



FLOOD

CRISIS MANAGEMENT

A simulation decision-making game

High level of the Warta River in its headwaters forces an increase of a drop of water from the storage reservoir in Jeziorsk. Below the Jeziorsk reservoir, the Warta River breaks its banks causing a flood in the area of the Pyzersko-Konińska Valley. The consequences of the flood consist of deluges of surrounding areas, communication problems, damage of levees, occurrence of a plague of insects and rodents, necessity of evacuation of people and animals as well as threats to their lives. The crisis management teams take steps to overcome the situation and minimize losses resulting from the flood.

FEATURES OF THE TRAINING

Diversification of the ending variants and the game course depending on the decisions made by the members of the crisis management teams

Visualization of the flood situation on digital ground maps

Management of available resources of the voivodeship, boroughs, and cities taking into account their purpose

Consideration of the flood influence on environmental objects (e.g., number of flooded houses in a city, number of victims, number of dead animals, threats to the A2 highway)

Enhancement of the game difficulty level by an introduction of several events and side problems

Visualization of the flood situation – variable level of water in the river, breaking of the levees, exclusion of flooded areas from the game (built-up areas, roads, buildings, key objects)

Creation of detailed reports depicting course of the game and assessments of the players, which take into account the level of accordance of their behavior with binding procedures and plans

In the game Flood the players take roles of **the voivodeship crisis management team, two borough teams, and three city teams** from the area of the Wielkopolska Voivodeship. The players are to solve over 100 problems by making the right decisions and, in consequence, choosing appropriate ways to proceed.

FEATURES OF THE GAME

2 hours long exciting entertainment

3 episodes depicting different stages of the crisis management (preparation, acting, restoration)

over 50 objects of different purpose (i.e., flood plains, water level indicators, levees, storage reservoirs, storehouses of the civil defense)

6 unique roles to play characterized by different competences and abilities to act

over 100 problems to solve within the game

30 independent scenarios composed of over 300 different events



ITTI Sp. z o.o.

ul. Rubież 46
61-612 Poznań

Tel. (61) 622 69 85
Fax. (61) 622 69 73

www.proceed.itti.com.pl
proceed@itti.com.pl

Exemplary decision-making problems to solve:

monitoring of the flood situation and obtaining reliable information about its development,

informing citizens **about the present situation**,

organizing and coordinating resources,

providing **potable water** in the area of the flood.

Grounds of the activities:

voivodeship, boroughs, and cities plans of the crisis management

voivodeship, boroughs, and cities plans of the flood protection

available bases of resources

maps of flood threats

law of 26 April 2007 concerning crisis management

Dz.U. of 2007 nr 89, poz. 590, with further amendments

law of 27 April 2001 environmental law

Dz.U. of 2008 nr 25, poz. 150, with further amendments

law of 5 June 1998 concerning local authority

Dz.U. of 2001 nr 142, poz. 1592, with further amendments