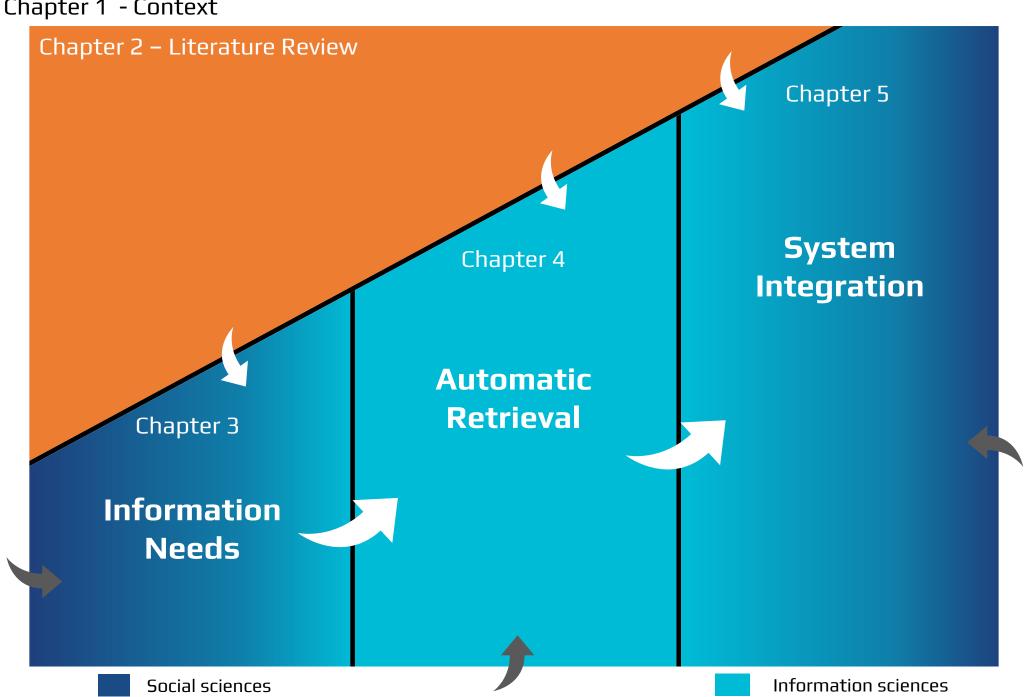
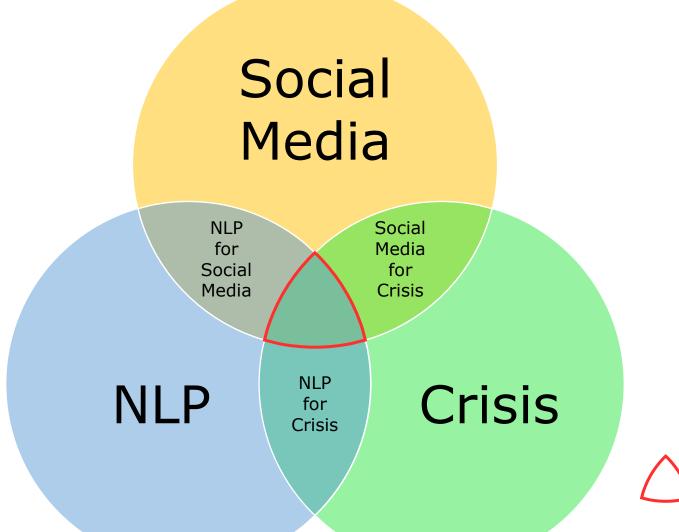
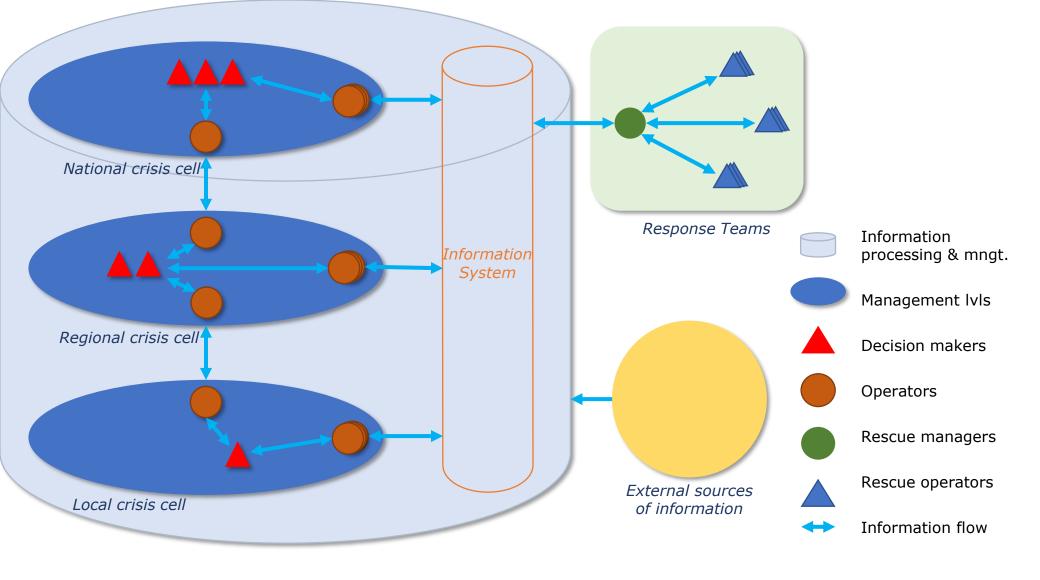
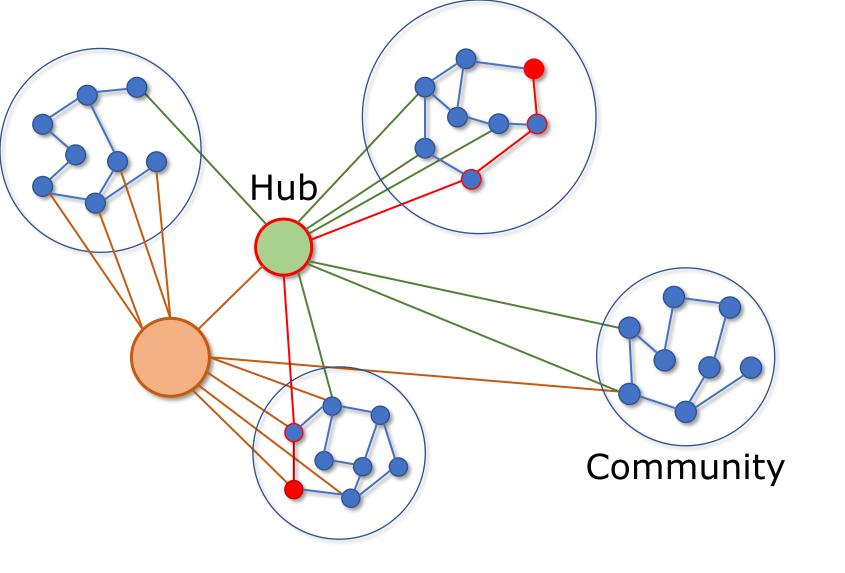
Chapter 1 - Context



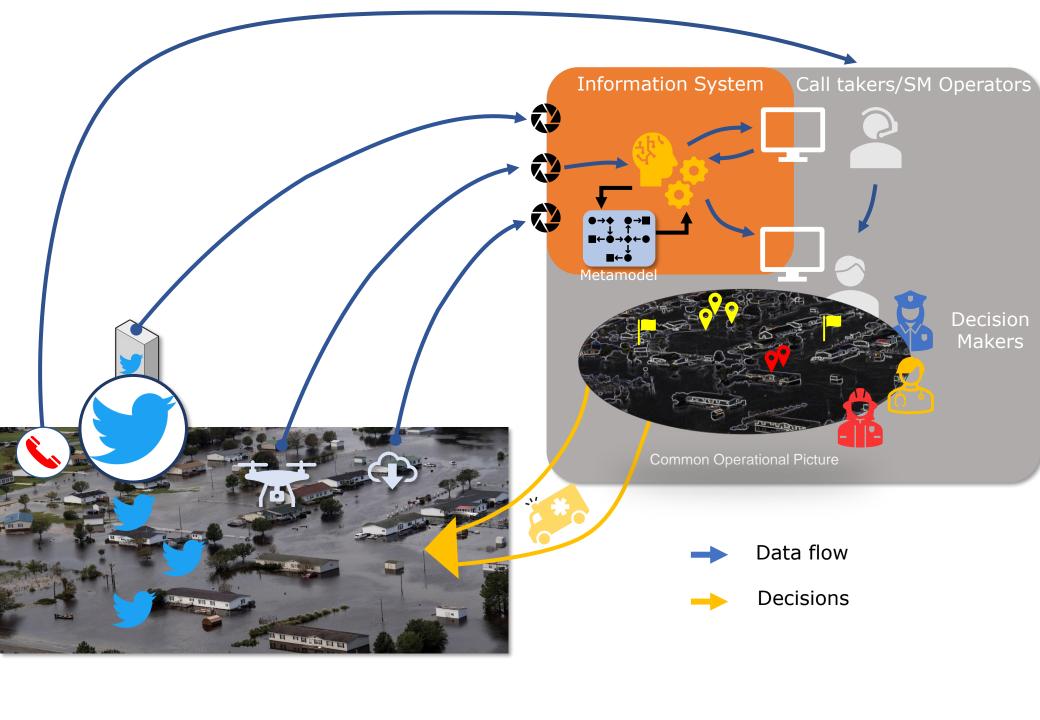


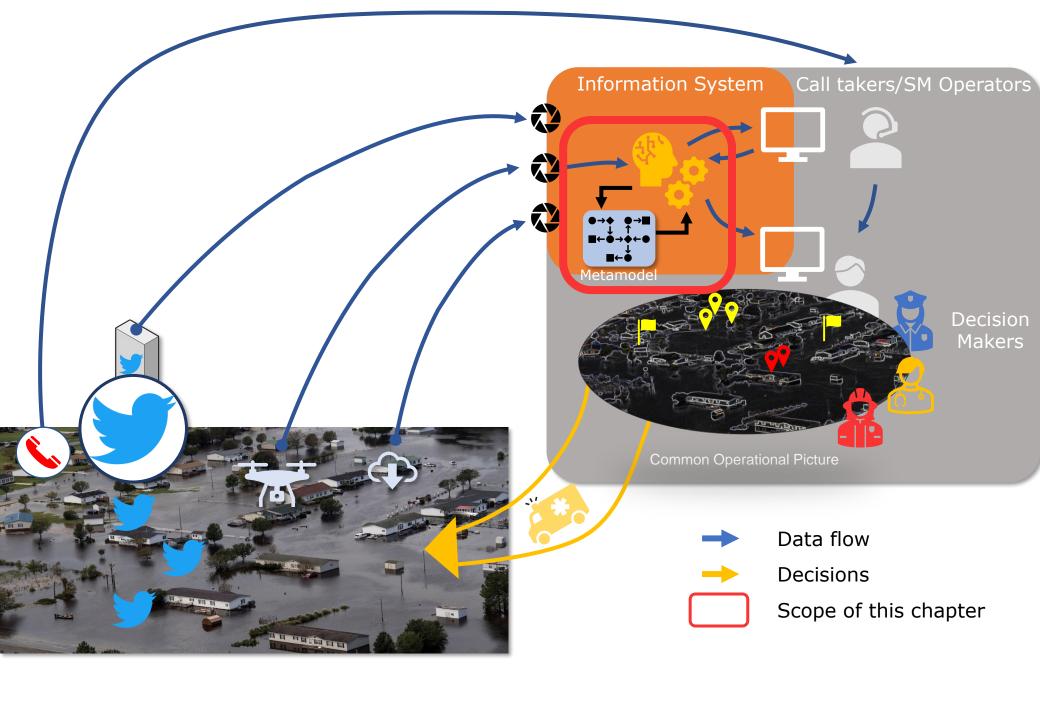


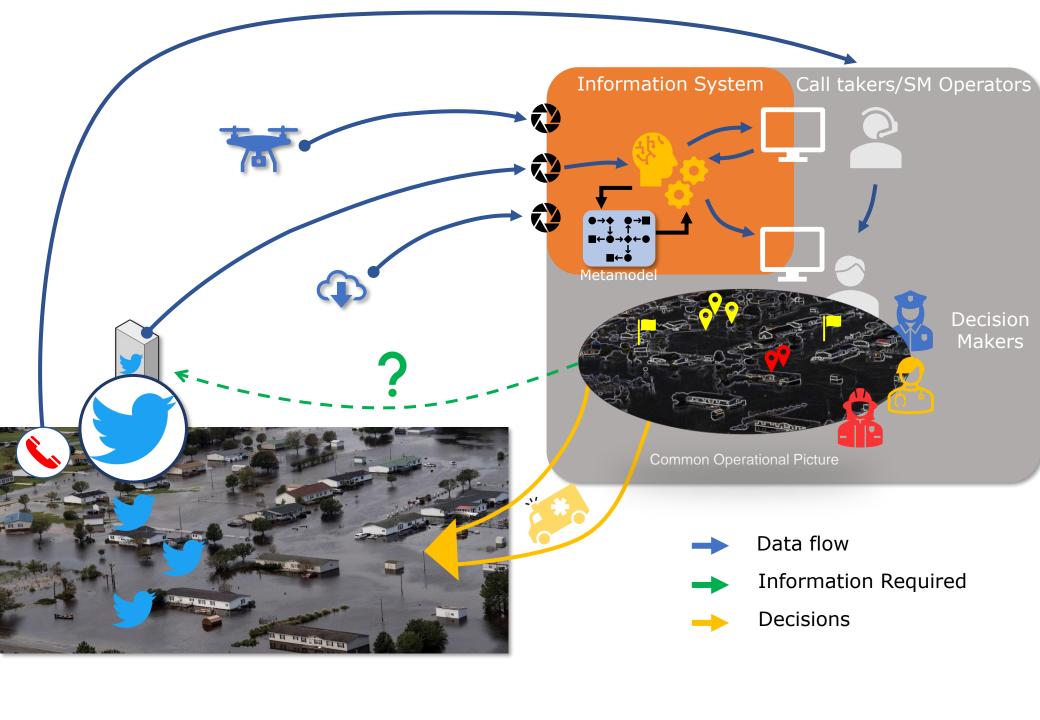




# Danger Risks Consequence Stakes Event







#### Social sciences

Chapter 3
Information
needs

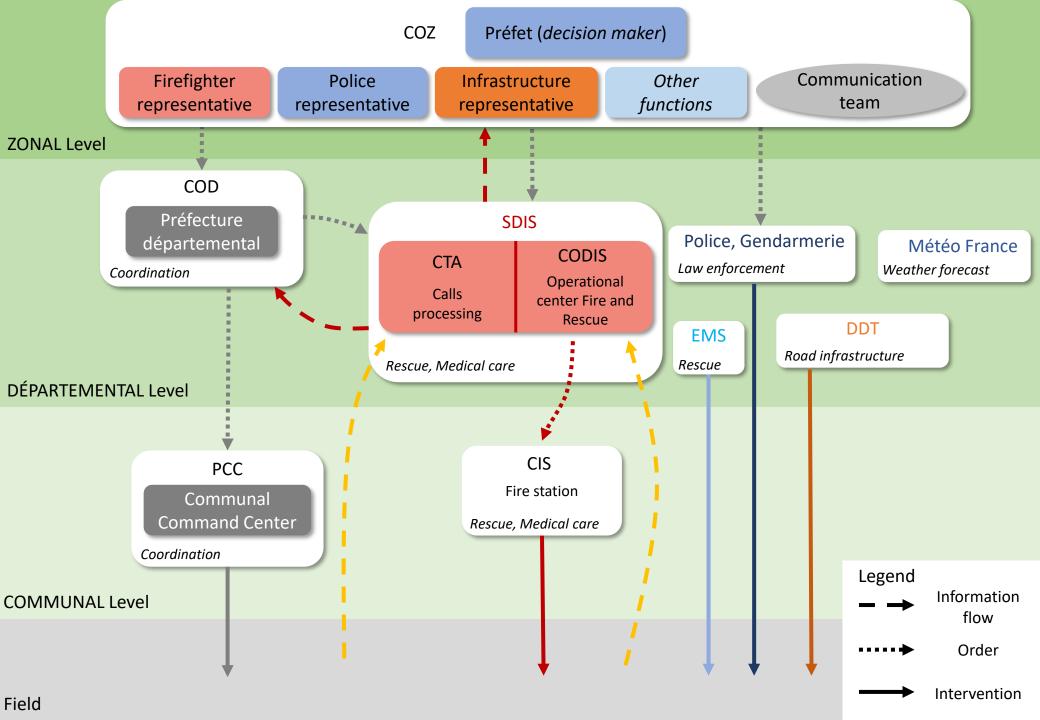
Information sciences

Chapter 5
Information
organization

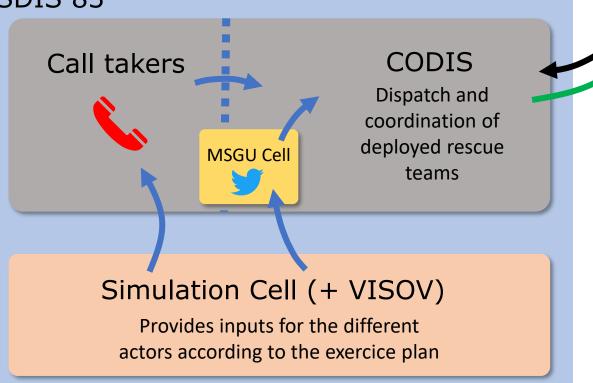
System

Algorithm

Chapter 4
Information collection



#### **SDIS 83**



## Emergency Response Command

- → Information
- → Report
- → Order

#### Préfecture Vienne Representatives: COD **VISOV** Communication **Firefighters** Dispatch Cell Police information and Infrastructure coordination the different services Simulation Cell Information Provides inputs for the different actors according to the exercise plan Report

Order

#### COZ SO Representatives: COZ **VISOV** Communication **Firefighters** Dispatch Cell Police information and Infrastructure coordination the different services COD Simulation Cell Information Provides inputs for the different actors according to the exercise plan Report

Order

## Information

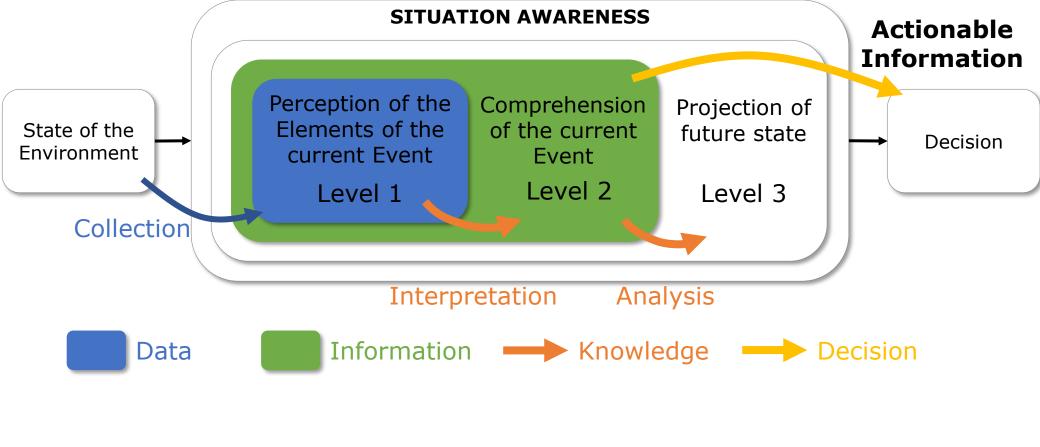
## Organization

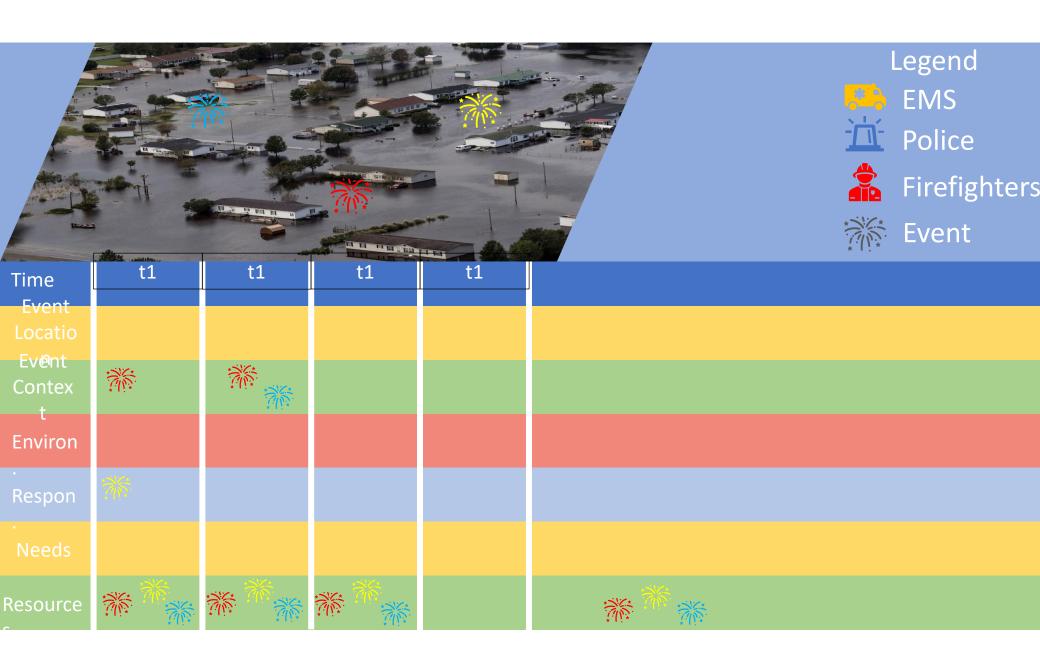
## Situational Awareness

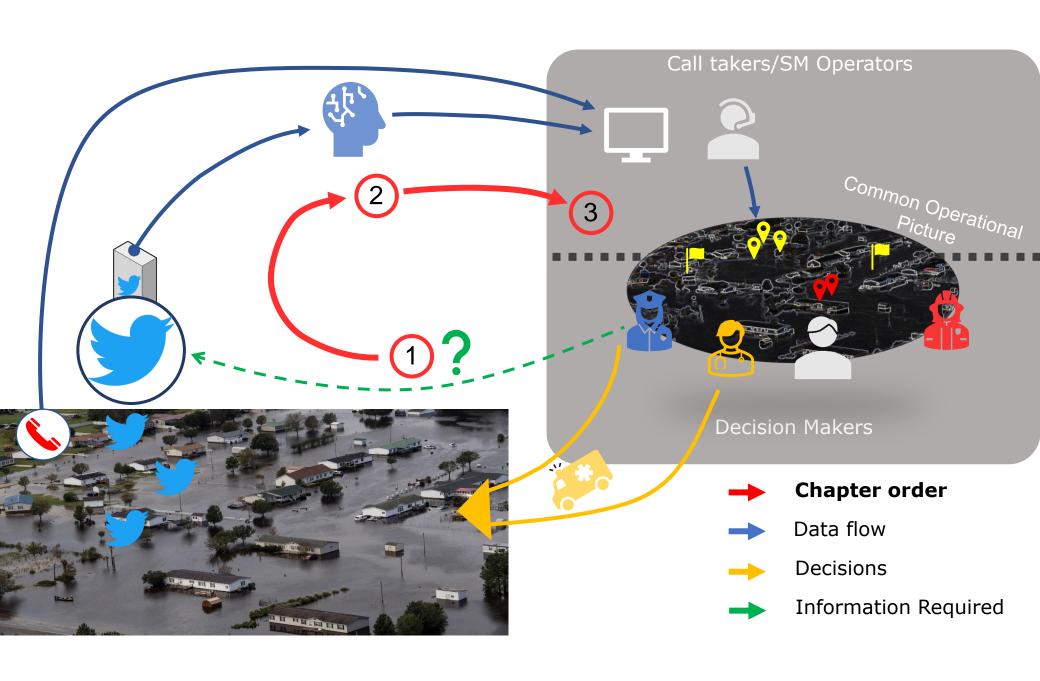
- Event
- Environment conditions
- Actors already involved
- Responders' needs
- Resources available

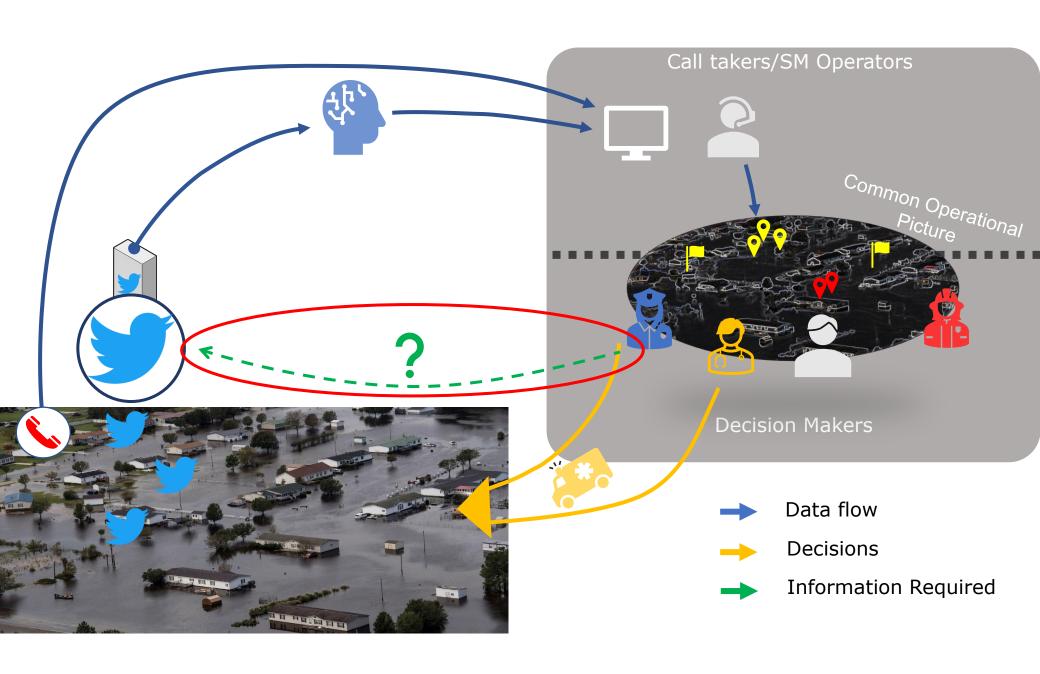
## Actionable

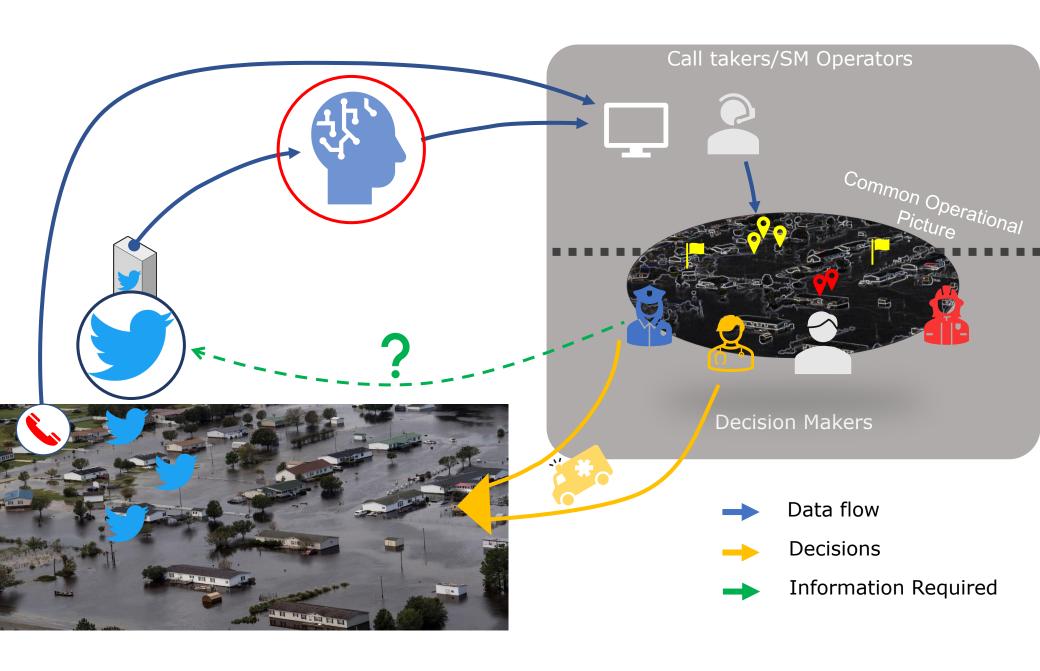
- Location
- Credible
- Context
- Right role
- Timely

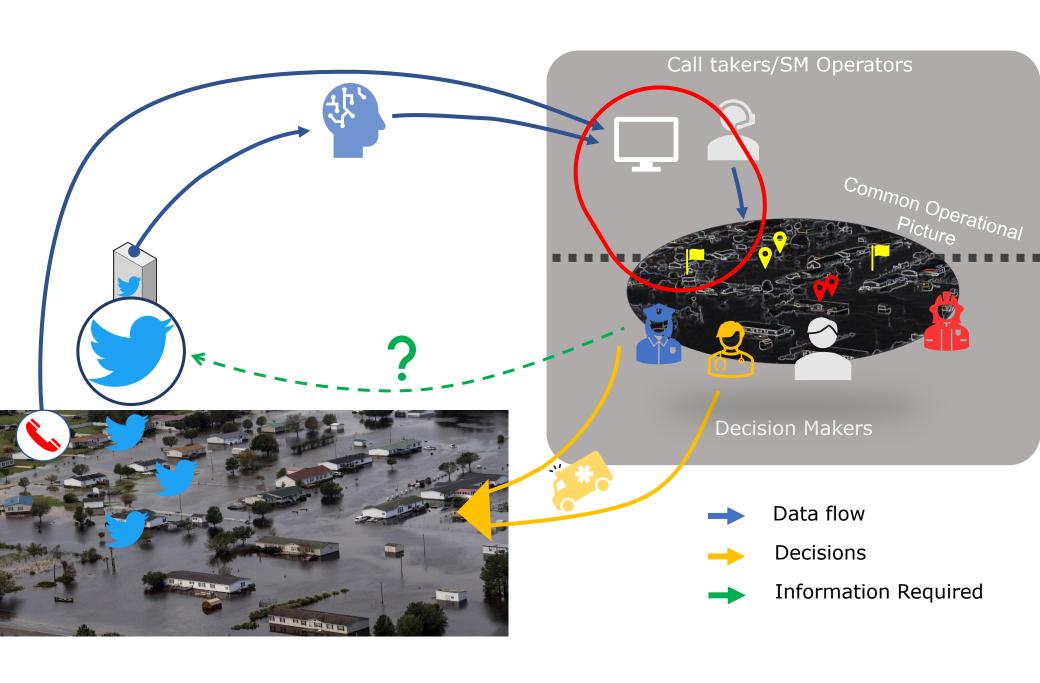


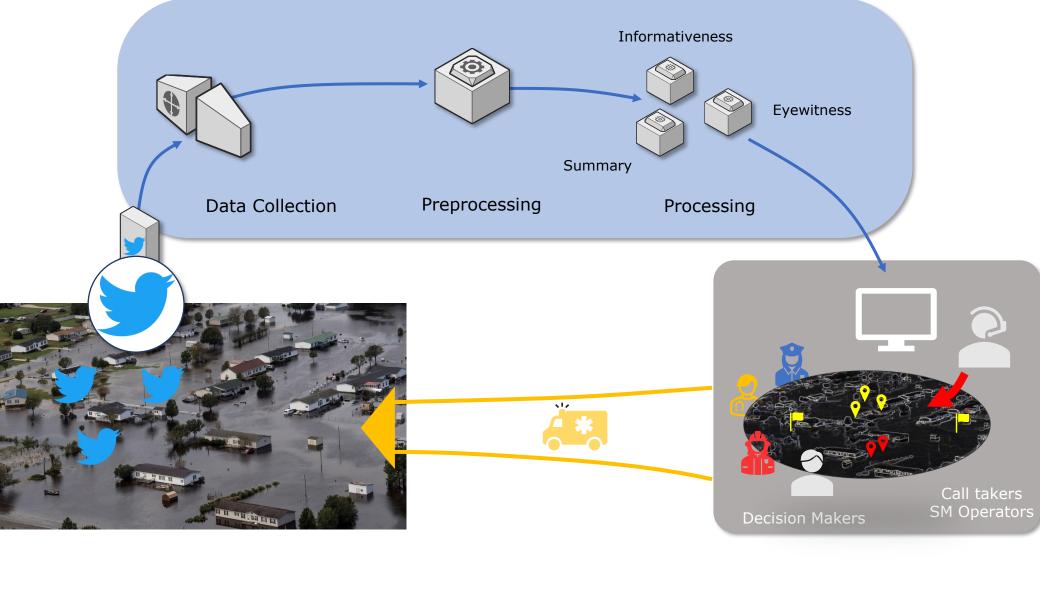


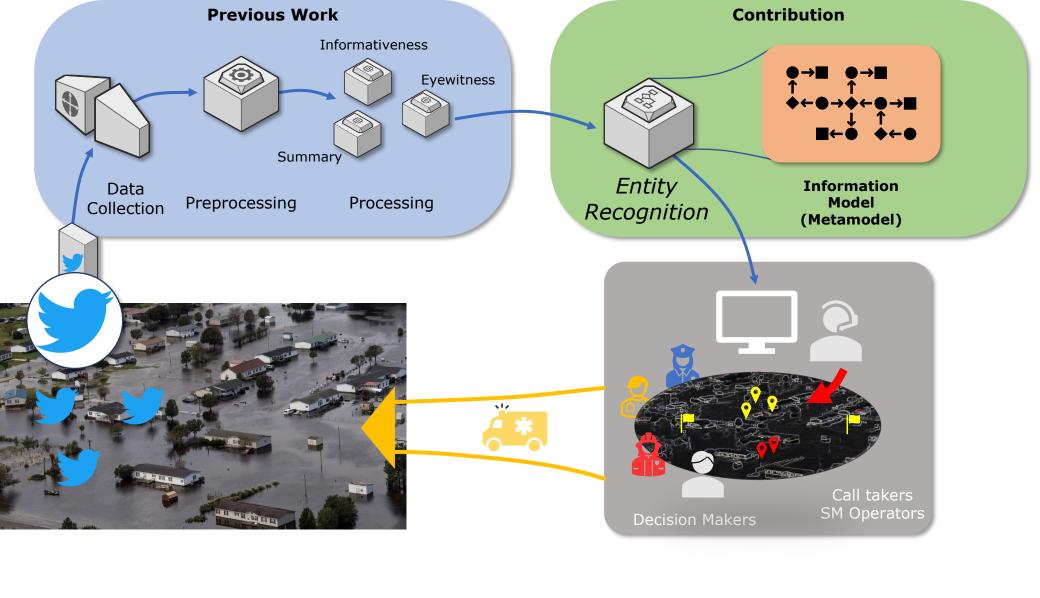


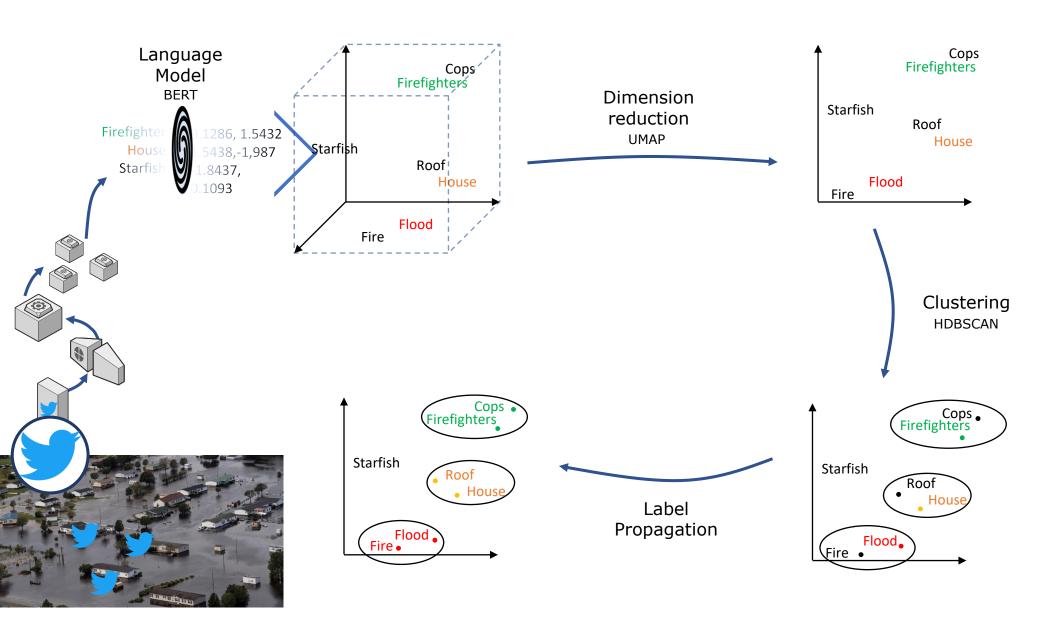












#### **Event**

location: Location

type: strcause: strseverity: strother: str

#### Environment

- area details: str
- population density: int
- · hazards: Hazard
- other: str

## Actors Involved

- professionals: Actors
- civilians: Actors
- resources: Equipment
- other: str

#### **Actors Needs**

- actors: Actors
- equipment: Equipment
- casualties: int
- other: str

#### Resources Available

- actors: Actors
- equipment: Equipment
- other: str

#### Location

- indication: str
- address: int

#### Hazard

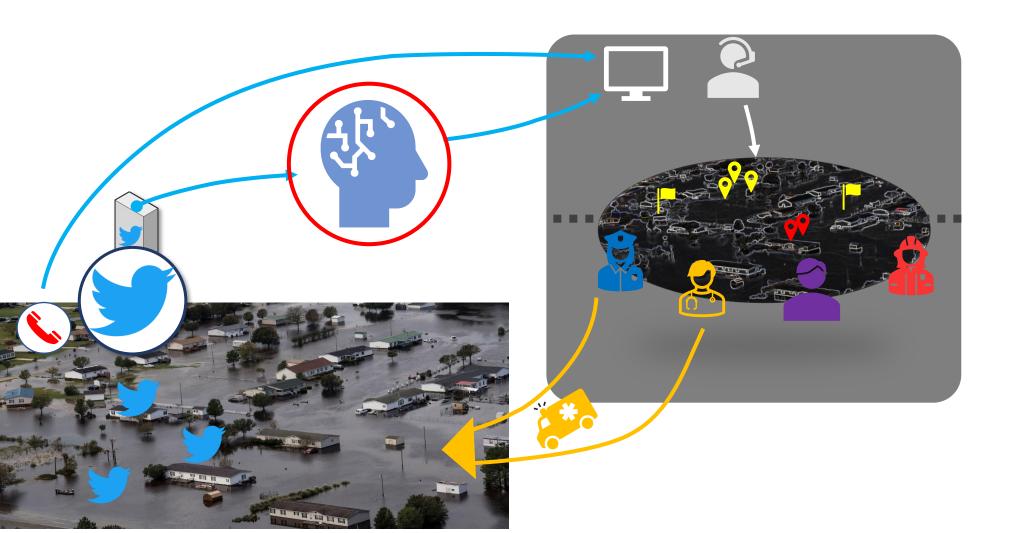
- type: str
- location: Location

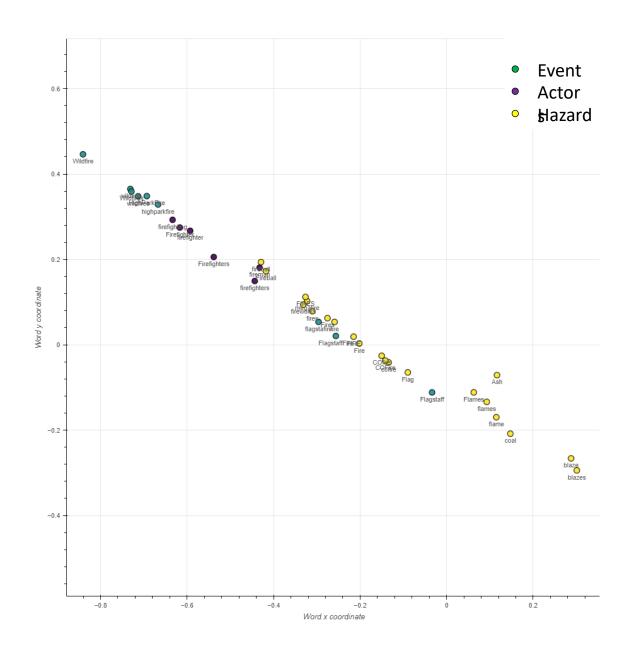
#### Equipment

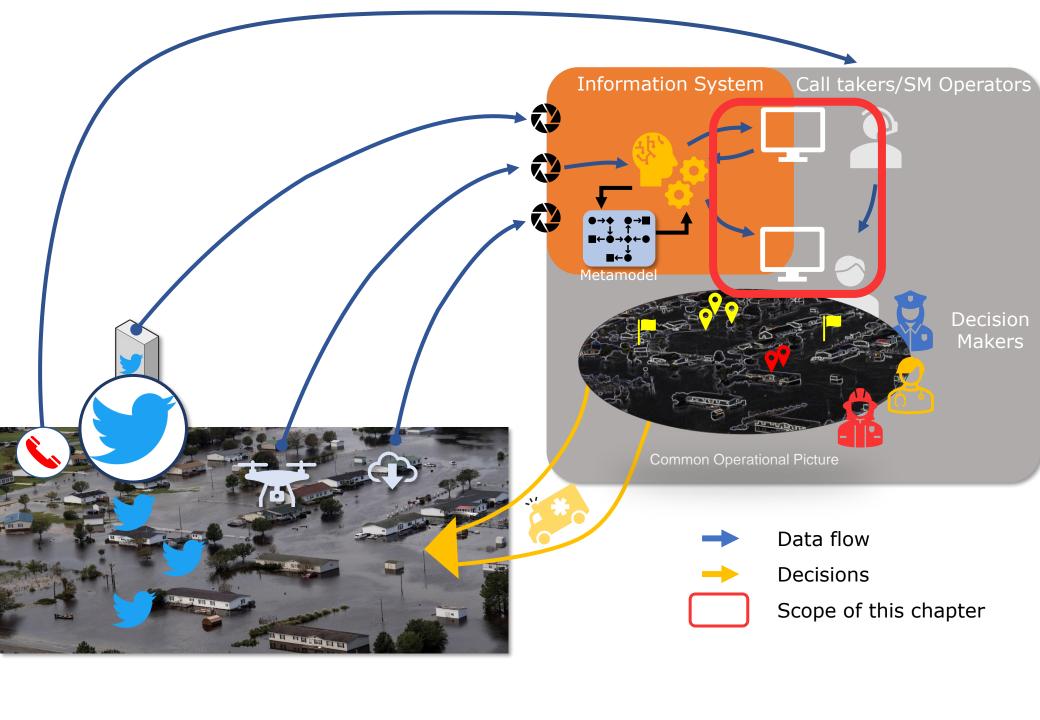
- type: str
- quantity: int

#### Actors

- qualification: str
- staffing: int







2. Preprocessing 3. Processing 1. Collection Storage

