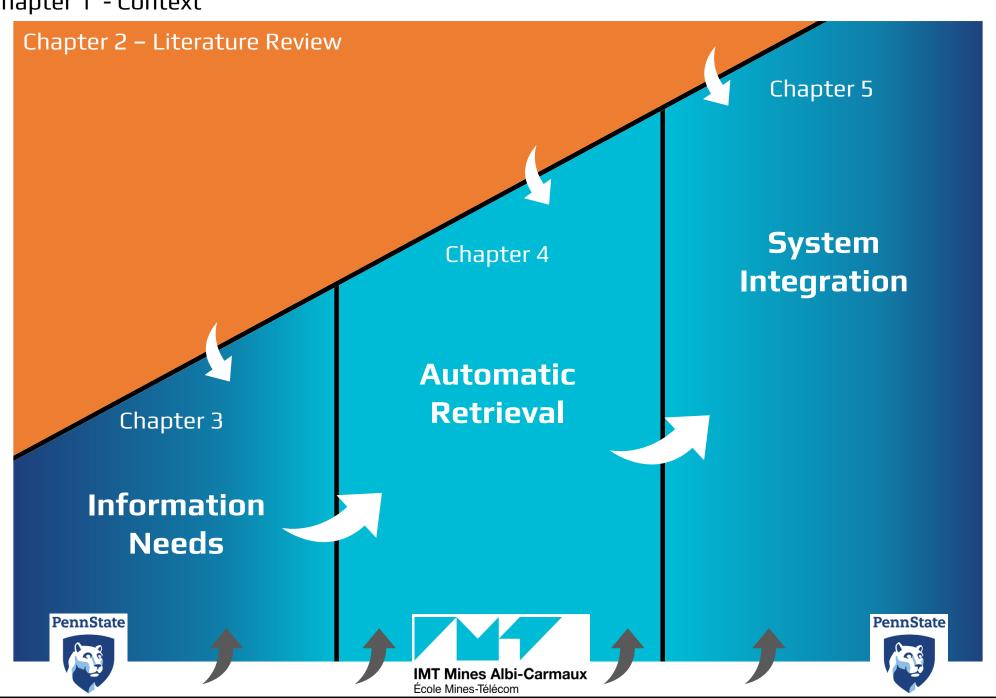
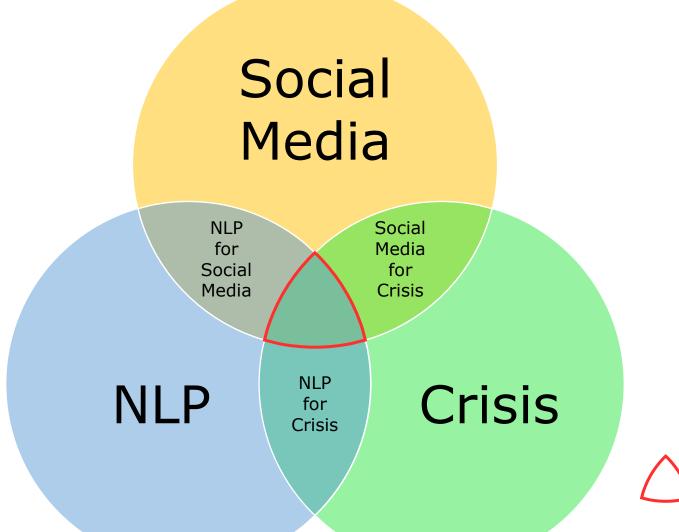
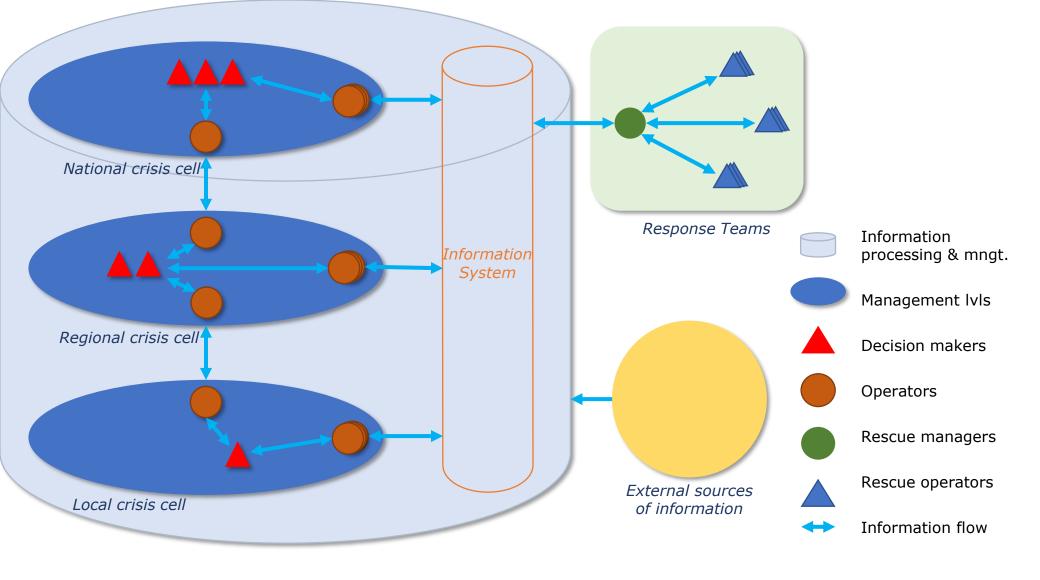
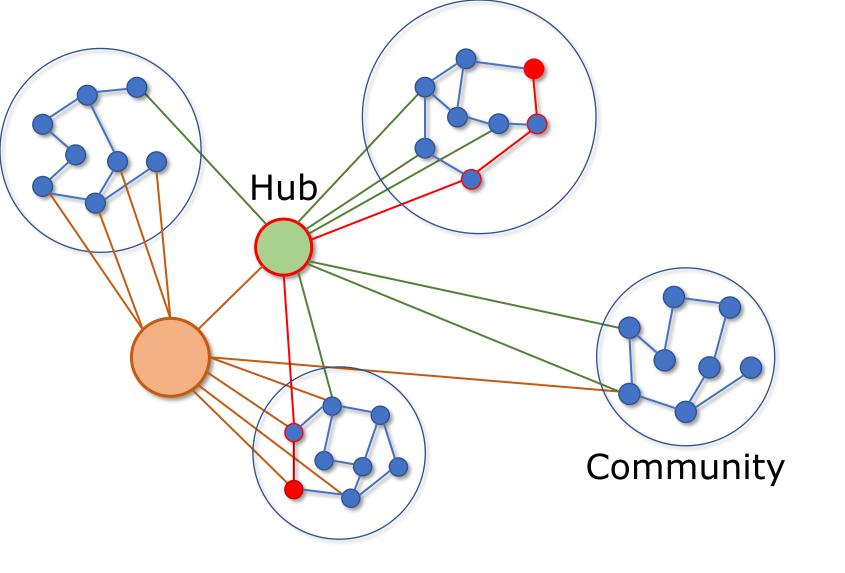
Chapter 1 - Context



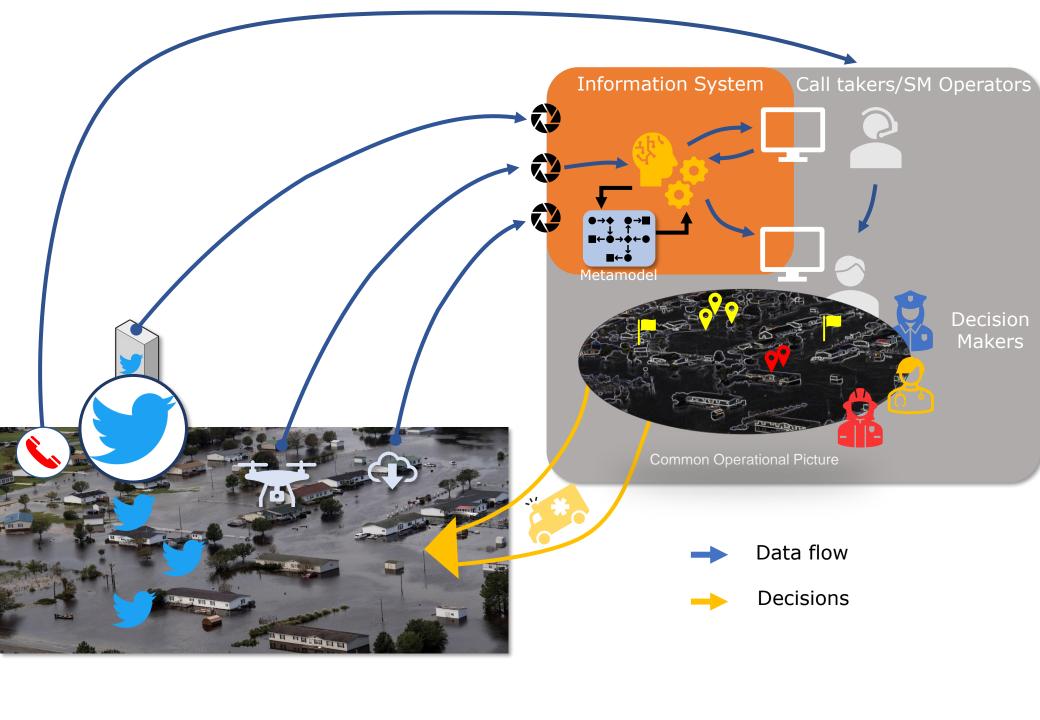


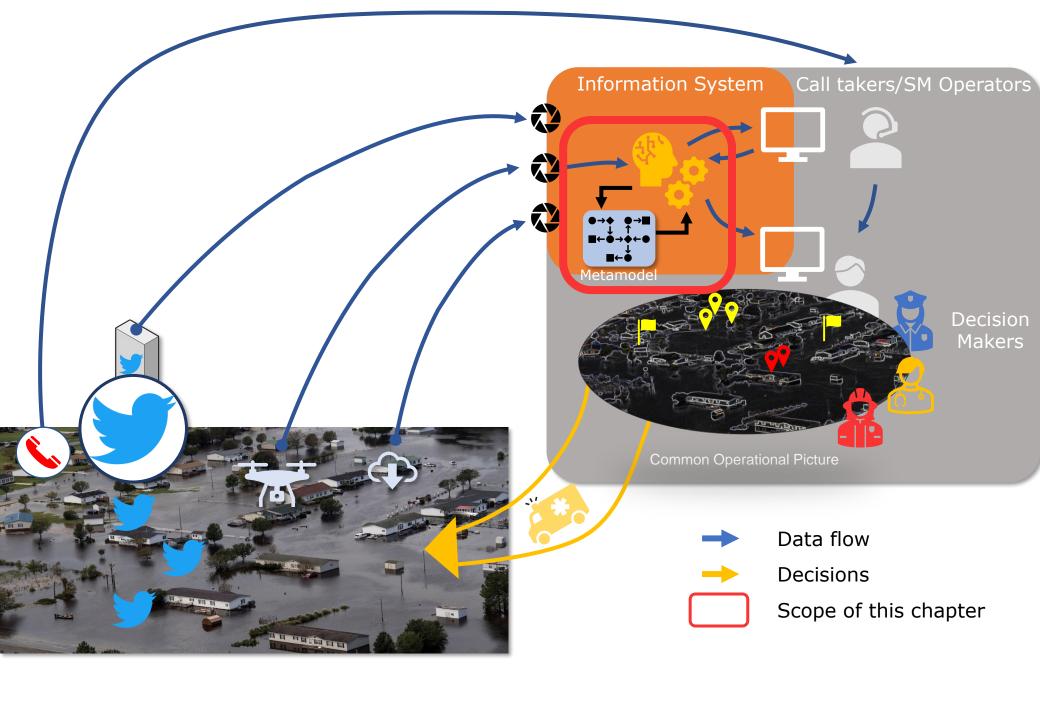


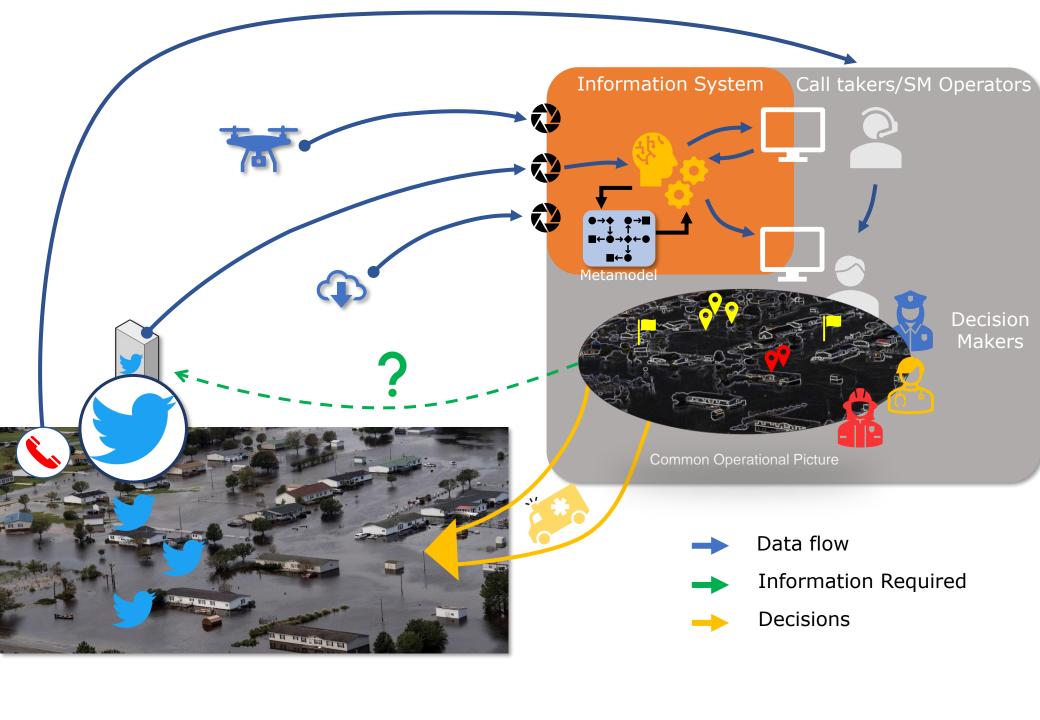




Danger Risks Consequence Stakes Event







Social sciences

Chapter 3
Information
needs

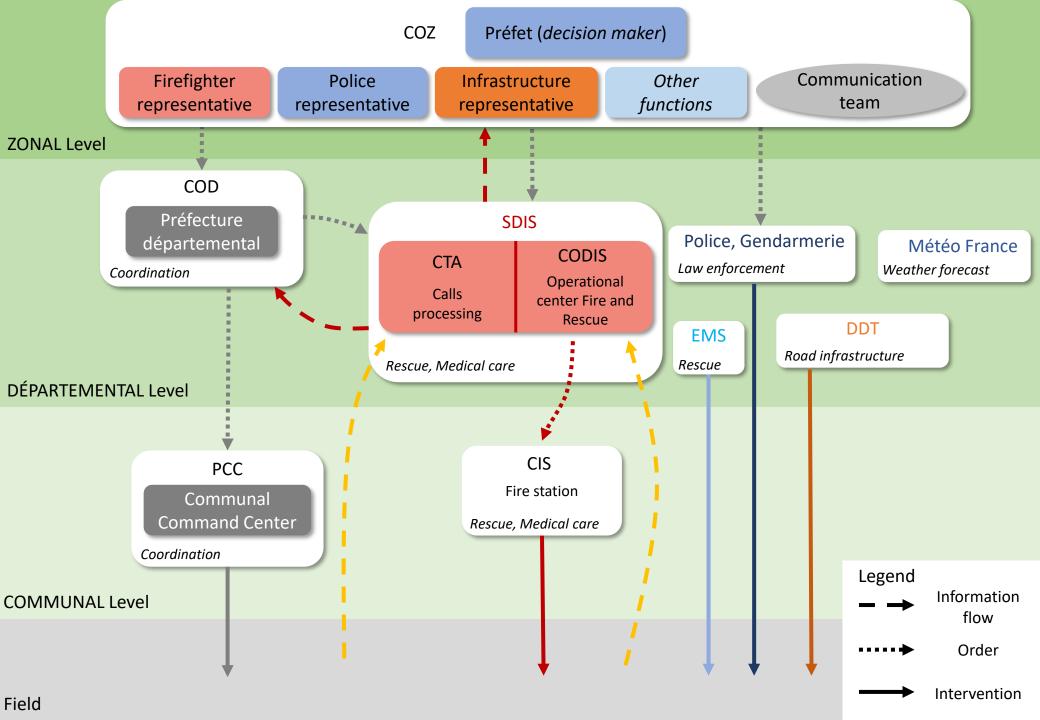
Information sciences

Chapter 5
Information
organization

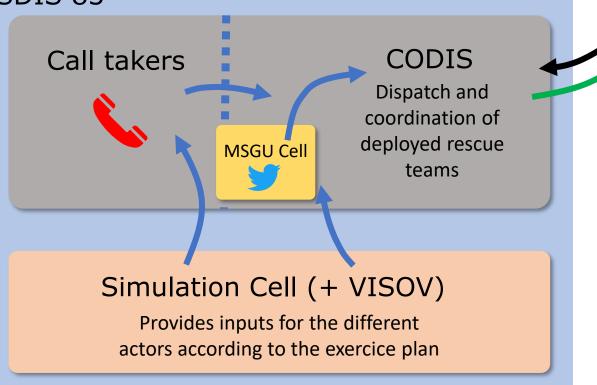
System

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

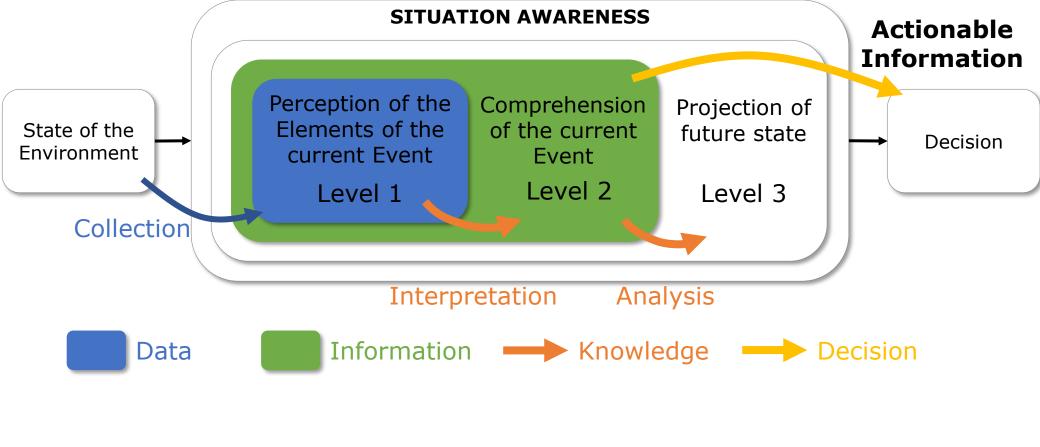
Organization

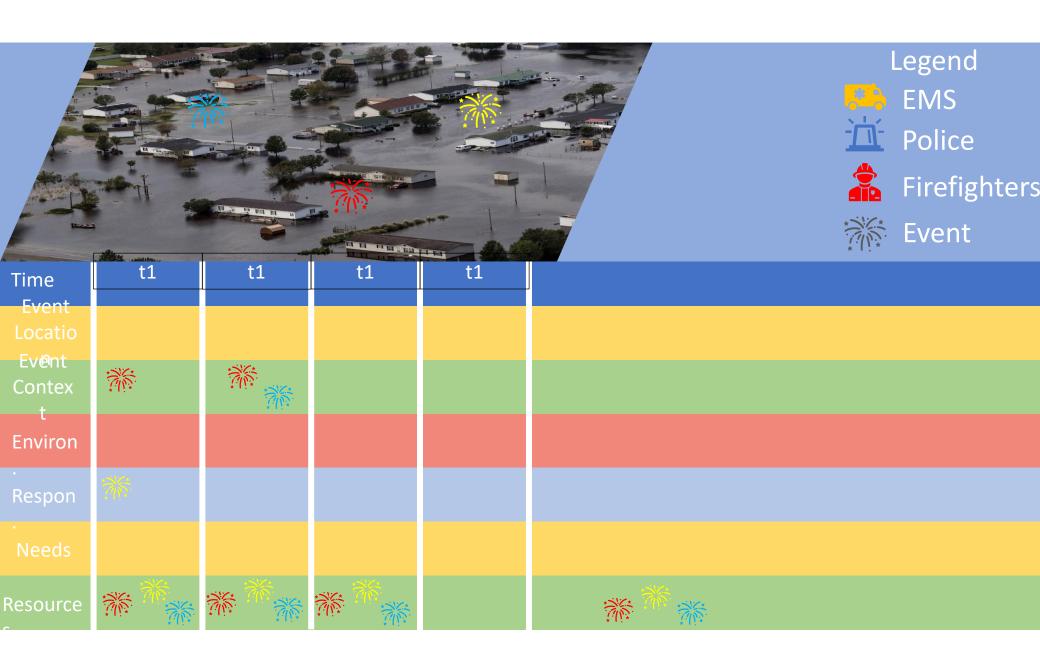
Situational Awareness

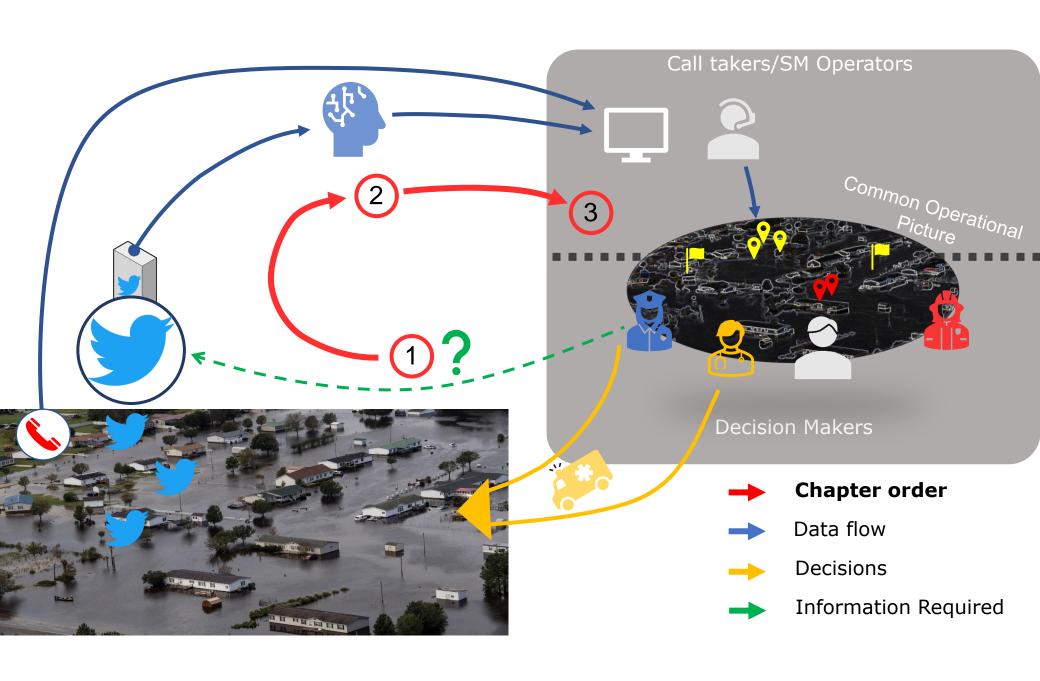
- Event
- Environment conditions
- Actors already involved
- Responders' needs
- Resources available

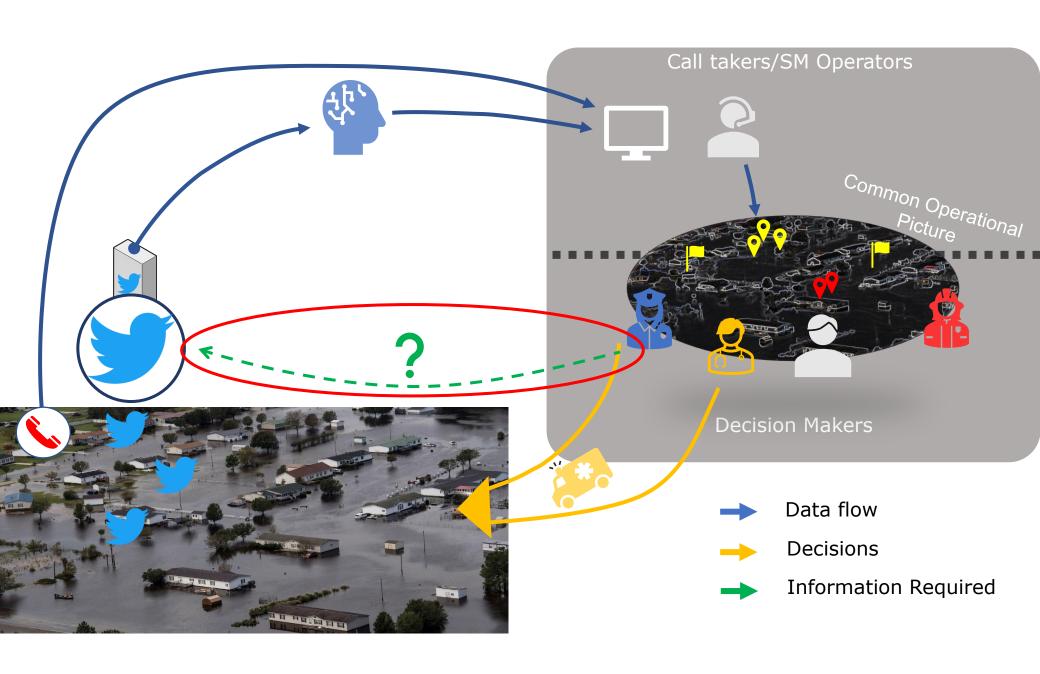
Actionable

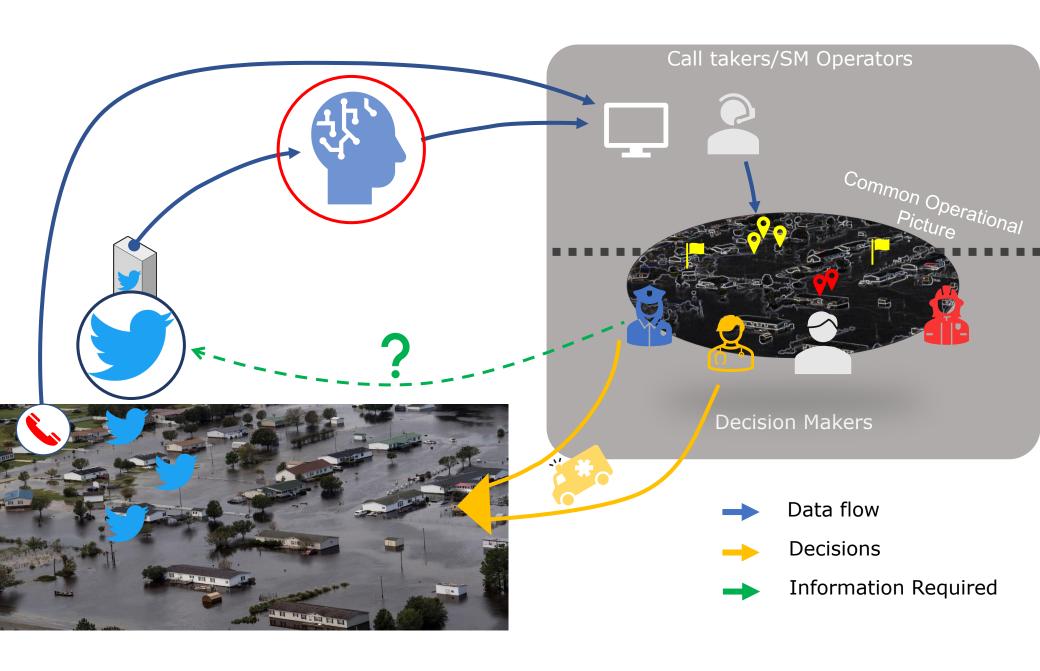
- Location
- Credible
- Context
- Right role
- Timely

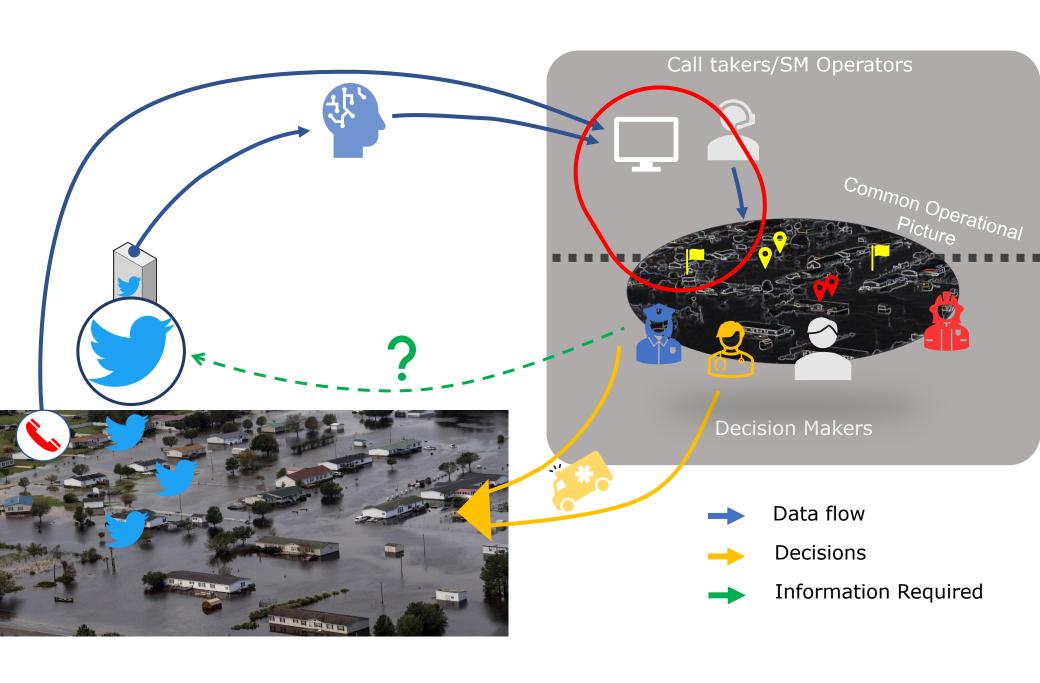


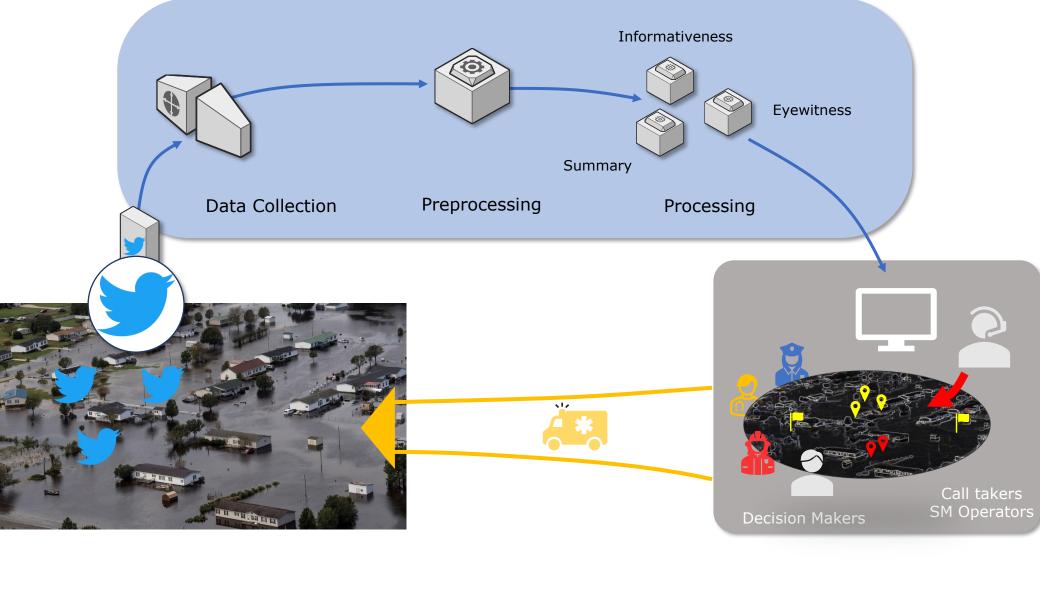


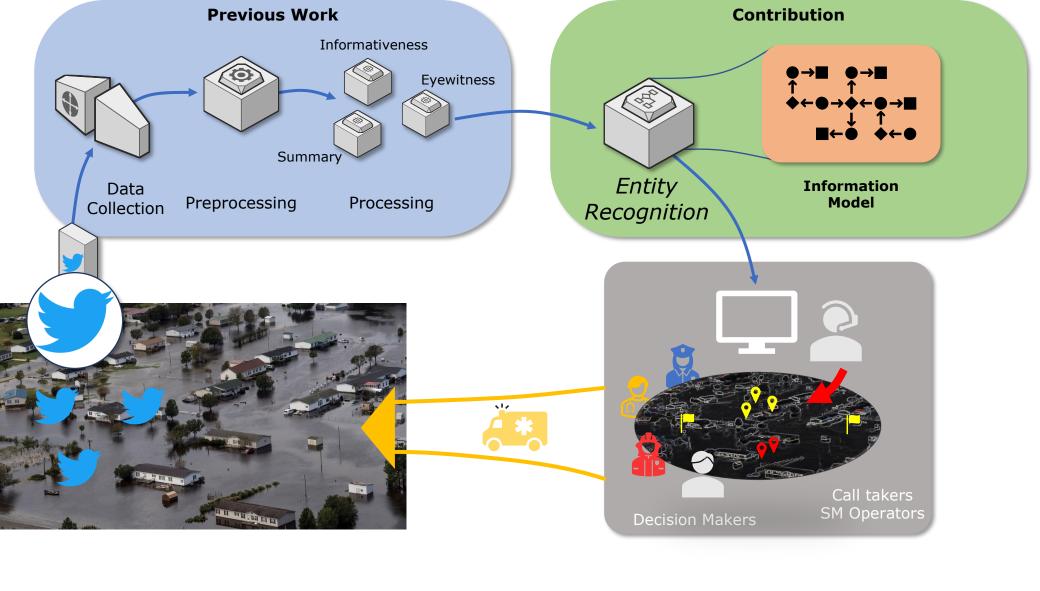


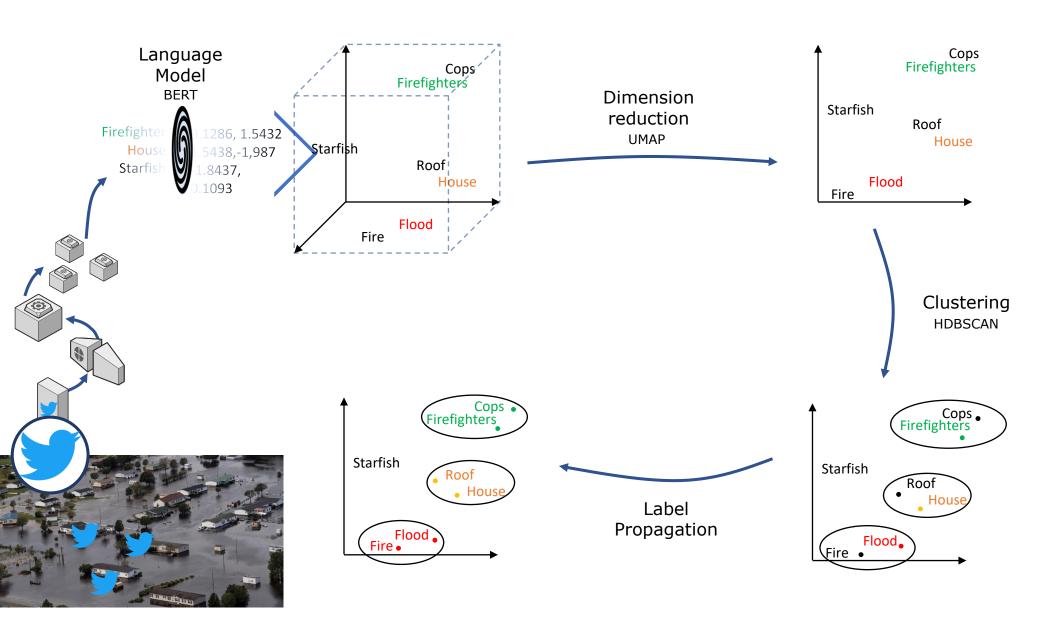












Event

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

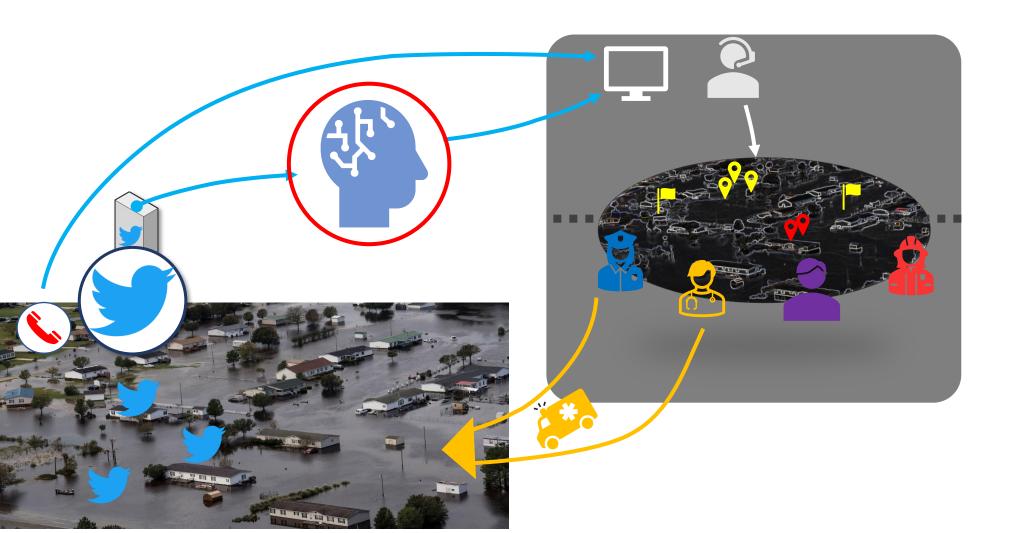
- type: str
- location: Location

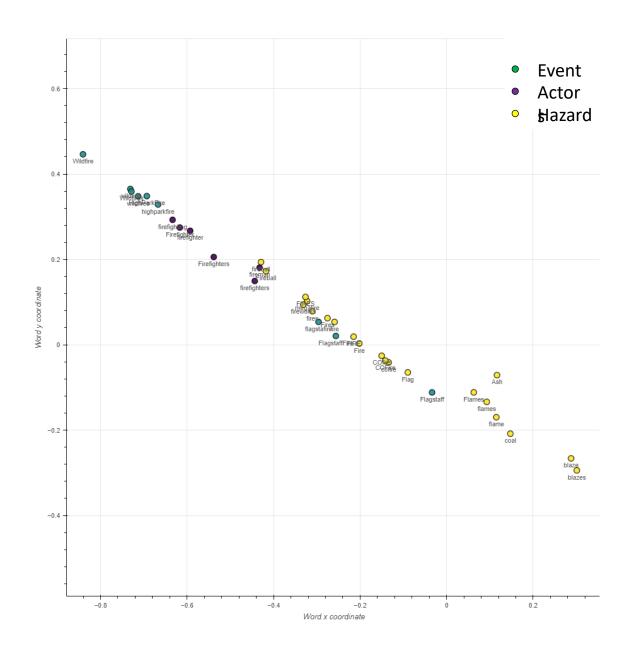
Equipment

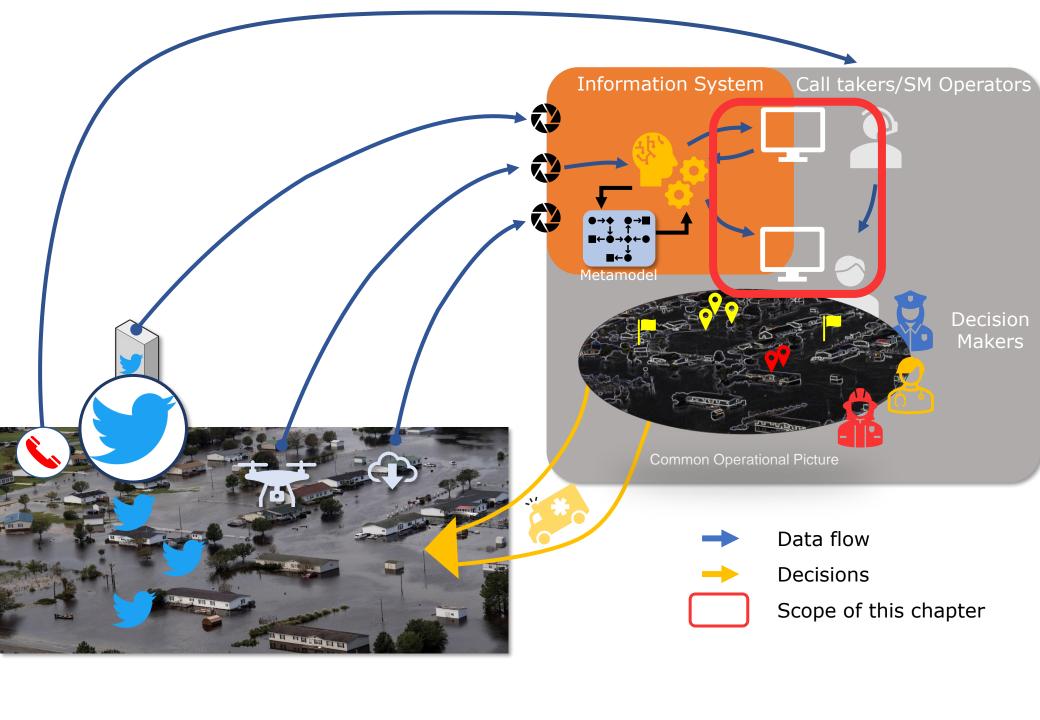
- type: str
- quantity: int

Actors

- qualification: str
- staffing: int







2. Preprocessing 3. Processing 1. Collection Storage

