1   **Abstract**

2   Natural disasters are too often presented as resulting from extreme natural phenomena

3   affecting helpless populations, with people being insufficiently aware of the factors leading to

4   disasters and of the existing strategies to mitigate their impacts. We developed a board game

5   aimed at raising awareness about geohazards and disaster risk reduction strategies. The target

6   groups are (1) secondary school students and citizens, and (2) scientists and stakeholders

7   involved in risk management activities. For the first group, the aim is to induce a better

8   understanding of geohazards and disasters they are confronted with in the media or in their

9   daily life; for the second, the objective is to generate discussion about risk management

10   strategies. The game was tested with students in Belgium and with citizens, earth scientists

11   and risk managers in several African countries. Based on analysis of the most common game

12   strategies observed, the players' reactions during the game and their answers to a short

13   questionnaire, we analyzed the main learning outcomes conveyed by this game. The

14   *Hazagora* game appears to positively enhance the players' insight in processes involved in

15   disasters. As such, the game is an effective fun learning tool to introduce participants to the

16   concepts of geohazard and disaster and to generate discussion.