

The role of the evaluation process in implementing dedicated decision-making games

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The contemporary development and implementation of decision-making games as a means of building civil protection competencies requires commitment and verification of goal achievement. Well-trained individuals who are responsible for carrying out civil protection tasks can guarantee the safety of citizens. This is particularly important in an era of increasing frequency of extreme weather events and other crisis situations. Evaluating the actions and steps taken provides an opportunity to verify whether they meet their goals and objectives.

As part of the LOCALIENCE project, a decision-making game designed specifically for this purpose was evaluated in the Lubuskie Voivodeship. This evaluation determined the extent to which the implemented solutions support effective decision-making and communication in stressful situations. The evaluation was conducted in three areas:

- 1) Evaluation based on a participant survey.
- 2) Evaluation of game injects – verifying the achievement of simulation goals.
- 3) Evaluation of the IT communication tool.

A fundamental component of the evaluation of the efficacy of the decision-making training pertained to the administration of an evaluation survey among the participants of the simulation. The objective of the survey was to gather feedback on the level of training objective achievement, the adequacy of the scenario, the usefulness of the tools used, and the overall assessment of the exercise's organisation. The survey identified the strengths of the game, including the realism of the crisis situation and the effectiveness of team communication, as well as areas requiring improvement. The collation of qualitative and quantitative data will inform the formulation of recommendations for future decision-making training in the region.

A key part of the evaluation process was assessing the simulations, i.e. crisis situation elements. Those responsible for their preparation analysed how well each simulation met the set objectives. This included how realistic the content was, the information pressure on participants and how effective it was at getting the desired responses. Feedback allowed us to see which simulation elements most supported the learning and collaboration process and which needed adjusting in future implementations.

A dedicated communication tool was developed to facilitate interaction between teams in the decision-making game, simulating various communication channels. User feedback was collected regarding the system's functionality, intuitiveness, and usefulness, leading to refinement of message templates, information flow logic, and the tool's interface. The goal is to enhance the realism of future exercises and improve crisis management tools.

The conclusions obtained constitute the basis for further improvement of the methodology for creating decision-making games, training tools and crisis management strategies in the region, thereby strengthening the safety of the voivodeship's inhabitants.

Keywords: simulation game, evaluation, civil protection, training.