

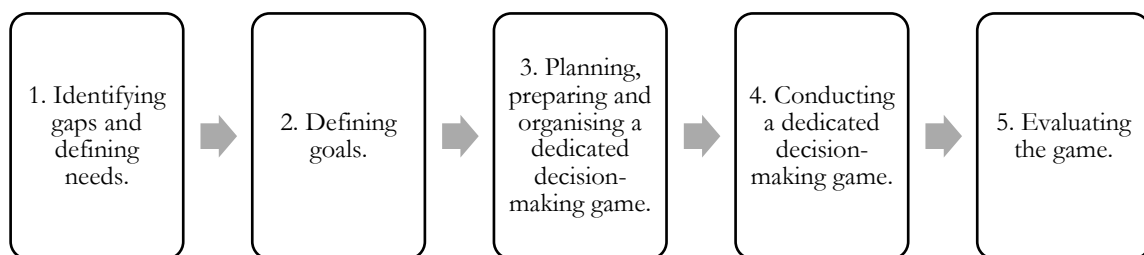
# Selected aspects of the methodology of creating dedicated decision-making games.

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Crisis management and civil protection are complex and multifaceted processes requiring a complex approach and interdisciplinary knowledge combining specialist, organisational, managerial, and crisis communication expertise. It is imperative to acknowledge that all of these elements are of paramount importance and must be cultivated through meticulous training and exercises. It is evident that one of the most efficacious forms of civil protection exercises is that of decision-making training. One of the preliminary activities undertaken as part of the LOCALIENCE project yielded a methodology for the creation of dedicated decision-making games. Previously utilised approaches generally presupposed the implementation of decision-making games within a pre-defined scenario. The analysis of the entities and areas for which the game was to be developed was neglected. The gaps and procedural shortcomings resulting from the specific characteristics of the region in question were ignored. The methodology developed within the LOCALIENCE project addressed these gaps.

The developed methodology is predicated on five principal steps in the process of creating a dedicated decision-making game (see Figure 1). It is imperative to note that each step is executed in a sequential manner, with the omission of any step constituting a substantial deviation from the prescribed methodology.



Picture 1. Methodology of dedicated symulation game.  
Source. Own elaboration.

The methodology developed in the project is currently being implemented in Poland. Its main areas of application include games implemented in local government units, student classes within a subject dedicated to decision-making games, and advanced civil protection courses, which represent the actual implementation of the Civil Protection Act in Polish realities. The approach can be scaled to various levels of governance and used in other countries.

Keywords: simulation game, civil protection, crisis management, training, exercise