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Serious Games in Emergency Management: Training and Preparedness

Serious games, defined as games that are utilized for achieving educational objectives, offer an engaging and inclusive format for emergency management training. It fosters rapid decision-making skills by utilizing immersive situations. These games serve as a valuable tool for preparing stakeholders for disaster scenarios, can aid in identifying planning gaps, and promote collaboration between stakeholders.

This poster describes a serious game entitled 'This Is A Test: CRC Edition', which is designed to simulate a radiation incident response. The game models the operations of a community reception center, including the processes of screening, decontaminating, and registering incoming individuals while maintaining hazard levels, public anxiety, and staff fatigue. The five-round framework with incident injects allows for a training simulation that properly evaluates capacities, strengths, rapid-decision making, and serves as an insight into future planning altercations.

Pilot tests indicated that serious games such as 'This Is A Test: CRC Edition' are not only effective for training purposes but also serve as a more engaging and satisfying tool for emergency managers to utilize for preparedness.

Presentation Theme: The presentation is an expansion on information (Serious Games) I learned at the previous conference and how that developed a personal interest for me.

Collaborators, Advisor(s) and Department(s) that assisted with this research: Duane Hagelgans.