

of arrival, vital parameters, time before physician's assessment, and mortality were registered. Retrospectively, Injury Severity Score (ISS) was calculated, and patients were categorized according to the Rapid Emergency Triage and Treatment System (RETTTS).

Results: A total of 571 patients were analyzed, revealing a mean ISS of 12.2 (SD 7.7) and a mean length of stay of 11.6 (SD 18.3) days. 70% of the patients arrived by taxi, private car, or police car; only 17.6% were transported by ambulance. RETTTS categorization was compared with ISS using a Kruskal-Wallis test with Dunn's multiple comparisons post-test. A higher average ISS was found in the red category compared to other categories ($H(df) = 24.47(4)$, $p < 0.001$). A Spearman correlation test between ISS and time to assessment revealed an r value of -0.041 ($p = 0.43$).

Discussion: The results clearly illustrate a lack of correct prioritization of patients in relation to the need for timely assessment. Since there was no difference in time to assessment regardless of ISS, the need for a triage system is apparent. Currently, the implementation and evaluation of a validated triage tool at the emergency department are underway. Moreover, the finding that less than 18% of trauma patients are transported to the emergency department by ambulance illustrates the need to develop prehospital care systems.

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Leadership and Factors Enabled the “Group Allocation” which Preserved Pre-existing Local Social Ties in Prefabricated Temporary Housing After Great East Japan Earthquake (GEJE)

Dr. Kanako Masuno¹, Dr. Ken Osaka², Dr. Jun Aida²,
Mr. Yuichi Uchiyama³, Mr. Tsuneaki Iguchi⁴,
Dr. Yoshiyuki Hirono⁵

1. Showa Women's University, Sendagi, Bunkyo-ku, Japan
2. Department of International and Community Oral Health, Tohoku University Graduate School of Dentistry, Sendai, Japan
3. Department of Social Welfare, Iwanuma City (at the time of this study), Iwanuma, Japan
4. The Mayor, Iwanuma City (at the time of this study), Iwanuma, Japan
5. Department of History and Philosophy of Science, the University of Tokyo, Meguro, Japan

Introduction: Social isolation and death alone in the prefabricated temporary housing after a disaster has been a social concern. The importance of social ties among the community has been suggested and several reports pointed out the positive effect of “group allocation” which preserves pre-existing local social ties compared to the “lottery allocation”.

Japan Red Cross Society recommended “group allocation” as a better option than “lottery allocation” on their guidelines. However, many municipalities carried out “lottery allocation” for temporary housing arrangement after the Great East Japan Earthquake (GEJE).

Aim: To collect the information about the accelerating factors and bottlenecks when practicing the “group allocation”.

Method: In-depth interview was conducted between August and November 2013. Interviewees were the professionals of disaster management, individuals who were involved in arranging the prefabricated housing and the residents. This research was supported by the Ministry of Education, Culture, Sports, Science, and Technology in Japan.

Results: This study found the municipality which carried out “group allocation” had characteristics such as: (1.) the staff in charge of housing arrangement had the information about the positive effect of “group allocation”, and (2.) pre-existing community leaders were able to gather residents' opinions, and citizens were involved in the decision making to some content.

Discussion: Although this study is based on the experience of a limited number of key persons, it would be useful to give the insight about the possible bottleneck for the practitioners who will be in charge of housing arrangement under the disaster setting in future. Also, the relevancy and evidence about “group allocation” should be carefully examined in the context of preventing social isolation as well as various long-term effects. It would be essential that the knowledge and experience will be accumulated and shared between municipalities in a usable and comparable format.

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Learning Effects of Cross Road Game Using a Clicker-Nano System

Ms. Satoko Mitani

Gifu University of Medical Sciences, Seki, Gifu, Japan

Introduction: There are some tools for teaching disaster countermeasure in Japan. Cross Road Game was developed to get a concrete image of a disaster situation and is based on interviews from Kobe city government officers in an area affected by the 1995 Great Hanshin-Awaji Earthquake. The alternative includes a lot of ‘dilemmas’ that sacrifice something based on whichever outcome is chosen. For example, “There are 2000 meals at the evacuation center with 3000 refugees. Do you distribute these foods or not?” This game was developed for five to seven players, however, it is not suitable for class lessons with a hundred students. Thus, we tried to employ the Clicker-Nano system for an interactive lesson.

Aim: To provide a brief introduction to this new style of teaching disaster countermeasure.

Methods: The study included involved a classroom discussion using Clickers-Nano system in addition to Cross Road Game.

Results: Nursing students could learn the concrete details of disaster countermeasure in an enjoyable format. They could share thoughts and compare opinions while deciding how to resolve the dilemma at the time of disaster.

Discussion: The most important issue faced was how to develop an educational effect for nursing students. Even if five or seven students (players) could enjoy the game, it would not lead to the accumulation of unified knowledge of disaster countermeasure compared to a lecture at the university. The use of the Clickers-Nano system avoided differences in the reach of