BRIEFING



Game



























Co-funded by the European **Union Civil Protection**



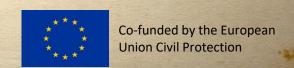
Context and objectives of the game

- Lack of knowledge about the HNS (Hazardous and Noxious Substances) behaviour:
 - → need to raise awareness of crisis actors to better prepare them for the management of marine pollution by HNS



Proof of concept of a crisis management game for maritime HNS pollution





Context and objectives of the game

Discovery » game

Serious game NIOVELIUS

Theoretical courses

Crisis exercise

Discovering, learning

"mise en bouche", awareness, preparation

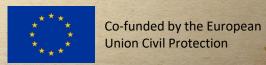
Remebering by echoing

Reinvesting knowledge in action

- crisis management phases
- understanding the issues related to pollutants discharged into the seawater
- collaborative work involving reflection







Main features of the game











Several teams can play simultaneously





Hybrid format

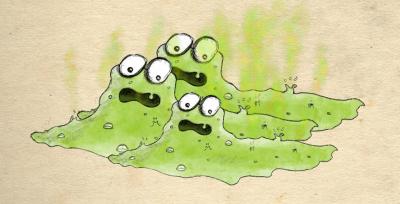
1 facilitator for briefing/debriefing





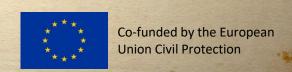
Story

You will be immersed into a fictional world in which chemicals are dangerous criminals:



For example, the *Phosphoric Acid* Gang, escaped spectacularly in 2006 and 10,000 pollu-criminals savagely attacked the marine resources and human in their path.





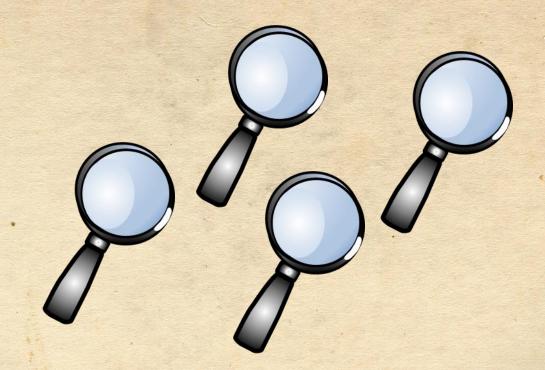
Story

To combat these pollu-criminals, a special academy recruits officers each year on the basis of their investigative skills.

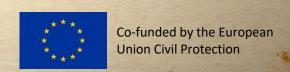


Story

You have been spotted by this academy!
But before being recruited, you must prove yourself...





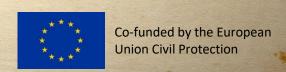


You will not be allowed to leave the room before the end of the game, nor will you be allowed to answer your phones (unless there is a compelling reason).

Different types of physical materials are available (envelopes, erasable markers, ...). Only the material provided can be used.







You also have a computer with the specific Niovelius app. (no internet access).

The digital tool is used:

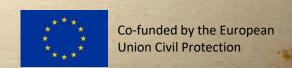
1/ to guide you to know what you have to do;

2/ to listen to audio documents;

3/ to validate the solutions and codes of the puzzles.

The physical documents are used to solve the puzzles.



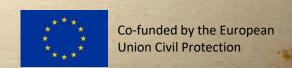


It is up to you to discover the material available and to deduce how to build your investigation table to profile the pollu-criminals you are going to track down.

Remember that an investigation is always a team effort!





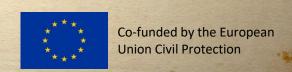


"We are being watched..."



Don't be surprised if you are observed during this test. The academy has called in a team of psychologists to observe your actions and optimise the relevance of the test. They have orders not to communicate with you.





Any questions?

It's up to you...

... a recruiter is waiting for you at the academy



