

Using games to change attitudes on safe construction in Indonesia



Photo: Indonesian Institute of the Arts Yogyakarta

Karangwuni village in Yogyakarta, Indonesia, is not only prone to natural threats such as earthquakes, heavy rains, and ash fall from the nearby Merapi volcano. The *Frontline* surveys also highlighted that the village prioritises issues relating to the unsustainable urban development. Community discussions about these urban hazards, in addition to a groundwater level

survey (conducted by Yogyakarta DRR Platform, the Disaster Management Study Centre of Pembangunan National University, and the Natural Disaster Study Centre of Gadjah Mada University), concluded that the unregulated development of apartments has led to a significant decrease in water quantity and an increase in air pollution.

The local community of Karangwuni along with Yakkum Emergency Unit, Yogyakarta DRR Platform, and the students of Indonesian Art Institute created an evidence-based campaign using art to promote zero-risk development in Yogyakarta. Amongst a range of activities, the team designed a pop-up coffee shop which sold items with names related to high risk development, such as "Bitter Coffee", which only has a dribble of water due to the water shortage. They also created an alternative monopoly game with rules on construction and building codes. With these innovative and impacting lobbying techniques, local communities and local governments have been brought together to discuss how future construction can be zero-risk.