AGENDA

1. What is the Extreme Event game?
2. Who is the audience?
3. What do players experience?
4. How was Extreme Event developed?
5. What are the learning outcomes?
1. WHAT IS EXTREME EVENT GAME?
THE BASICS

An in-person role-playing game that challenges players to:

• Prioritize resources
• Build coalitions
• Respond to a disaster
• Assess the impact
2. WHO IS THE AUDIENCE?
TARGET AUDIENCES

• Community groups
• Volunteers & trainees
• Students
• Clubs & service organizations

EXAMPLE USES

• Icebreaker
• Team-building activity
• Kick-off activity for volunteer training or other resilience activities
• Part of a classroom module
• Learning experience
3. WHAT DO PLAYERS EXPERIENCE?
WHAT YOU’LL NEED TO PLAY

12-48 PLAYERS
1 HOUR
FREE DOWNLOADS
CHARACTERS

Hi, my name is

WRITE YOUR NAME

PARENT OF THREE KIDS
from Old Town

Hi, my name is

WRITE YOUR NAME

FOOD BANK DIRECTOR
from Oceanside

SECTORS

HOUSEHOLDS

COMMUNITY GROUPS

BUSINESSES

FIRST RESPONDERS

LOCAL & STATE GOVERNMENT

FEDERAL GOVERNMENT
Players work with their sectors to prioritize short- and long-term resources. Information about their sector, resources, and city informs their decisions.
You are professionals who devote your careers to keeping others safe.

You faithfully serve the city by enforcing the law, providing medical help, responding to emergencies, and maintaining and repairing the city’s basic infrastructure such as roads and utilities.

You are highly knowledgeable about your community and have close connections with state and regional partners.
EXAMPLE RESOURCE CARDS

- Agreements with Neighboring Communities
- Antibacterial Face Masks
- Asteroid Early Warning System
- Biohazard Suits
- Citywide Alert System
- Comprehensive Disaster Plan
- Detailed Flood Maps
- Emergency Command Center
- Emergency Evacuation Route
- EMT-Trained Citizens

- Generator with Fuel
- Helicopters
- Pet Carriers and Food
- Portable Cooking Stove
- Rescue Boats
- Search & Rescue Dogs
- Seismic Monitors
- Snow Plows
- Two-Way Radios
- Underground Concrete Shelter
- Upgraded Gas Lines
- Water Purification System
ABOUT COASTAL CITY

COASTAL CITY POPULATION

195,400

SQUARE MILES OF WATER
8

SQUARE MILES OF LAND
37

COASTAL CITY WEATHER
In Degrees Fahrenheit

AVERAGE SUMMER TEMPERATURE
82

AVERAGE WINTER TEMPERATURE
40

AVERAGE ANNUAL RAINFALL*
52

AVERAGE ANNUAL SNOWFALL
7.2

*Heaviest July-November
Disaster strikes! Players are redistributed into neighborhoods to address challenges.
The storm arrived earlier than expected and children are still at school. What will you do?

**Option A**

Quickly reconnect children with their parents.
You need:

<table>
<thead>
<tr>
<th>COMMUNICATION</th>
<th>PUBLIC COMMUNICATION</th>
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</thead>
<tbody>
<tr>
<td>Citywide Alert System</td>
<td>Emergency Alert System</td>
</tr>
<tr>
<td>Emergency Contact Information</td>
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</tbody>
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<tr>
<th>TRANSPORTATION</th>
<th>SUPPLIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 Buses</td>
<td>Emergency Supply Depot</td>
</tr>
<tr>
<td>75 Cars</td>
<td>Bedding &amp; Sanitary Supplies</td>
</tr>
<tr>
<td></td>
<td>Food, Water, First Aid Kit</td>
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**Option B**

Shelter children in place to ride out the storm.
You need:

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Players must work together across neighborhoods and sectors to move resources where they are needed most.
GRIDLOCK!

Traffic in your neighborhood is completely locked up and nobody can get in or out. All of your players must return to their neighborhood immediately. If anyone is visiting other neighborhoods, go get them right away. Your neighborhood may not give, receive, or exchange any resources until the gridlock is resolved.
After the disaster passes, neighborhoods and the city as a whole assess the damage. They evaluate their disaster preparation and response.
Players engage in a reflective discussion about the challenges they encountered and the key lessons they learned about resilience.
4. HOW WAS EXTREME EVENT DEVELOPED?
THE PROCESS

- Research-based source material
- Interdisciplinary design team
- Iterative development
- Multi-module platform approach
- Expert reviewers
- Test, refine, repeat!
Resilience: the ability to prepare and plan for, absorb, recover from, or more successfully adapt to actual or potential adverse events.

http://www.nap.edu/catalog/13457/disaster-resilience-a-national-imperative
5. WHAT ARE THE LEARNING OUTCOMES?
LEARNING OUTCOMES

• Coalitions of people help the overall community take advantage of its collective resources.
• Investing in both short-term and long-term resources is important.
• Different sectors in a community bring different resources to the table.
Extreme-Event.org
Would you like KSM to demonstrate the Extreme Event for your organization?
Thank you!

Contact: Keri Stoever
Program Manager
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Thank you!