



# Breakout Group B Report

# Situational Awareness



# situational awareness

- Simulations, games, and exercises that highlight or explore issues of situational awareness in pandemic response are not especially challenging to design
  - Games that include situational awareness as a key part of game process
  - Games that focus on the importance of situational awareness (“murder mystery”)
  - Games that examine investments and trade-offs in situational awareness (investment games)
- The key issue is **who you are gaming with and why** (plus associated resource issues).

# situational awareness

- For example:
  - Game that can be run with new senior officials to familiarize them with situational awareness issues, build teams
  - Game can also be used within and across the organization, low barriers to play
- From that:
  - Playable in 3 hours or less
  - Relatively small numbers of players
  - Not dependent on dedicated facilitator
  - Highly playable (and replayable), easy to learn system
  - Leave plenty of time for discussion (or flagging things for the discussion)
  - Adaptable/modular
  - Address both “importance” and “investment”

# situational awareness

- Issues:
  - Might appear trivial or unserious
  - Political capital and sensitivities

# Decision-making



# decision- making

- Two kinds of gaming:
  - Games as decision support (other approaches may be more practical: vignettes, TTX, scenario discussions)
  - Games as preparation for future decisions of that sort
- Three phases of gaming
  - pre-crisis
  - crisis
  - post-crisis

# decision- making

- Examples

1. Whether to proceed with an event such as ACL in Austin (and whether to trust the model).
2. Crafting guidance (masks, schools, etc)
3. Whether we were going to test contacts (limiting testing capability)
4. Delaying second dose of mRNA (and other issues, such as expiry date)
5. Building public confidence (“which cannot be surged”)
6. Partnership with private sector/influencing markets

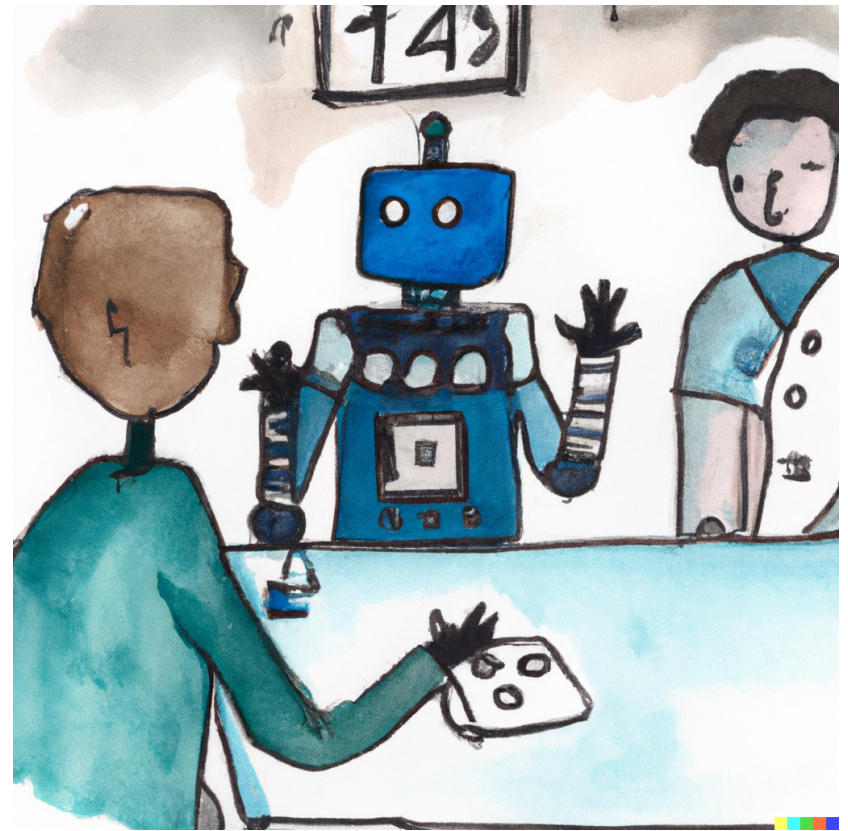
“cycle of research”



# decision- making

- Gaming must interrogate its own critical assumptions
  - What are the problematic decisions in building models (and hence alert systems)?
- Engaging the public (as players/participants)
  - Political risks
  - Privacy may be needed to be “safe to fail”

# AI and Innovation



# AI and innovation

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Help produce game materials

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Live ancillary game inputs

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AI game analysis support

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AI game actors

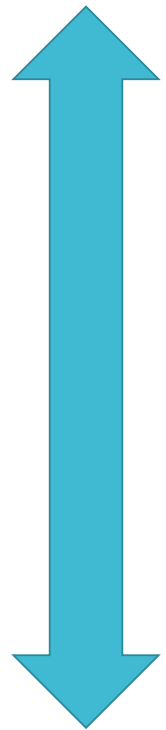
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AI game adjudication

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AI game primary analysis

Cheapest  
Least risky  
Least transformative



Most expensive  
Most risky  
Most transformative

# AI and innovation

- “toolkit approach”
  - mid-range game, adjudication, analysis support perhaps most useful
  - accessible, low barriers to use
- challenge of employing models within games, where they support player decisions
- AI support for the “cycle of research”
- AI pathogens
- much more thinking to be done