







# Simulation games for crisis management

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# What use are simulation games for crisis response?

- Generic training
  - "these are the kinds of issues and challenges that come up in responding to a local or global health emergency"
- Contingency planning for future crisis
  - "let's rehearse or stress-test our plans"
- Operational planning for current crisis
  - "let's use a simulation to refine current, time-sensitive operational planning"

## Generic crisis training

- ▶ familiarity with common challenges, mechanisms, stakeholders
- introduction to coordination and process issues
- the importance of "fog and friction"
- adaptability and innovation under conditions of psychological stress
- "safe to fail environment"









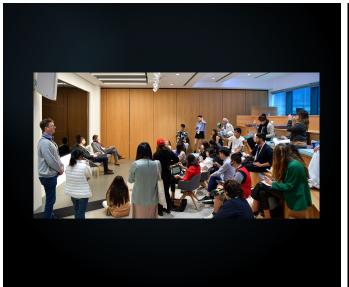
A Digital Readiness and Response Simulation























# Contingency planning for future crisis

- op plan familiarity and rehearsal
- ironing out communication and coordination mechanisms
- identifying vulnerabilities
- checking assumptions
- risk assessment and mitigation
- simulation as vaccination

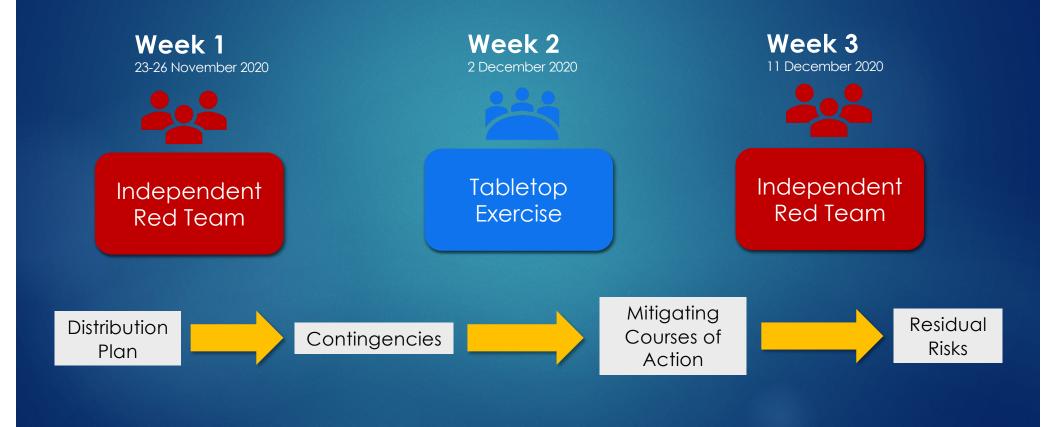




# Operational planning for current crisis

- all things in the earlier slide, but:
  - much greater specificity
  - integrated into a planning cycle
  - Do No Harm
    - ▶ high-stakes, time-sensitive
    - overburdened staff with limited bandwidth
    - "unsafe to fail" environment with much less room for error and "no right to be wrong"

### **COVID-19 vaccine rollout**













18:02 POLL SHOWS MANY CANADIANS STILL HAVE CONCERNS ABOUT NEW VACCINES



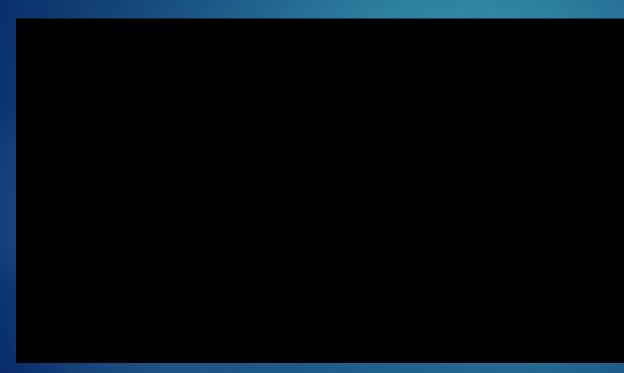








### **COVID-19 vaccine rollout**



Fortin says military organizers have been working for months with government, scoping out the logistics that will be involved.

There have been discussions, "tabletop exercises," and he said his team now is looking to "identify risks, discuss mitigations, look at decision points, and look at ways to ensure that we deliver vaccines as effectively as possible, as rapidly as possible. And as safely, more importantly, as safely as possible to all Canadians, including up to the remote and isolated communities."

#### Toronto Star, 27 November 2020

"We know a lot about getting new aircraft and types of transport planes, trains and automobiles to these places, but doing it with vaccines that are somewhat fragile and need to be under certain conditions, warehousing them, making sure you're keeping track of who's getting it when, all of these things are things that right now are being laid out...

They're rehearsing tabletop exercises what this will look like as soon as we have access,"
Lawson said.

#### CTV News, 28 November 2020

Fortin said there have been "tabletop" exercises to plan the distribution over the last weeks, including one on Wednesday that involved more than 150 people from all 13 provinces and territories, and eight federal departments and agencies.

The Canadian Armed Forces received formal orders last week to start planning for the distribution of COVID-19 vaccines, though the military's top commander says preparations have been under way for longer.

CBC News, 3 December 2020

Canadian Press, 3 December 2020

# Issues in simulation design

- Synchronizing objectives, resources, participants, and methods
  - Manual or digital simulation?
- Considering impact
- Do you really need a game/simulation?
  - other forms of experiential learning
  - other forms of alternate analysis

