ACHS-RAC What to Expect at Serious Games

Serious Games is a tabletop exercise that uses known facts about the present, and on-going trends, to create possible real-world simulations of what may happen in the the coming years. During the game, we will role-play community reactions and responses to real-world scenarios. Although some details of your Simulated Solutions event may be different from what you see here, this is what you can expect:

I

Meeting Introduction and Overview: You will be welcomed to the space, and there will be introductions. Current conditions in Coös and Grafton Counties will be presented. The project and purpose of the Serious Games exercise will be presented, and there will be an Overview of the day's activities.

II

Serious Games: The Game Master provides game instructions and opens the game session. Each participant will be placed at a discussion table in groups that are likely to be responding to crisis together (ie community groups or group associated with a school or workplace).
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- Each table will have a **Facilitator** and a **Recorder** present throughout the morning Serious Games (1hr 45 min).
- At the end of the game, all participants will meet to discuss the critical needs that came up in the game that they were unable to address, which are called "Mission Critical Gaps." A **Table Group Spokesperson** from each table will give a short table report.

III
Lunch

IV

Participants decide on which of the Solution Teams they will meet with after Lunch for the Solution Team discussions. Solution Teams are groups that focus on specific topics, and are not based on the community you are from. For example, Solution Team topics may be: Public Health Equity, Housing, Community Action and Public Policy; Empowerment, Safety and Security; Emergency Management; Communications and Education; and Infrastructure and Basic Necessities.

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V

Solution Team Discussions: Facilitators and **Recorders** are assigned to each of the Solution Breakout Tables. Each Solution Table has at most 5 - 10 members.

- **Facilitators** run the conversation about specific gaps discovered during the game, and the Solution Team provides proposed solutions to resolve the gaps.
- **Recorders** document the discussion, and prepare a summary for a Spokesperson to report to the Response Panel and the assembled participants in the Plenary Session.

V

Break

VI

Solution Team Presentations to a Response Panel in the Plenary Session: This begins what is called the **Hot Wash** process. This is a debriefing session that includes all Serious Gamesparticipants. The aim of this **Hot Wash** process is to identify strengths and weaknesses of the responses to the simulations, and to identify ways to promote better outcomes in the future. Although more gaps and identified solutions will be included in the groups' follow-up reports, each Solution Team gives a 5 - 7 minute report stating:

- The number of gaps and associated solutions they identified
- The 3 most important gaps they identified, and the associated proposed solutions to be implemented to resolve the gaps

VII

Response Panel Comments: The purpose of this Response Panel is to begin a collaborative process with the institutions at the city, state and higher levels that are essential to solving problems in Coös and Grafton Counties. Each Response Panelist will have 5 minutes to respond to the Solution Team reports. Response Panelists may include elected officials, representatives from city, county or state departments or small to medium-sized businesses and organizations.

VIII
Closing statement and next steps