

Session Title

Innovation in Gaming and Simulation in Federal Agencies
(FEMA/DHS)

Session Date

Thursday, April 16, 2015 • 3:50 - 4:35 pm EST

Session Objective

At the end of this session, attendees will be able to identify the characteristics of an improvised nuclear device (IND) and understand the difficult decisions that need to be made in that environment and whether or not it is feasible to develop a game that will hone in a 1-to-1 skill transfer.

Presenters

Jeffrey Blizzard – Jeffrey.Blizzard@fema.dhs.gov

Benjamin Steveson – Benjamin.Steveson@dhs.gov

Chad Gorman – Chad.Gorman@dhs.gov

Presenter Biographies

Chad Gorman, Federal Emergency Management Agency's (FEMA) CBRNE Office Director and Jeff Blizzard, FEMA CBRNE Office Program Analyst have been collaborating with Benjamin Stevenson, a Program Analyst at Department of Homeland Security Science & Technology (DHS S&T) for over two years to explore innovations in gaming and simulation. This partnership has also linked up with Massachusetts Institute of Technology Lincoln Laboratory (MITLL) to produce a 2-phase project. In Phase 1, a prototype game was built to train emergency response officials on actions after an improvised nuclear device incident. In Phase 2, the team has moved into exploring, studying and analyzing the realm of decision making, which is more directed toward understanding key decision-making characteristics between a video game environment and a real-world event, how these skills can be transferred,

and if there is a possibility to develop additional games that will hone these skills.