

„Alice in Wonderland” – Crisis management simulation game

In May 2012 flood struck Wonderland – medium-sized country in eastern Europe. The largest crisis affected two central provinces (Voivodeships) not prepared for disaster of such a scale. In reaction Wonderland government requested international humanitarian assistance referring to bilateral agreements with neighboring countries.

Phase 1

Local emergency management headquarters (WCZK) in each provinces has been activated and coordinate the action in provinces with support of The National Centre for Co-ordination of Rescue Operations and Civil Protection (KCKR). From the beginning decision makers had access to maps of the area, using both GMES map products and additional maps that were made available in H-GIS. Most informations obtained during the action are placed in environment for the exchange of geospatial information – "Alice".

Thanks to web based interface, „Alice” is available to service info to other institutions (Government Centre for Security (RCB) and Council of Ministers, (CoM)) from Wonderland crisis management system in real time. Both institutions will be a part of simulation – gathering and analyzing data, preparing reports and statements for politics and press.

At the same time activated NGOs from neighboring countries will be preparing for the arrival. Arriving international teams will have access to maps of the area, with all added information up to date. They will have time to prepare themselves and will be in contact with KCKR, where OSOCC liaison officer will coordinate their arrival.

Phase 2

Local emergency management headquarters (WCZK) are still fighting with flood, coordinating work and assistance on regional level, providing informations for RCB, and assigning held resources for action. The National Centre for Co-ordination of Rescue Operations and Civil Protection (KCKR) coordinates the NGOs that are already operational, and work in the field. Humanitarian NGOs can put important information (for example: current status of roads availability) by placing informations in „Alicja”

Knowing about available international assistance, KCKR/OSOCC will be able to effectively work and assign tasks for arriving NGO teams, coordinating information exchange

At the same time Government Centre for Security (RCB) and Council of Ministers, (CoM) will still try to get the grip of the situation and summarize and analyze information. Their role will be crucial for an accurate picture of situation. Council of Ministers, (CoM) will have to prepare statement, attend press conference and (according to situation) record video statement for citizens. To execute all those tasks they will need well prepared report from situation.

NGOs will be working in assigned to them regions, trying to accomplish all prepared for them goals. Communicating with each other and local headquarters using also “Alicja”, to coordinate actions and exchange informations.

Situation in simulation will be controlled according to the pace of game and situation in game, by game masters.

„Alice in Wonderland” is designed as an interactive game and it will foster a large number of topics through a realistic exercise. Game will be divided in two simulation session with focus on a different phase of the crisis. Each will last approximately two hours, and will be followed by a brief evaluation. After finishing the game there will be time for evaluation and preparation for restoration of normal functions

The situations in simulation will be mostly based on real experience. Individuals’ participation in the simulation will differ based on their background – Polish crisis management participants will act as local authorities, when international participants will play NGO members.