

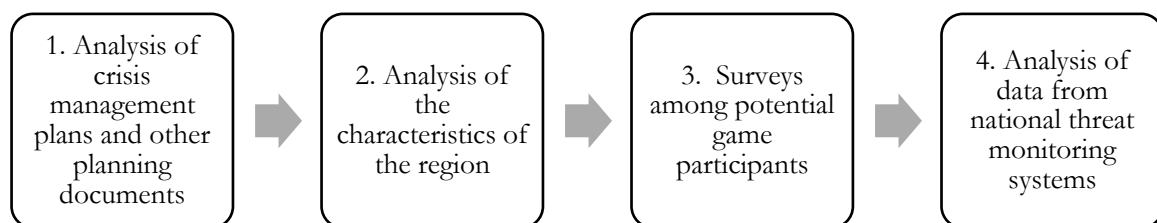
Key points of gap analysis for the development of dedicated decision-making games.

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The process of creating dedicated decision-making games necessitates a comprehensive understanding of the elements that characterise the crisis management and civil protection system within the geographical area encompassed by the game. As part of the LOCALIENCE project, a thorough analysis of gaps was conducted, which are worthy of consideration in the context of creating dedicated decision-making games. Gap analysis and needs identification are recognised as fundamental components of the game development process. This element determines scenario selection, the gathering of knowledge about the entity for which the game is being organised, and the determination of the elements of individual sub-games closely related to the identified gaps. From the perspective of the repeatability of the method used, it is important that the gap identification process be repeatable across different entities or administrative units of the country and take into account the possibility of international application of the method.

The gap analysis method employed in the LOCALIENCE project was predicated on four principal elements of analysis (Fig. 1).



Picture 1. Step of gap analysis for preparation of a dedicated simulation game.
Source. Own elaboration

Crisis management plans are considered to be a fundamental document, as they determine the approach to crisis management at a given level of national administration (national, provincial, district, municipal). They provide a wealth of information on the structure of the crisis management system, including information on existing threats and their risk, a list of entities responsible for crisis management tasks related to threats, and a detailed description of crisis management procedures. The analysis of these elements enables the identification of fundamental inconsistencies that can be exploited during gameplay.

A regional analysis is the place to gather all necessary information about the region. The nature of a given region is often a determining factor in the threats that exist or may exist in that area. Furthermore, it frequently dictates the allocation of resources and the potential for threat transfer. This step in the gap analysis is of particular importance to game organisers, as it facilitates a comprehensive understanding of the given region, which is imperative when organisers are not native to the game's territory, as is typically the case.

Survey research, as part of a gap analysis, serves to determine the expectations of potential players regarding the planned decision-making game. Survey research utilised for the purpose of conducting a gap analysis can be categorised into two distinct domains. The primary domain pertains to the evaluation of the competencies exhibited by the individuals involved, including their understanding of crisis management. The secondary domain encompasses the identification of expectations concerning the game, such as the necessity for enhanced training in procedures or crisis communication.

The final element of gap analysis is the analysis of data from threat monitoring systems. Many institutions monitor and publicly share threat data (e.g., information on water levels or current forest fire conditions). It is possible to determine the trend of threat occurrence in a given area, and to ascertain which threats are more likely and their potential scale, based on the available data.

The integration of all four elements of the gap assessment developed in the LOCALIENCE project facilitates comprehensive preparation for the process of creating a dedicated decision-making game. This approach considers the expectations of players and potential critical areas and inconsistencies in the applicable procedures.

Keywords: simulation game, civil protection, crisis management, gap analysis.