

Name: _____



Gameplay Review

This form is an evaluation of the gameplay. It is mainly discussed at the end of the game, but this form can be handed out to each player for further review. All these questions are like the ones at the end of each scenario template.

Did the response go as planned? What was done well, and what can be improved?

Did the incident response plan work according to the scenario? If not, what didn't work? Do you have any suggestions on how to fix this?

Information:

This form is a written version of the gameplay review that are done at the end of the game. It is possible to give this form out to each player and the game master to fill out for further documenting the review phase and gather more information that can be used to improve the incident response process of the organization.

Was Service Level Agreements and contractual obligations met during the simulation? What did not seem to work and how can it be improved?

Were the roles and responsibilities of everyone clear and did everyone know what others were responsible for?

Did everyone know who needed to communicate what and to whom? Was all contact information available?

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Looking at the scenario, what could we have done to prevent it from happening all together?

Did we have enough monitoring and auditing to adequately support the investigation process?

How was the media handling done? And how was the communication plan with other relevant third parties such as law enforcement, contractors, partners, etc.?

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[illegible]

Please write some more extended feedback or comments here if you have any

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slight shadow on the right side, suggesting it's resting on a surface. There is no handwriting or other markings on the paper.

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