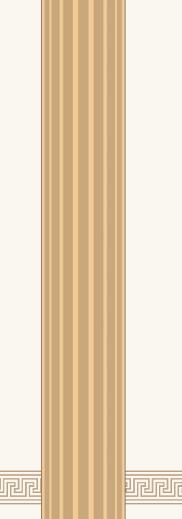




# HUMANS AND HEAVENS An Unending Dialogue Between Us and Disaster Traditions

SGHN027 Gyosei International High School

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# About "Humans and Heavens"

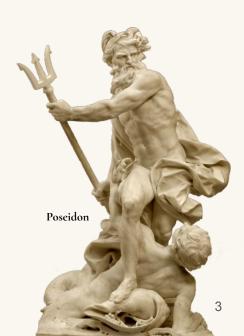
Research started after the

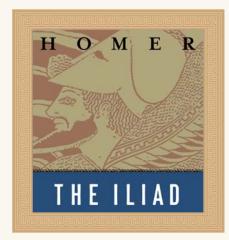
Great East Japan Earthquake (or 3.11)

- Earthquake and tsunamis struck Japan
- Infrastructure stopped
- Caused the Fukushima nuclear accident
- 3.11 Showed us the vulnerabilities of civilization and human beings against natural disasters
  - > We put axes on **civilization** and **natural disasters**

## **Researching Greek Myths**

- > Dialogue between past intellect (myths, folklore etc.)
- > Focused on Greek Myths
  - Base of today's Western civilization
  - Dictate the features of many natural disasters in Greece (similar to Japan)
- > Researching Poseidon
  - God/ringleader of the ocean, earthquake, and tsunami
  - Shows up in Homer's *Iliad* and *Odyssey*





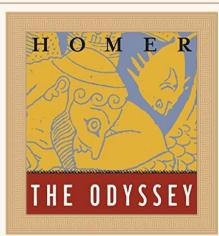
### The Iliad

- > Throws his trident to cause tsuamis
  - aggressive personality
  - feared from other gods/heroes
- Saves Aeneas (who Zeus wished to be born) during a battle
  - fears the other gods



### The Odyssey

- Shows up as an antagonist
- Throws his trident to stop Odysseus from going home
- Stays angry against Odysseus for blinding his son, Polyphemus
  - revengeful personality



# CREATING A SUGOROKU GAME BASED ON GREEK MYTH



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### CONCLUSION

- Dialogue is important to nurture human intellect
- We must reconsider their value and conduct dialogue with disaster transitions
  - e.g. Poseidon from Greek Myths
  - Action : creating board games

# THANK YOU FOR LISTENING!

