

PLAY TO PREPARE: LEVELING UP PREPAREDNESS WITH SERIOUS GAMES

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INTRODUCTION

- Serious games are games designed to be utilized to achieve educational objectives.
- Benefits include increased participant engagement, development of rapid decision-making skills, and providing immediate consequences and feedback within the game.¹
- The immersive format of serious games utilizes board game mechanics to replicate realistic scenarios and events.¹

EM APPLICATION

- Within emergency management, serious games are utilized as an exercise tool for preparing stakeholders for disaster scenarios.
- These games play a crucial role in identifying critical gaps within current plans, such as unrealistic expectations of preparedness and communication hurdles.²
- Insights into gaps can be utilized as a stepping stone for future alterations to plans and training. Finally, the engaging format of serious games provides an opportunity to partner with multiple agencies.²

METHODS

- Research & Observation
 - Conference Attendance.
 - Supplemental Online Research for game mechanics and application of games.
- Data Synthesis
 - Synthesized information from different sources into a presentation.

CASE STUDY: THIS IS A TEST

- “This Is A Test: CRC Edition” is an example of a serious game that has played a key role in agency preparedness and training.
 - Based on radiation incident response due to 38% of the U.S. population resides within 50 miles of a nuclear power plant.
 - Designed for 3-7 players.
 - 5 Rounds.
 - Simulates the utilization of a community reception center for the purpose of screening, decontamination, and registering incoming exposure victims.
 - Players must manage hazard levels, public anxiety levels, and staff fatigue levels with limited resources.
 - Failure to maintain these levels or failure to successfully process all victims within the game will result in a game over.³
- This game utilizes,
 - A round-based structure with a rotating leadership position to allow for engaged participation.
 - During the game, injections will occur to test rapid decision-making skills.³
- Following the pilot testing,
 - The game received positive participant feedback in it's utilization as an exercise tool.³

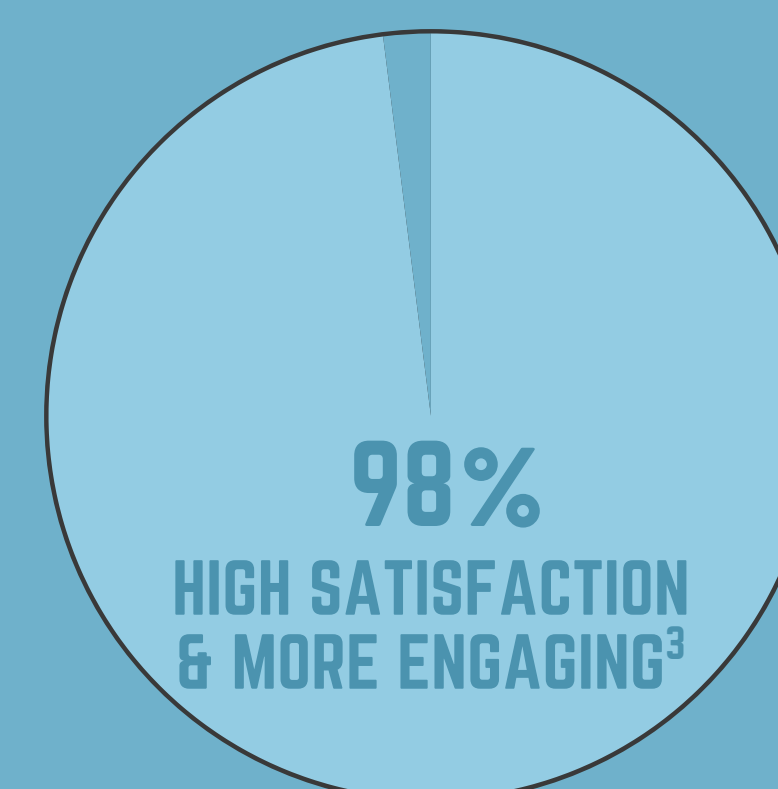


Figure 1. This Is A Test: CRC Edition
<https://www.cdc.gov/radiation-emergencies/php/crc-test/index.html>



Figure 2. This Is A Test: CRC Edition Board
<https://www.youtube.com/watch?v=atzeZzMa288ab.c>
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DC%29

BROADER APPLICATION

- “This Is A Test: CRC Edition” represents the engaging and educational value that serious games provide within emergency management.
- Serious games can be applied and catered towards multiple hazard types.
- Serious games can be utilized in other professions.⁴
 - ex: healthcare, education, first responders

CONCLUSION

- Serious games are a powerful resource for preparedness and training.
- Their ability to engage multiple participants and test rapid decision making, in specific scenarios, is it's greatest benefit.
- “This Is A Test: CRC Edition” is one of many serious games that was successful in its pilot testing.
- Continued utilization of serious games is essential for a more engaged and resilient future.

REFERENCES

