

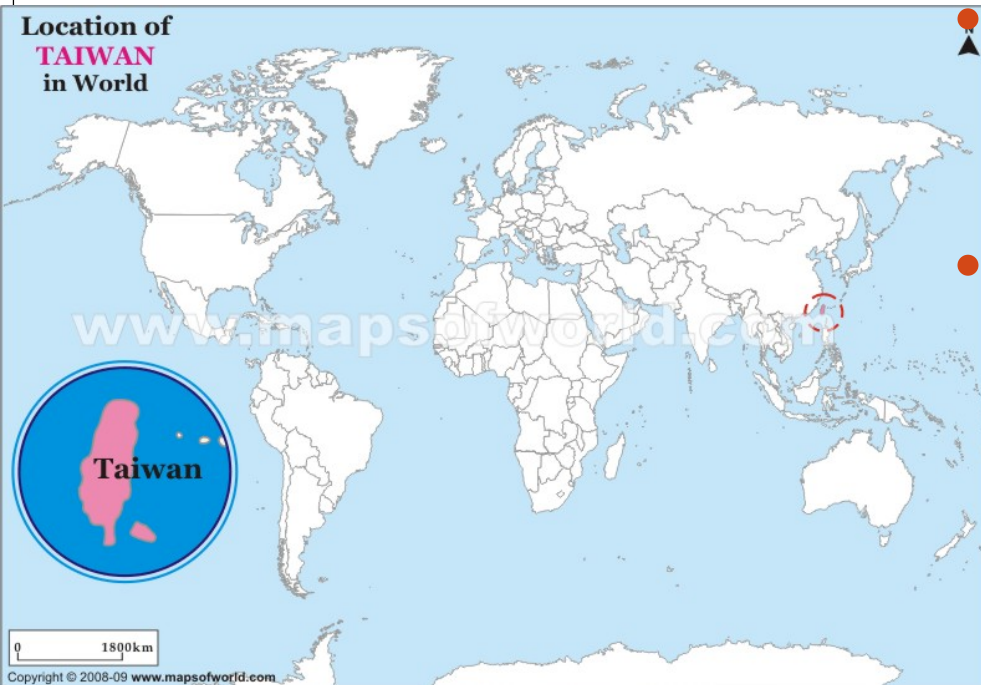
# **Strategies of Communicating Natural Disasters —Examples of NSTM**

**Szu-yi Lo**

**National Science and Technology Museum**

**Taiwan**

# Communicating natural disasters or man-made hazards & risks



What a science museum can do in communicating natural disasters or man-made hazards & risk?

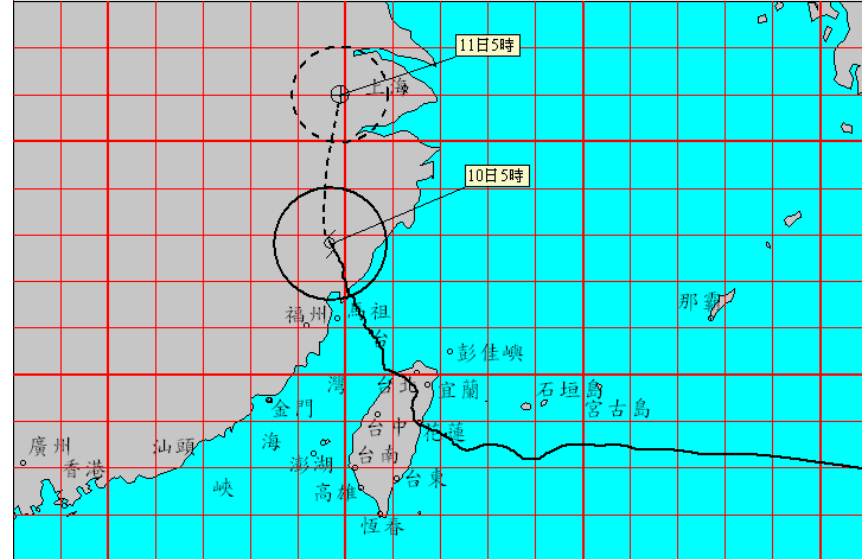
3 examples of National Science and Technology Museum in Taiwan

- Typhoon Morakot exhibition
- Earthquake Experience House
- Diseases Prevention Combat Camp

# Typhoon Morakot Exhibition(2009)

- Complex disasters.
- Heavy rainfall: triggered enormous mudflows and severe flooding throughout southern Taiwan.
- The storm produced rainfall, peaking at 2,777 mm (109.3 in).
- One landslide (and subsequent flood) destroyed the entire town of Xiaolin killing over 400 people.

輕度颱風 (編號第8號 國際命名: MORAKOT, 中文譯名: 莫拉克)  
第 36 報 民國 98 年 8 月 10 日 5 時 30 分發布



# Immersive theater to experience typhoon Morakot





# The Way to communicate natural disasters in exhibition

- Images took after disaster from air by Director Chi Po-lin.



# The Way to communicate natural disasters in exhibition

- News reports and clippings
- Artifacts from the disasters





# Talk about Solution and Provide hope

- New thinking: Using bridge reconstruction as example
  - Deep foundation
  - Long span
  - High piers
- Self preparation



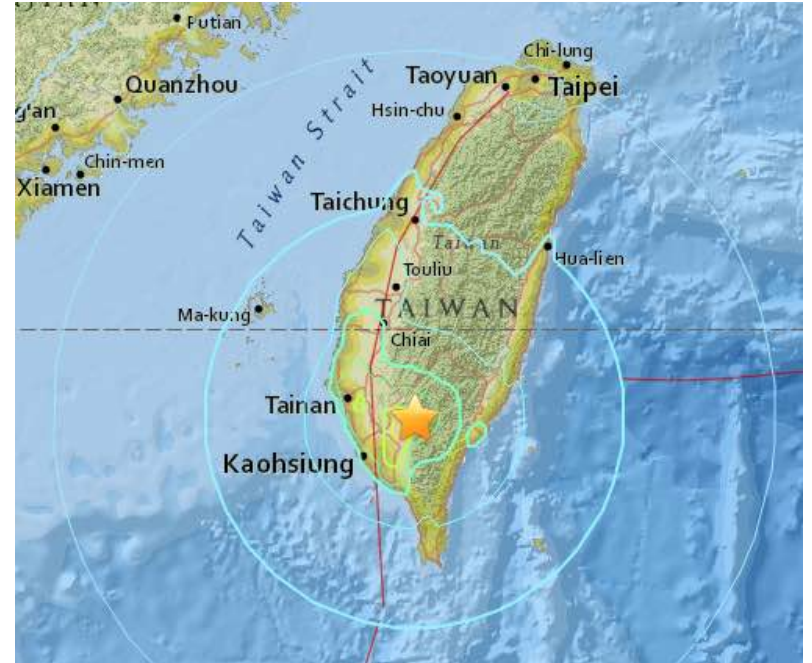
# Education Activities about Landslides





# Earthquake Exhibition

- Tainan earthquake
- On 2016, an earthquake with a moment magnitude of 6.4 struck 28 km (17 mi) in southern Taiwan.
- The earthquake caused widespread damage and 117 deaths.
- Almost all the death were caused by a collapsed residential building.



# Earthquake exhibition and experience house

- Learning Knowledge
- Providing experiential experiences



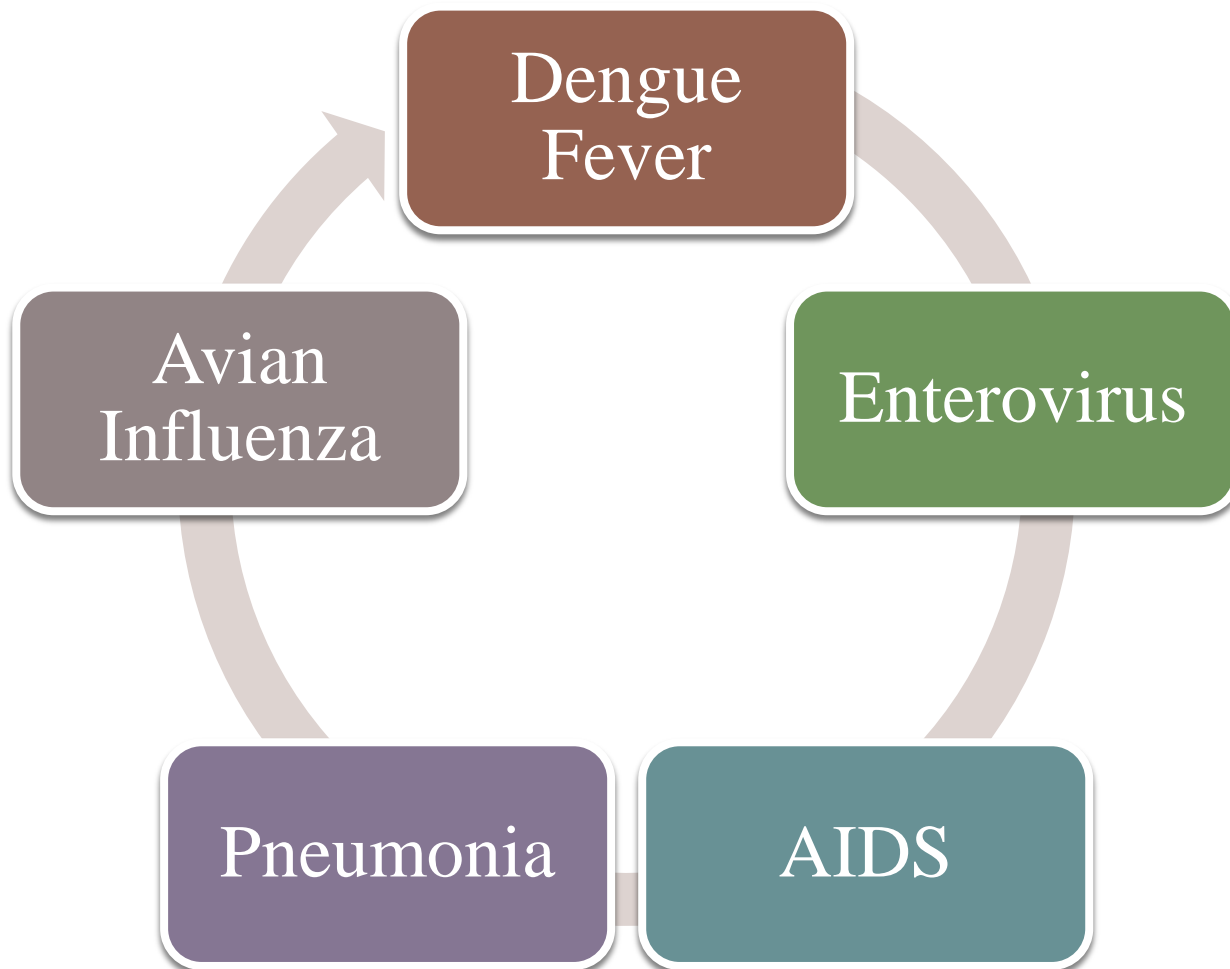
# Diseases Prevention Combat Camp

- What is infectious diseases?
- Caused by bacteria, viruses, parasites, the diseases may spread directly or indirectly, from one person to another.





# Diseases Prevention Combat Camp



# Diseases Prevention Combat Camp

**Learning knowledge about infectious diseases, an example of AR. How mosquitos are born**



**Making them fun:  
Game of shooting  
mosquitos & breeding  
source.**



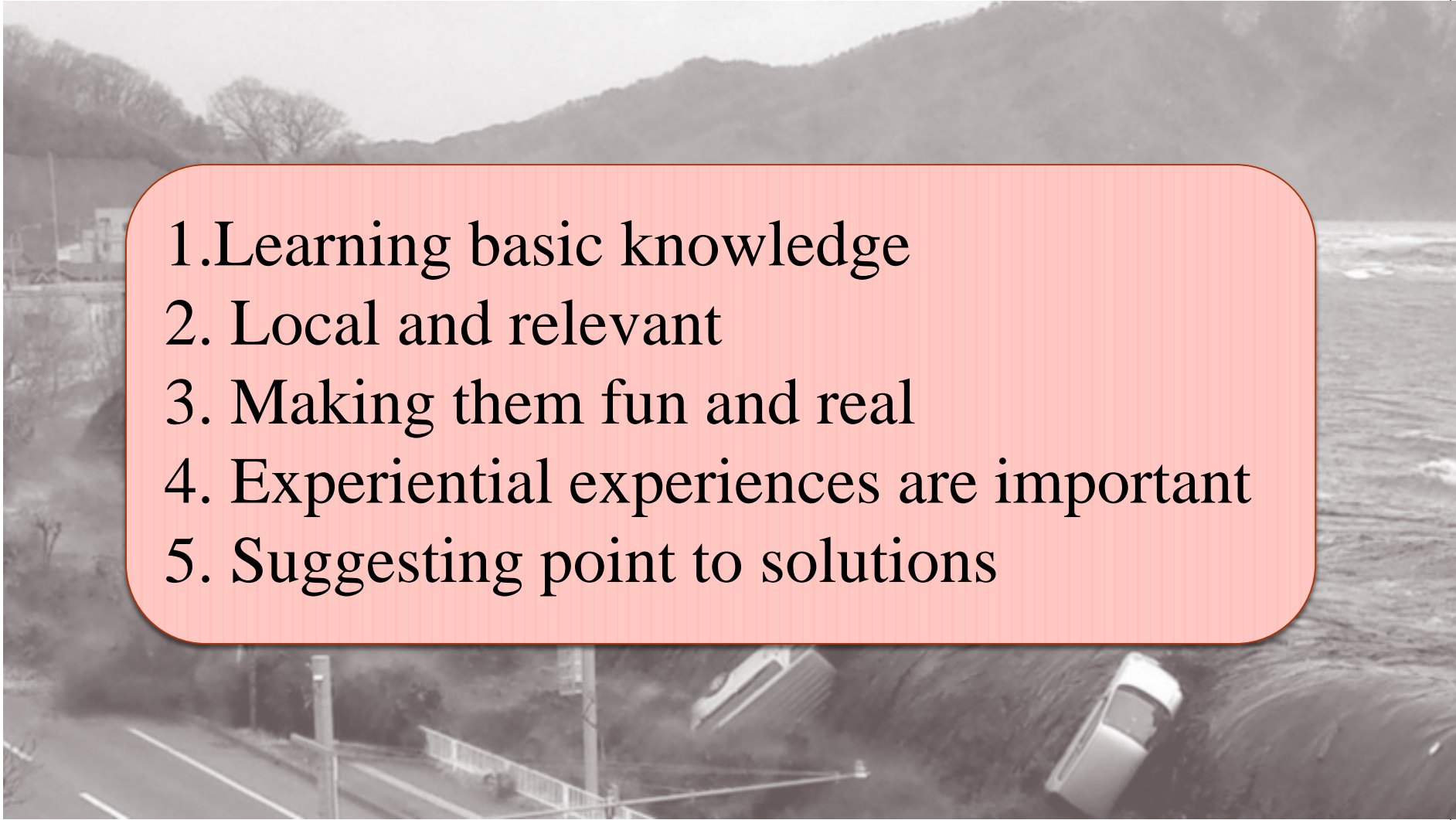
# Learning knowledge for self protection in daily life via interactive games





# Conclusions

1. Learning basic knowledge
2. Local and relevant
3. Making them fun and real
4. Experiential experiences are important
5. Suggesting point to solutions



Thank You