

# DASARAN

NEW HORIZONS IN EDUCATION

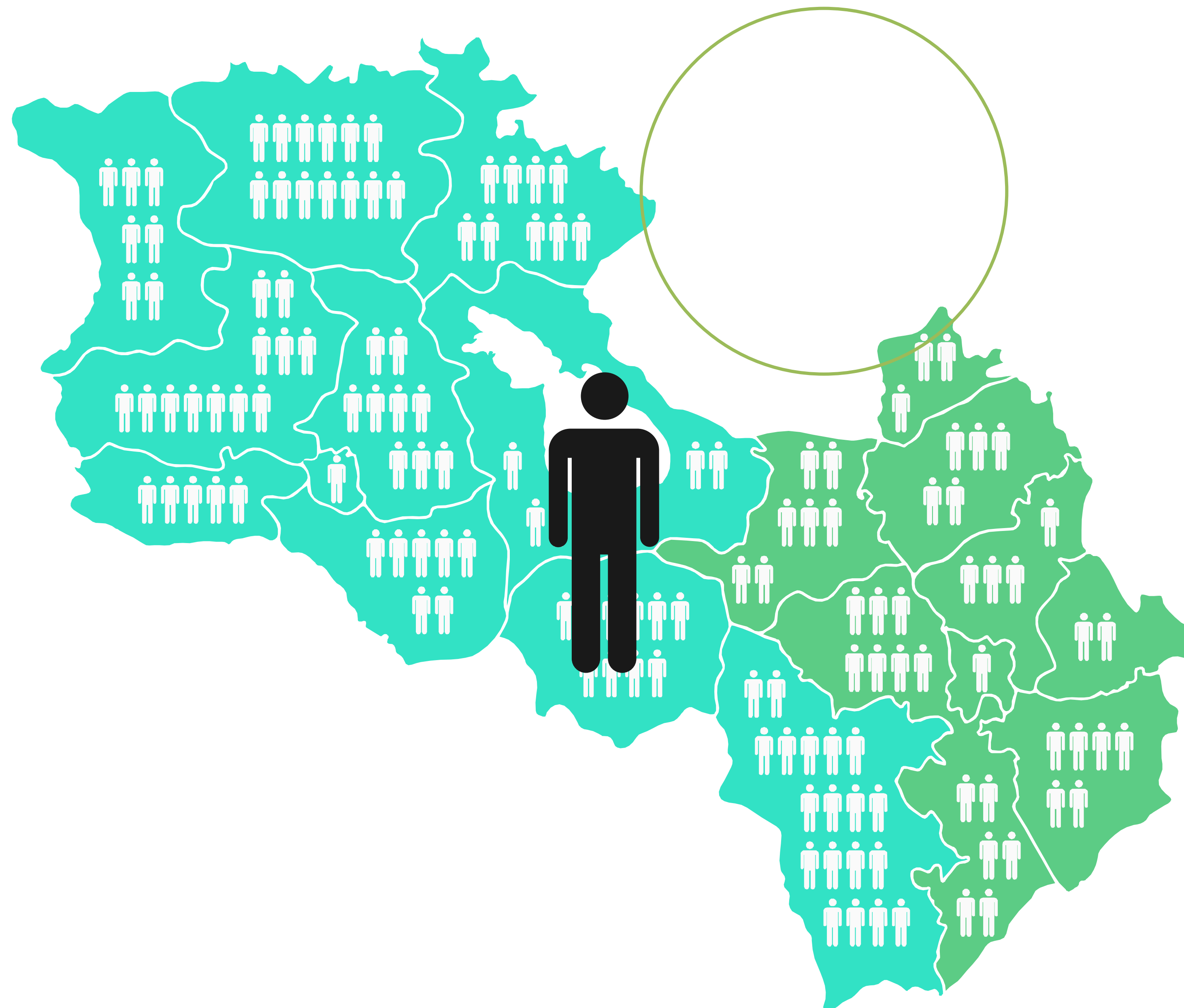
**TOWARDS LEARNING CULTURE OF  
SAFETY: INNOVATIVE DRR EDUCATION**

**Rima Sargsyan**

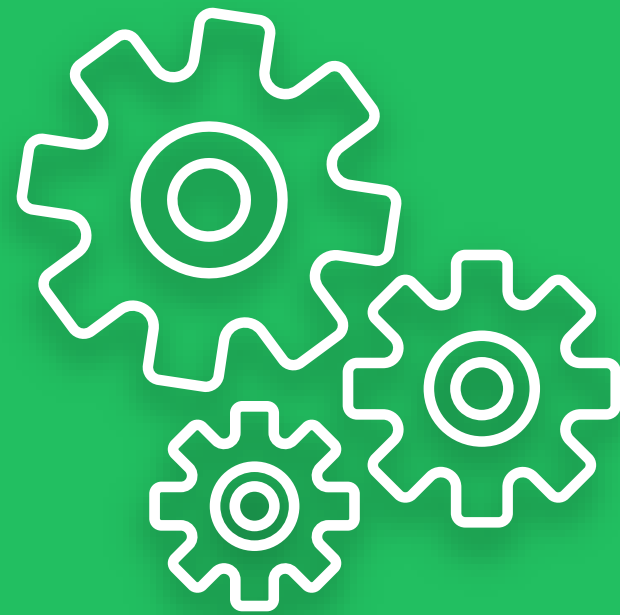
Project Manager

Understanding Risk Balkans Conference.  
September 17-19, 2018 | Belgrade, Serbia





# WHAT IS DASARAN?



LEARNING  
MANAGEMENT SYSTEM



DATA ANALYTICS  
FOR POLICY MAKING



CUSTOMIZED E-LEARNING AND  
GAMIFIED EDUCATION



## WHAT ARE THE BENEFITS?



Equal access to quality education



Bridging the learning and technology divide across Armenia



Real-time statistical data



All Armenia's public schools in a unified platform

- 1,484 schools

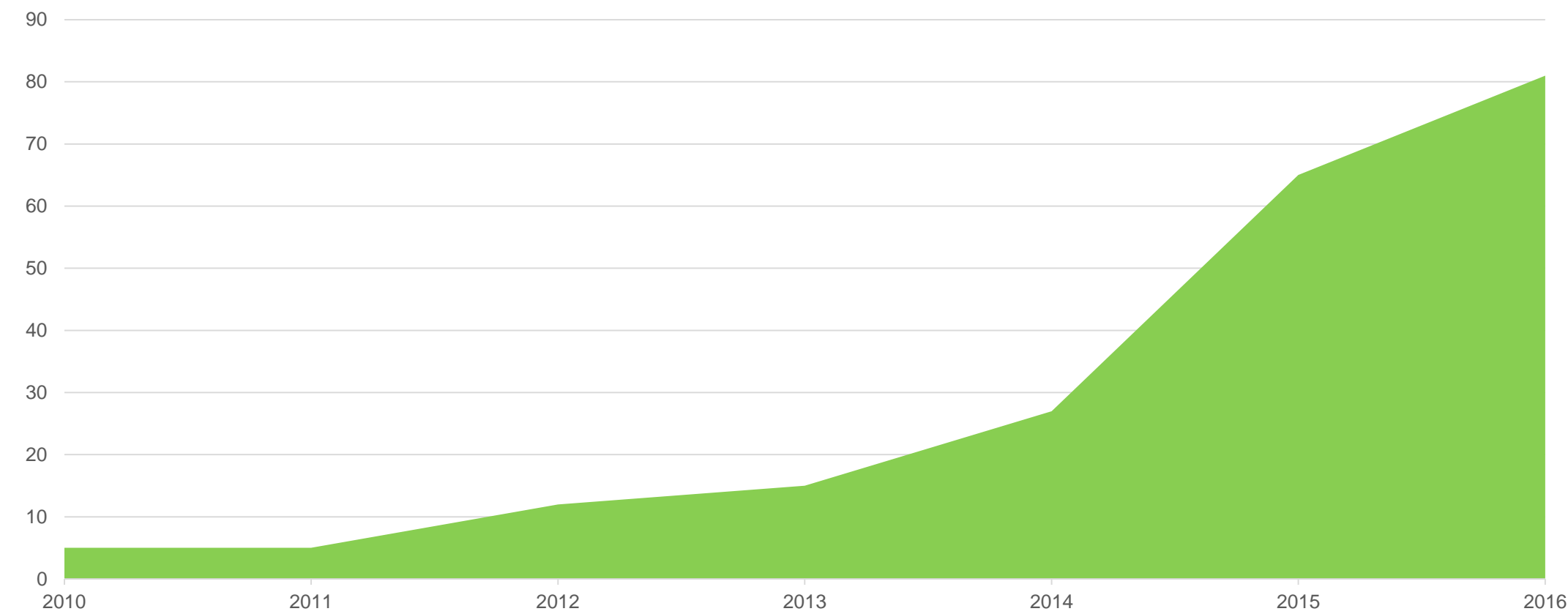


1,107,346

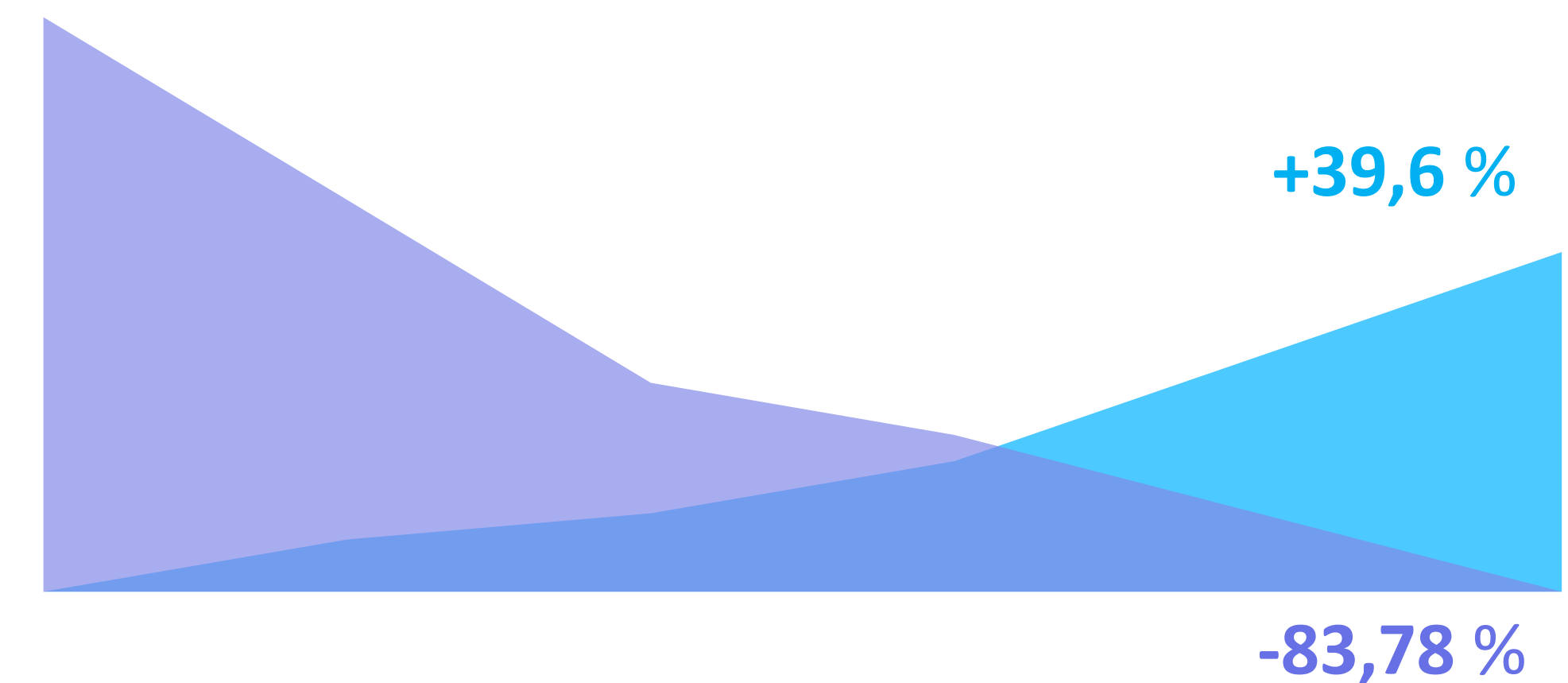
# SCHOOL MANAGEMENT TOOLS

## OUTCOME

**Increased computer literacy level among teachers  
(from 5% to 81%)**



**39,6% improvement of performance and 83,78 %  
decrease in absences**



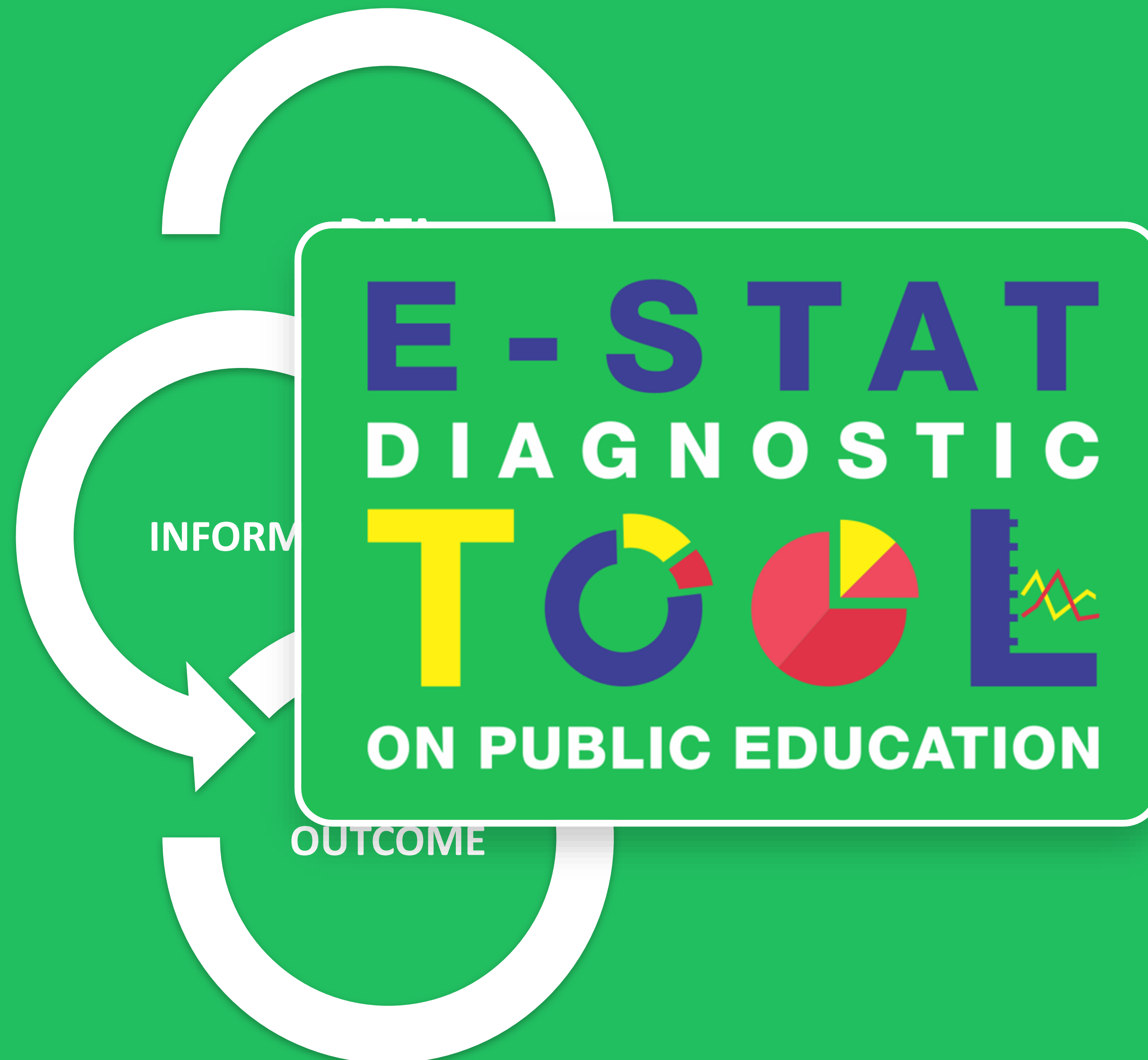
Contributing to state-level policy-making



Leading to extensive reforms in the system of education



Forecasting/monitoring of education system efficiency





# GAMIFIED EDUCATION



More than 50  
educational games



# NATURAL HAZARDS VS NATURAL DISASTERS

What makes hazards become disasters depends primarily on the way societies develop, build and construct.

**Are we up to the challenge?**

**YES, if we keep up the effort and plan for the long term**

- ✓ Disaster Prevention
- ✓ Behavioral pattern-building
- ✓ Minimization of risks and losses

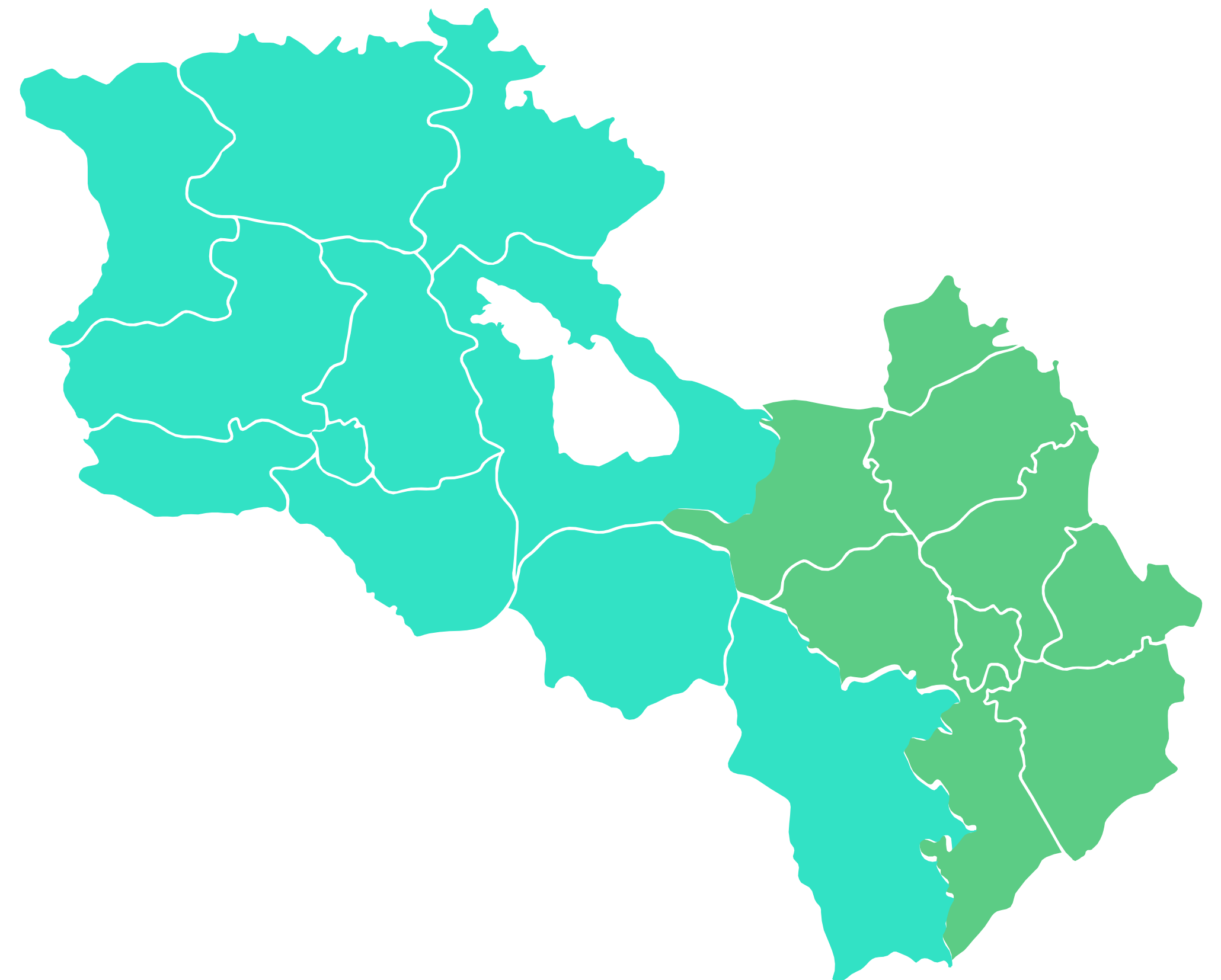


# ARMENIA'S HAZARD PROFILE

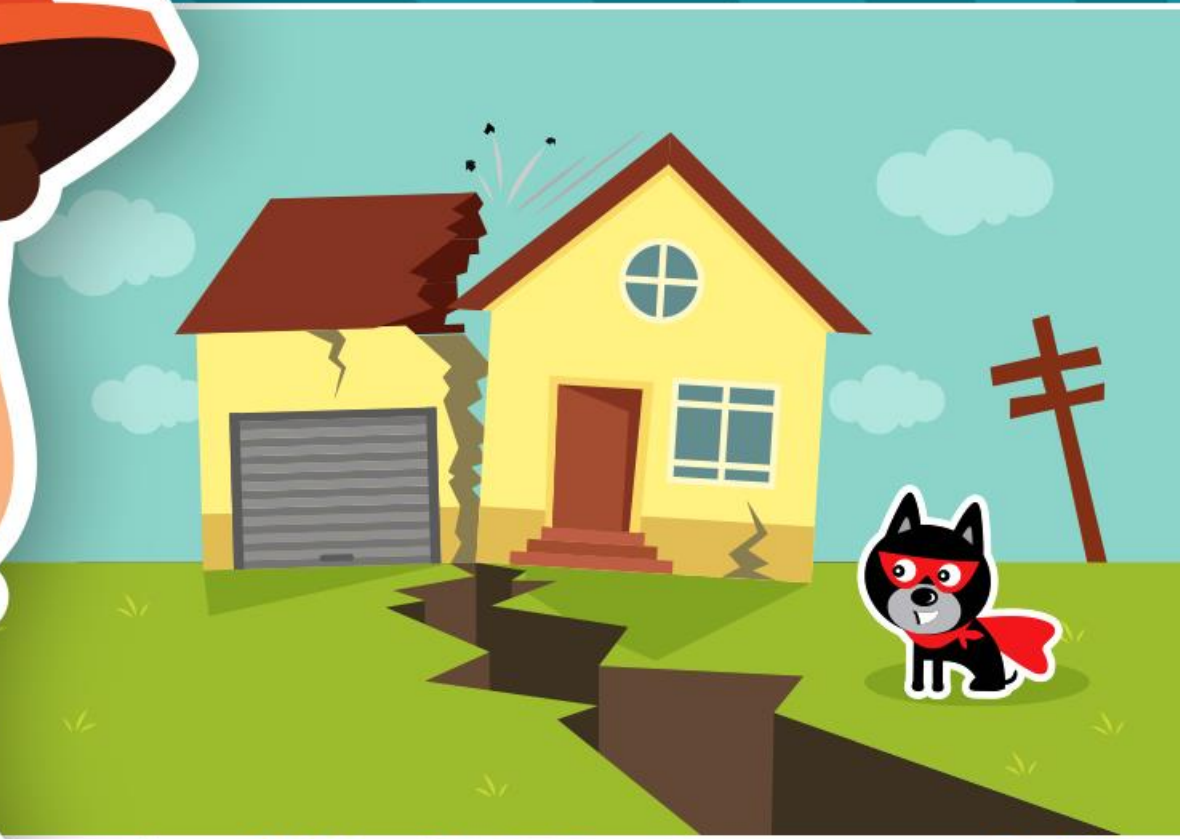
**One of the top 60 countries most exposed to multiple hazards, such as earthquakes, droughts, flooding et al.**

## **Issues in DRR Education**

- Low awareness on response / behavioural norms
- No separate discipline in schools
- Outdated and passive learning methods
- Educational gap between the urban and rural communities







# SUPER DAVID



GET IT ON  
**Google Play**



Download on the  
**App Store**



# SUPER DAVID GAME

## THE HERO EDUCATING KIDS ABOUT NATURAL DISASTERS



**EARTHQUAKES**



**FIRES**



**LIGHTNING**



**FLOODS**



**LANDSLIDES**



**STRONG WINDS AND STORMS**



**MUDFLOWS**



**ROCKFALLS**

# SUPER DAVID: GAME ANALYTICS

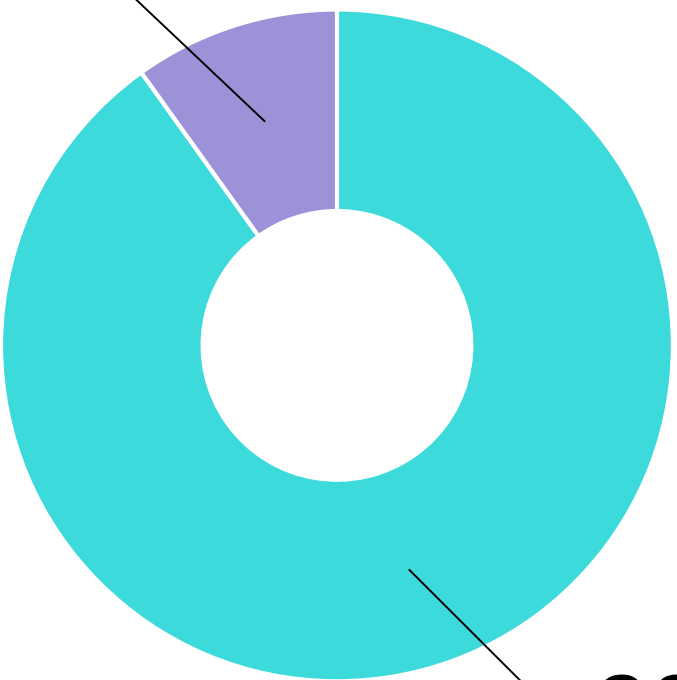
## NUMBER OF GAMES PLAYED



## NUMBER OF UNIQUE PLAYERS



9.9%

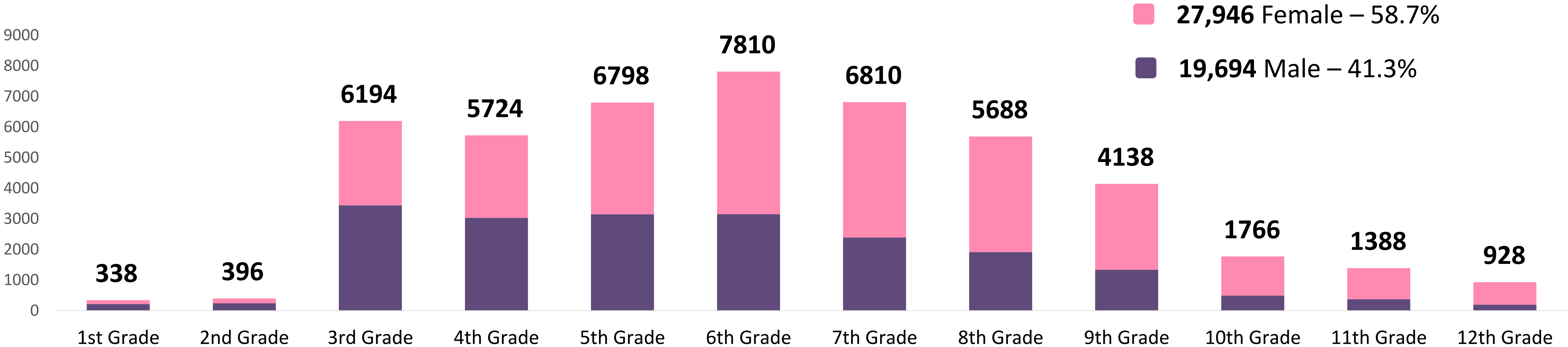


90.1%

## DISTRIBUTION OF DASARAN UNIQUE PLAYERS

- School Students – 90.1%
- Parents / Guardians – 9.9%

## PLAYERS' (STUDENTS) DISTRIBUTION BY GRADES (DASARAN)





# CHILDREN ENGAGEMENT AND COLLABORATION



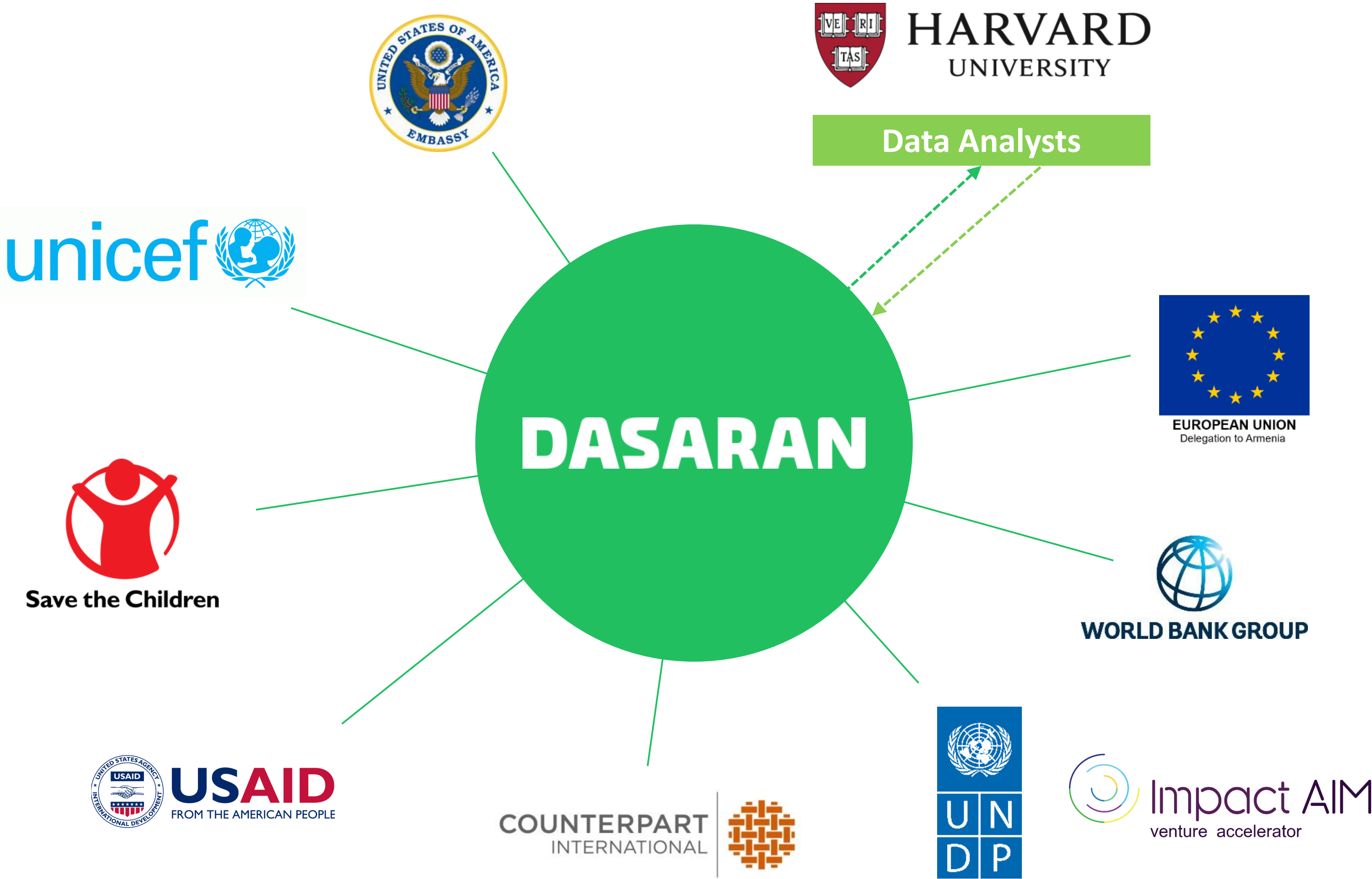


# DASARAN WAS RECOGNIZED AS ONE OF THE BEST 5 INNOVATIVE ENTERPRISES IN THE WORLD





# WE ARE RADAR SCREEN



**THANK YOU!**

**DASARAN**