



Risk Communication of Urban Flood through Augmented Reality

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Outline

- Background:
 - 2017 Kansas City Flood and Necessity of Public Flood Risk Communication
- Risk communication through technologies
 - Why AR technology?
- Technical Implementation
- Workshop and field study (video demo).
- Conclusion remarks and future work.

2017 Indian Creek Flood, Kansas City, MO

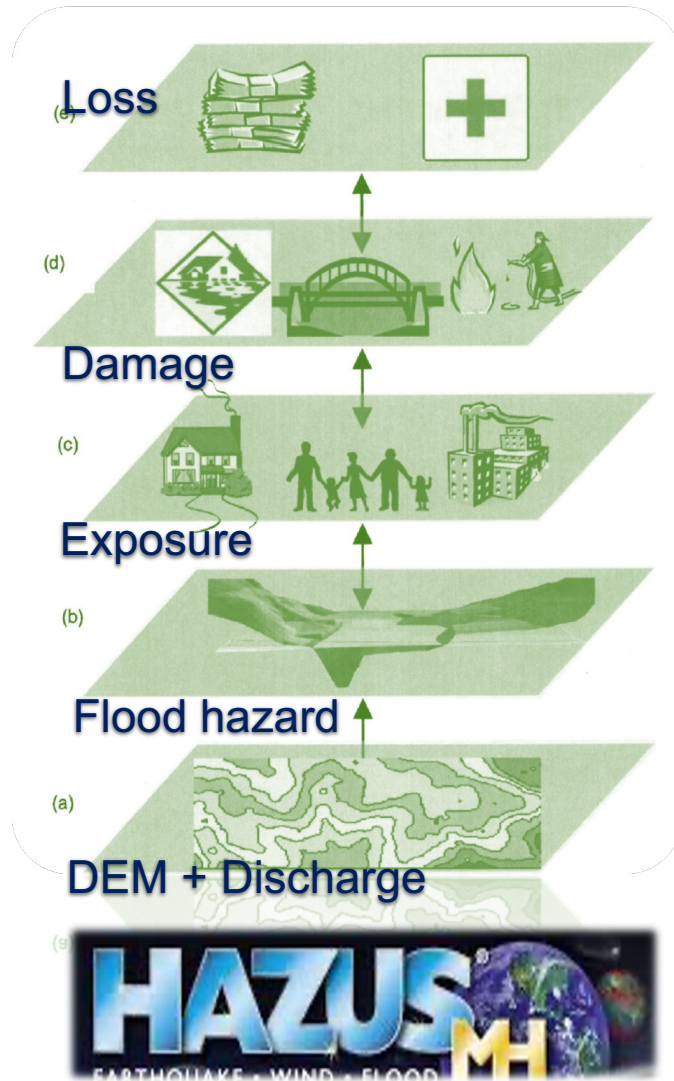
- Flooding along 103rd Street in Kansas City, MO, in 2017
- Emergency rescue of people from the roof of a commercial building.
- KC-MO purchased and demolished several business buildings to prevent future liabilities.



Significance of Risk Communication

- RC provides adequate information about an impending hazard, its potential risks, and potential mitigation steps. (Gladwin et al. 2009, Krimsky 2007).
 - Aid communities in taking preparatory actions to reduce the adverse impacts of the event.
- RC as a preparedness measure to promote community resilience (NRC 2012, UN/ISDR 2004).
 - It allows for the sharing of knowledge/information/lessons learned among stakeholders

Professional Understanding vs Public Understanding



- Risk = Loss x Probability
(Hazard x Vulnerability)
- Through minimal education, the public may understand a 'small-probability' event, i.e., a 100-year flood.
- However, what is the difference between the impact of 100- and 50-year floods?

Engaging the public in understanding flood hazards and risk remains a great challenge.

Risk Communication Technologies

- VR/AR technologies have been increasingly used in recent years for disaster & hazard risk communication. [Kundu et al 2017; Mol et al. 2022; Khanal et al. 2021].
- Main advantages:
 - Virtual; gaming-engine based simulation of disaster effects
 - Immersive through augmented reality



- The Weather Channel has pioneered and widely adopted VR technologies.
- **NOT AR!**

AR adds digital information to a user's real-world environment, while VR completely replaces a user's real-world environment with a simulated one

Technology Implementation

- Head-mounted AR goggles?



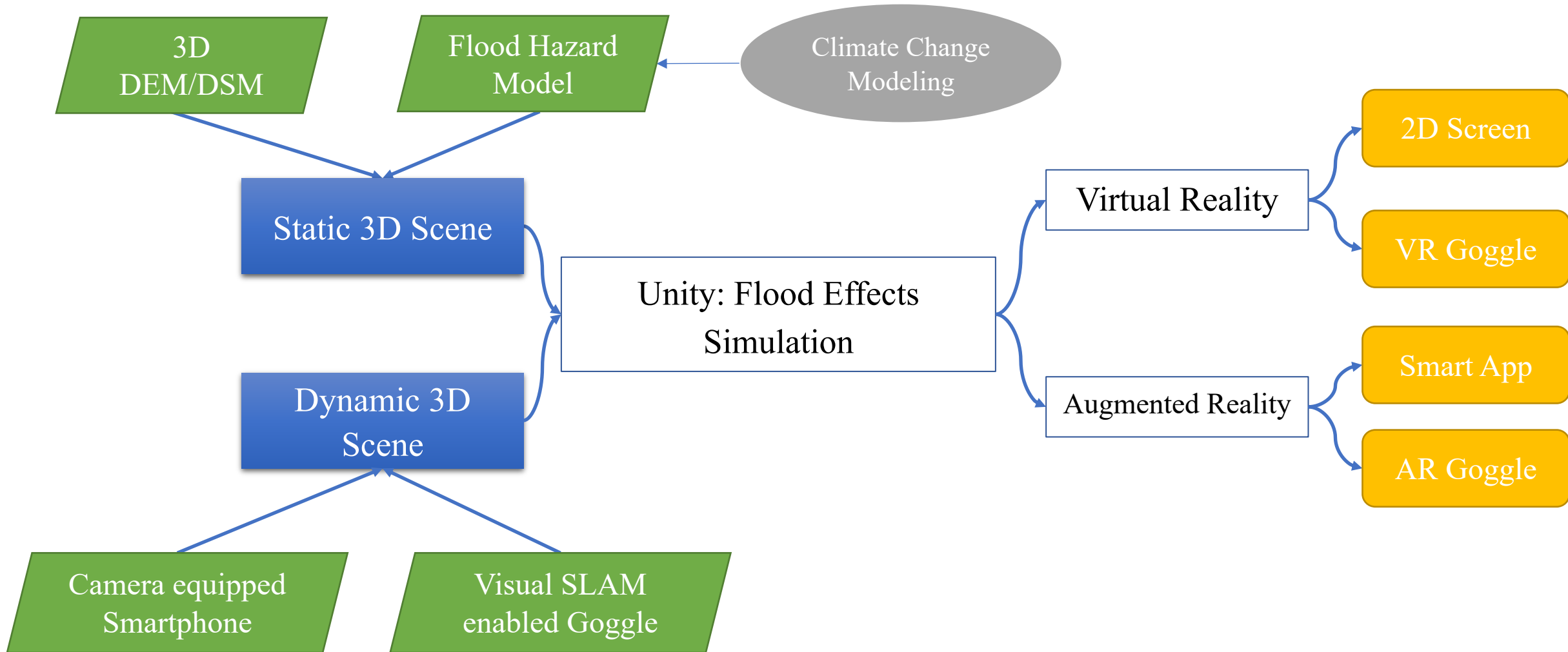
- ✓ Not well suitable for outside AR=
- ✓ 3D sensing and visual SLAM are still problematic
- ✓ High-cost and not readily accessible for the public
- ✓ Powerful for research development

- Mobile smart-app based (Pokémon Go like AR)?

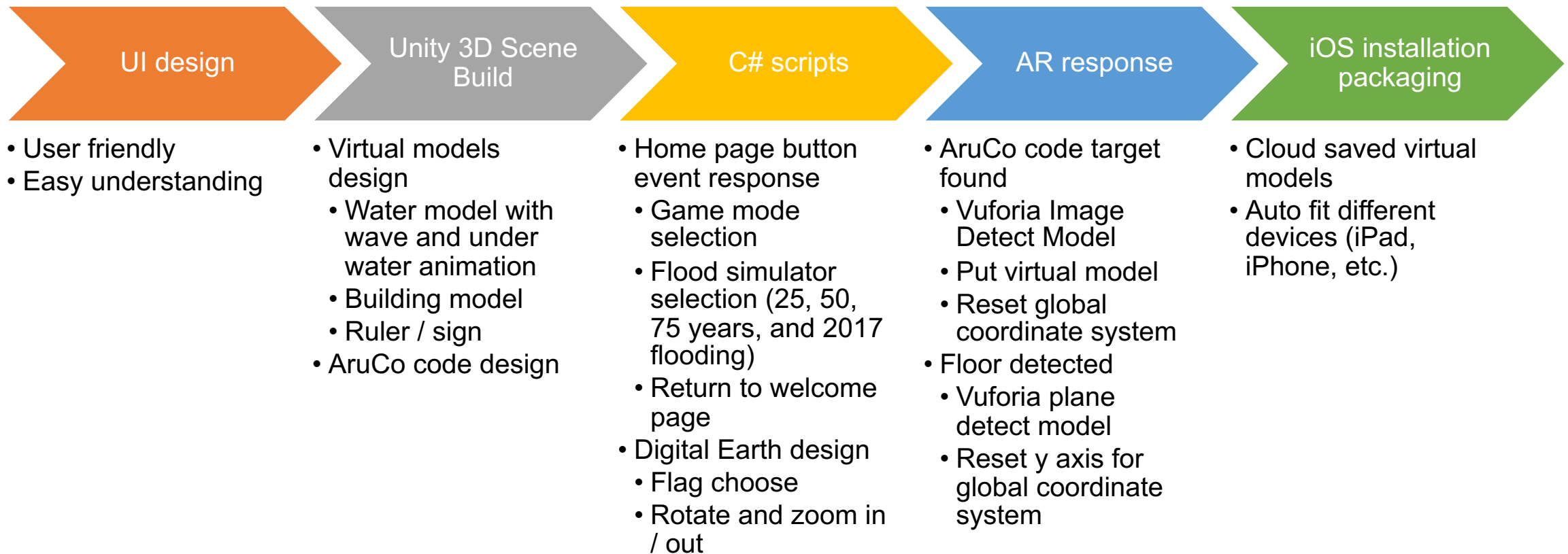
- ✓ Ready for outside application
- ✓ Mature development kits
- ✓ Low-cost and accessible to the public



Technology Components



Software Framework and Workflow

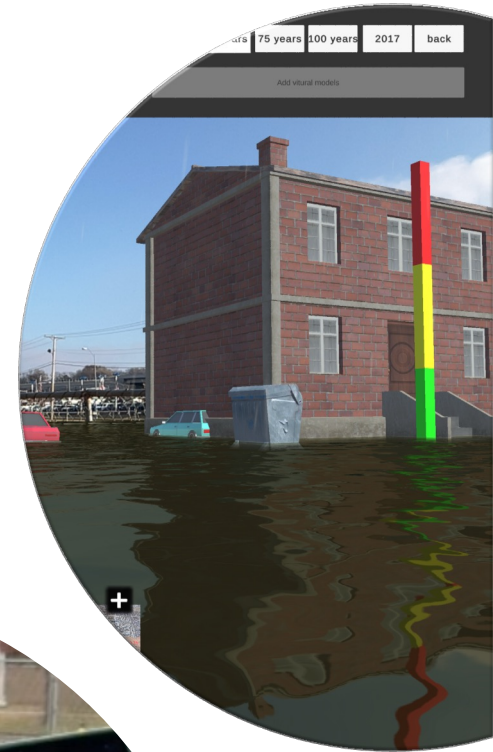


Technology Highlights

- **Truly immersive** – physical scenes, virtual scenes of floods, and landmarks are frame-by-frame updated as a user walks.
- **QR code based public AR app access and scalable to any location**

Two AR modes:

- 2D flood hazard maps with dynamic display of water depth
- 3D parametric flood effects at designated flood frequencies.





Workshop Assessment

Learning outcomes assessed through social survey studies.

HEC-Ras-1D
water depth:
3.45767 ft.

25 years 50 years 75 years 100 years 2017 back

Show original map



HEC-Ras-1D
water depth:
5.011433 ft.

25 years 50 years 75 years 100 years 2017 back

Show original map



Please select flood level.

- 25 years
- 50 years
- 75 years
- 100 years
- 2017
- back

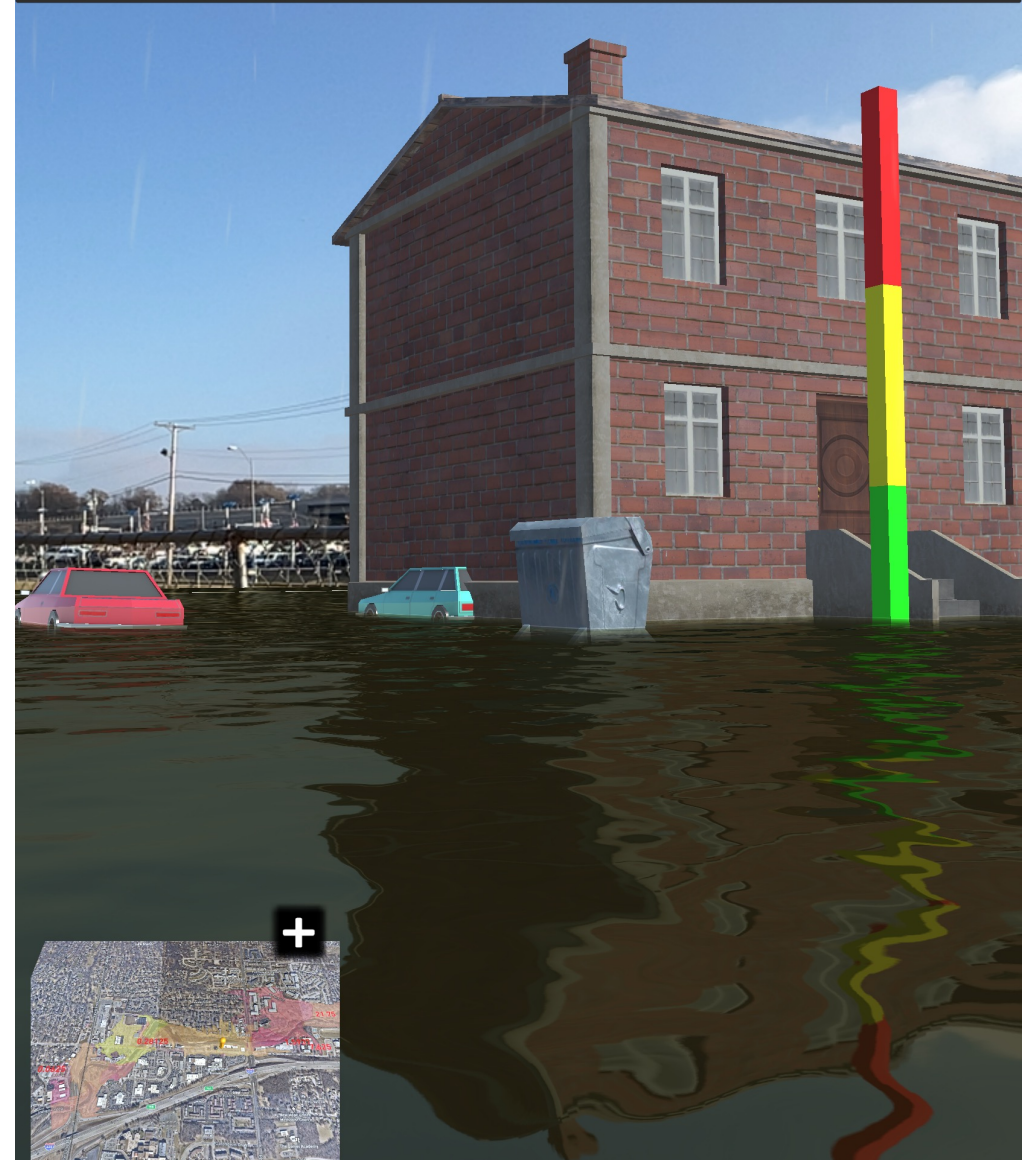
Add virtual models



HEC-Ras-1D
water depth:
1.476727 ft.

- 25 years
- 50 years
- 75 years
- 100 years
- 2017
- back

Add virtual models



HEC-Ras-1D
water depth:
2.91098 ft.

25 years

50 years

75 years

100 years

2017

back

Add vitural models



HEC-Ras-1D
water depth:
4.372658 ft.

25 years

50 years

75 years

100 years

2017

back

Add vitural models



HEC-Ras-1D
water depth:
5.092925 ft.

25 years 50 years 75 years 100 years 2017 back

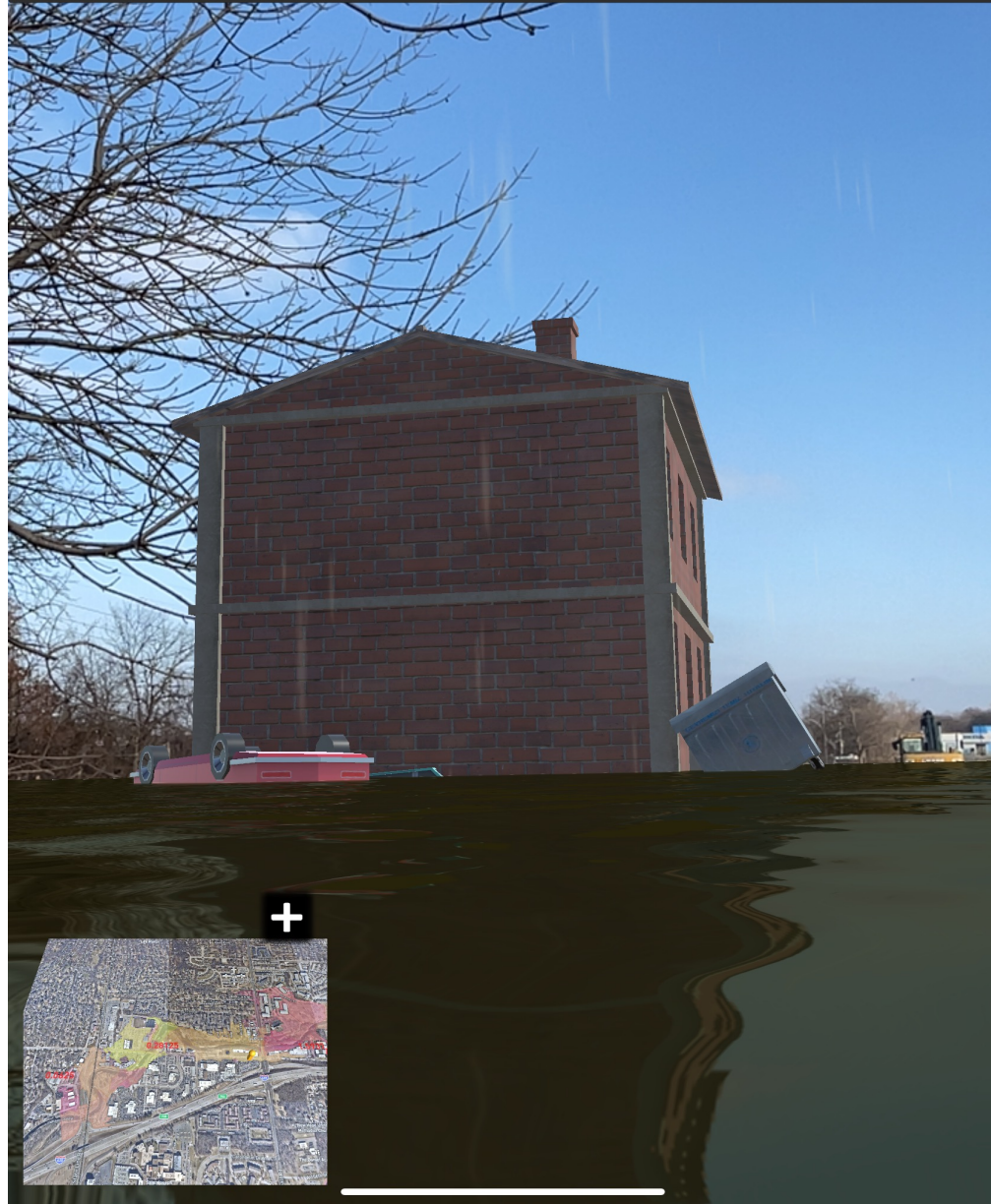
Add vitural models



HEC-Ras-1D
water depth:
4.372658 ft.

25 years 50 years 75 years 100 years 2017 back

Add vitural models



Youtube demo link:

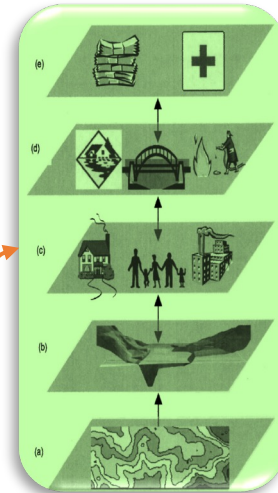
[https://www.youtube.com/watch?v=d9KFQyFL3SM
&ab_channel=ImagingUmkc](https://www.youtube.com/watch?v=d9KFQyFL3SM&ab_channel=ImagingUmkc)



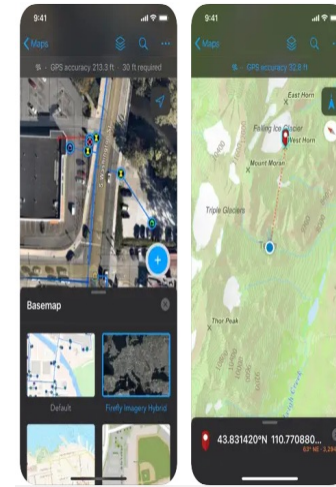
Future Collaborative Effort:

- **Climate change and regional downscaling**
- **Physics-based Urban Flood Digital-Twinning,**
- **AR-enabled Decision-making and Risk Communication**

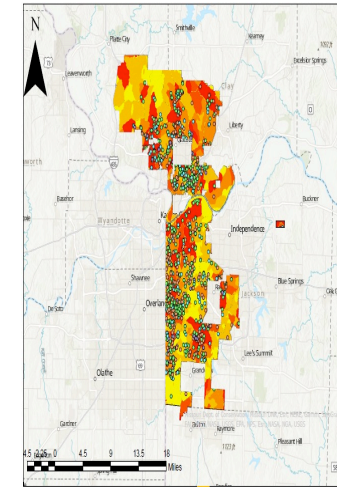
- ✓ Real-time flood hazard, vulnerability, and loss/risk modeling in a cloud-based computing infrastructure to enable real-time on-demand services.
- ✓ Advanced AI-enabled physical scene understanding and virtual effects generation
- ✓ Interactive and real-time data collection and crowdsourcing at the AR front ends
- ✓ On-demand AR-based flood risk communication at any location of interest



Baseline modeling



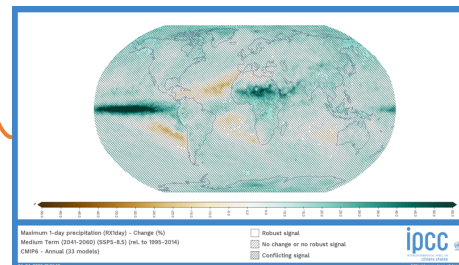
Field data collection



Mapping and Analytics



Immersive field AR



Thank you!

Acknowledgment

- KC Water and FEMA funding is greatly appreciated for this pilot project.

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