



Resilience Gaming

Serious games and their resilience uses

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Intro

- Emergency Planning for 3 years, now full-time exercising and testing officer with the British Transport Police
- Internal and multi-agency working; everything from general business continuity to cyber attacks and flooding
- Consultancy with Stone Paper Scissors; serious gaming and wargaming with various clients

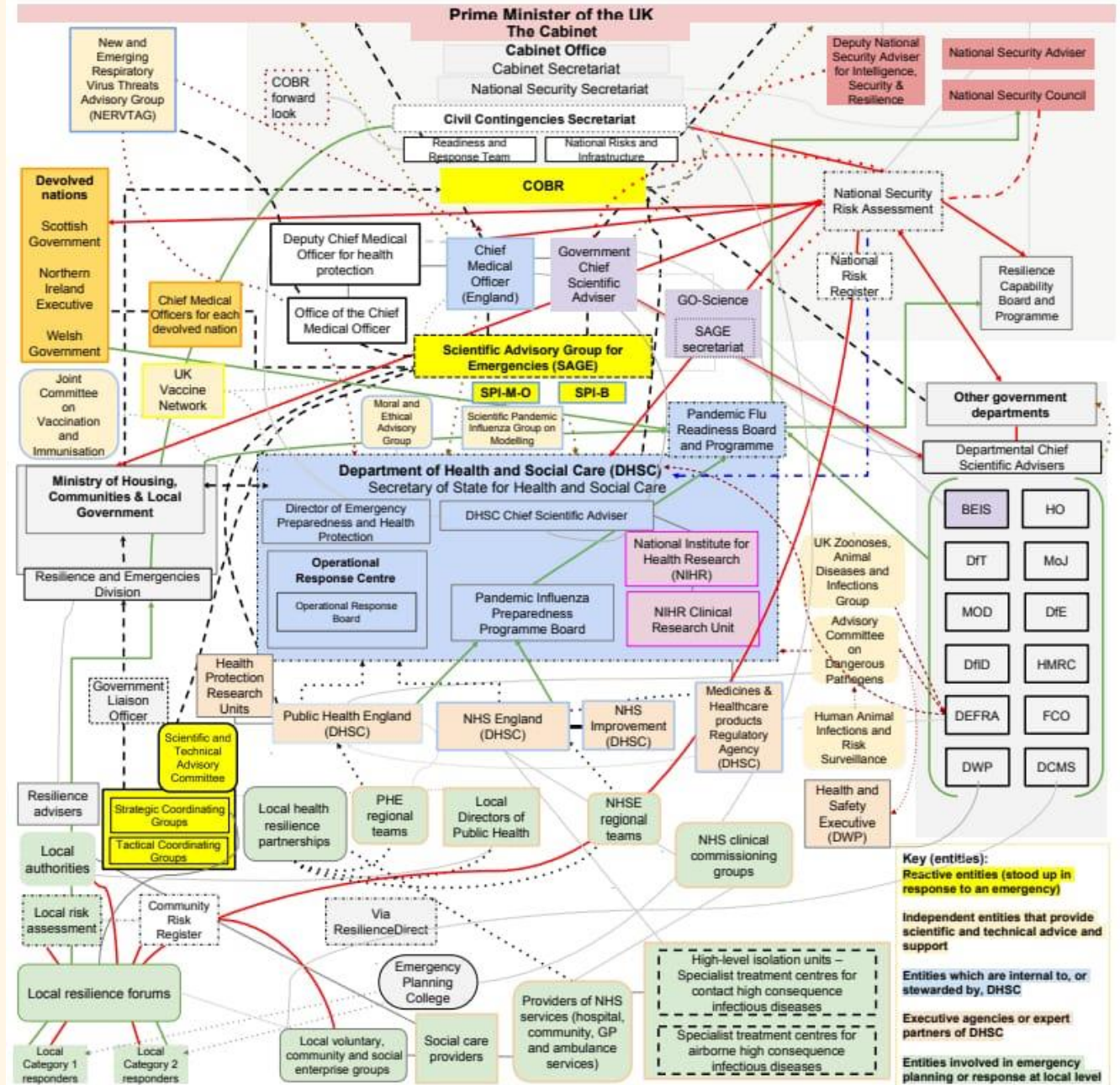
Disclaimer: all material contained here is representative of my own thoughts and not reflective of my employer

UK resilience in 1 slide

- Local Resilience Forums (LRFs), or Local Resilience Partnerships in Scotland (LRPs) exist across England, Wales & Scotland – 41 in total
- Resilience is governed by Civil Contingencies Act 2004
- MCHLG is resilience Lead Government Agency (RED – Resilience and Emergencies Division)
- However, there are 39 ministers with some kind of resilience responsibility

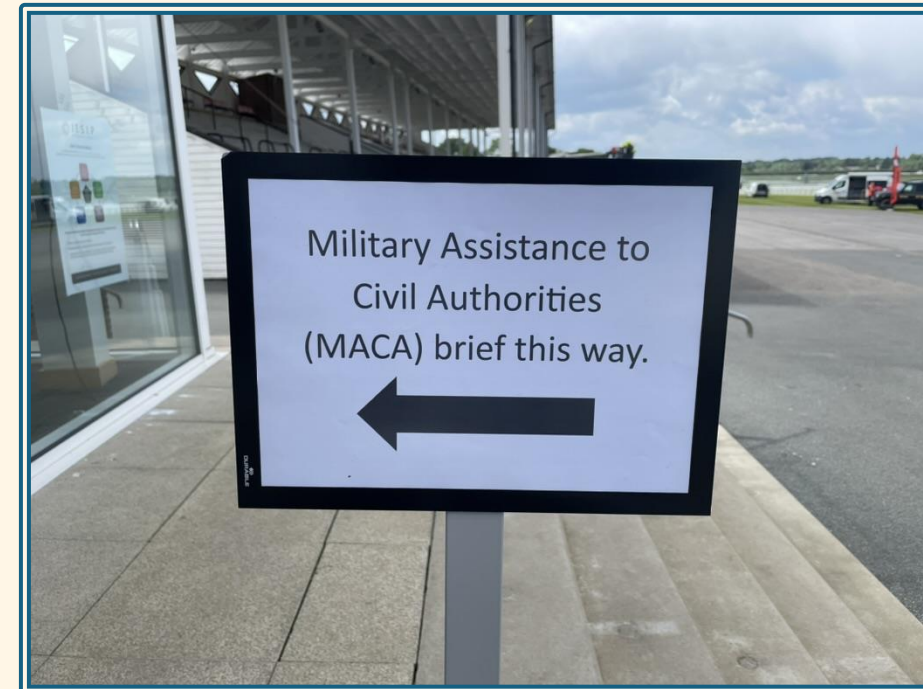
I lied, it's 2 slides

An organisational chart of UK resilience from the Covid-19 Inquiry



What's in a name?

- 'Exercise' is more common
- Conflict and warfare not always popular
 - E.g. some opposition to 'battle rhythm'
- Symptomatic of cultural outlook



Use case?

- One of several options
 - Live exercises, capability show n' tell
- Plan rehearsals
 - Got it? Test it
- Not always dynamic
 - Sometimes more of a directed chat



Example: FloodEx

- UK wide (17 LRFs participated)
- Tabletop with injects across 3 days
- Integrated common tools (e.g. ResilienceDirect)



LiveEx crossover

- Tabletops can go hand-in-hand with live exercising
- Upcoming live exercise including 'Day 2' consequence management



Appetite

- People want *more*
- New LRF National Training and Exercising group set up last year
- See: resilience games here this year



That's all, folks!

Thank you for your time – any questions?

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