-cultural value differences, (3) the gap between formal institutional aspects applied in the original context and new context, and (4) issues of sustainability. Based on those factors, we propose the emphasis on promoting co-learning between disaster specialist and local community when adapting a disaster education tool into local context to ensure the applicability of the tool and sustainability of disaster education in the area.

Keywords disaster education, tool, adaptation, co-learning