Testing, testing, 1-2-3

**Premise**

The game is intended to raise awareness about decision making that goes into designing diagnostic tests for infectious diseases.

Players (namely ‘Scientists’) are tasked with designing a diagnostic test to reveal an unnamed virus plaguing the Norwich Science Festival. Whilst this virus is not harmful, it will stop those infected from fully enjoying the day’s activities. There are 10,000 people at today’s event, 80% of which are potentially affected. But don’t panic! A cure already exists; simply apply one of our bespoke badges or lanyards to protect yourself and others.

To support ongoing research, our newly recruited scientists need to make 3 important decisions:

1. **What test to use?**
2. **Who will take the test?**
3. **How well can the test identify the virus?**

Their decisions will influence the outcome of **how many tests were delivered** and **how many people were successfully treated**.

**Choices… Choices…**

1. **Pick your test**

The first decision to be made is what kind of diagnostic test should be used for detecting the virus. This is an important decision as the price and ease of deployment will determine how many tests can be delivered.

**Important:** The game does not advocate the use of or imply either test is better than another. This is purely fictional.

**Options:**

1. **Blood**
2. **Spit** (best option)
3. **DNA**
4. **Who takes the test?**

Given there are only so many tests to give out, as determined by what test was selected, it is important to decide who you should give the test to. Be warned! No test is perfect – some people may need to take the test more than once to get an accurate result, limiting the number of tests you can deliver.

**Options:**

1. **Everybody**
2. **Those who feel sick** (best option)
3. **The very sick**

**3. Detection strength**The last decision to make is how sensitive the test will be. The better your test can detect the virus, the better your chance in treating the right people. But is there a downside to having too high of a sensitivity?

**Options:**

1. **Weak**
2. **Balanced**
3. **Strong** (best option)

**Responding to outcomes**

**Blood test** – Expensive and would require everyone to provide a blood sample and wait for test results from a lab

**DNA test –** Good solution, but may be more costly to set up than other tests

**Everybody** – A lot of people who were fully enjoying today’s events unnecessarily received a test! Meaning they returned the test so those who needed it can have one.

**The very sick** – while a very noble endeavour, you have enough tests remaining to help more people!

**Weak** – The beam wasn’t strong enough to catch everyone who has the virus!

**Balanced –** So close! But the beam wasn’t strong enough to catch the virus