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- Throughout the gameplay, team members receive feedback based on their actions/decisions
- Based on teams' performance the participants would receive a computer-generated feedback
- References to key WHO policies, guidance documents, learning tools are provided
- Social learning environment is established for experience and knowledge exchange

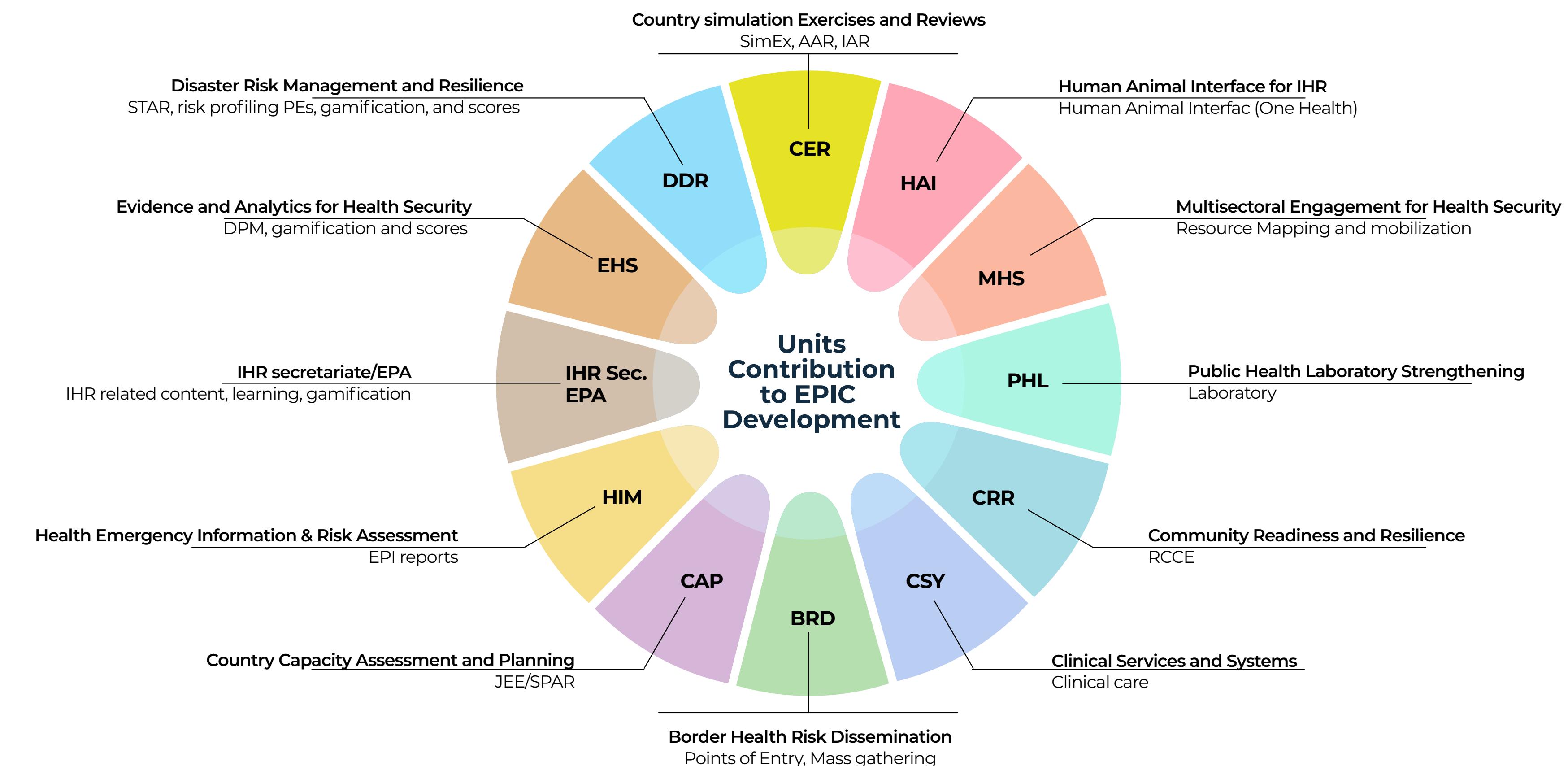
It deals with health emergencies, preparedness, readiness and IHR compliance

- Calls on multi-sectoral coordination and a "whole-of-society" approach
- Touches on several key technical areas e.g., Risk profiling, Mass gathering, Points of Entry, State Party Annual Report (SPAR),
- Tests players' understanding of a country's obligations under the IHR and the role of WHO

EPIC design in collaboration

The content supporting the scenario is developed in collaboration and consultation with several technical teams within WHO/WHE and partners such as Robert Koch Institute, incorporating their input and refining the narrative based on reality checks provided by NFP professionals, stakeholders, and other content experts.

Work with the units and focal points (information)



Versioning and timeline of game

Version 2.0 will seek to develop the game base with limited playable options by October 2022, then subsequent versions over the course will be released over 2022/23, e.g: V2.1 for humanitarian context and V2.2 updated V2.0 by the end of 2022