

## About AFTERSHOCK

- AFTERSHOCK has been used for education and training by:
  - Canadian Disaster and Humanitarian Response Training Programme
  - National Defense University
  - US Army (9<sup>th</sup> Mission Support Command)
  - Chilean Joint Peace Operations Centre
  - University of New South Wales and WHO
  - McGill University, University of Texas
  - positive response for US State Department, USAID

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## Today's presentation

1. origins
2. design process and considerations
3. lessons learned

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## The origins of AFTERSHOCK

- The idea for AFTERSHOCK originated at the Connections 2012 conference, which featured a “Game Lab” session devoted to the 2010 Haiti earthquake.
  - *The game should be intended for use in professional military education classes dealing with disaster assistance and humanitarian relief operations; for similar use by UN agencies and non-governmental organizations; and in university courses. The game may, or may not, have a commercial “hobby” application.*
- Game design and HADR SMEs consulted
- Subsequently developed at McGill University.

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## Design considerations

- cooperative
- boardgame\*
- strategic/operational
  - cover 2-3 months of relief operations, from emergency phase through to early recovery
  - “tactical” vignettes
- playable within 3 hours
- medium complexity
  - PME, agency, and university participants

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## Design considerations

- key elements for inclusion:
  - inter-agency coordination
    - relative strengths and weaknesses
  - needs assessment
  - aid prioritization
    - supplies
    - human resources
  - logistics and supply chain management
  - public outreach and support
    - role of media


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## Design considerations

- fictional setting
  - avoids historical nitpicking
  - allows broad range of issues to be addressed
- four major actors:
  1. Carana
  2. HADR-Task Force
  3. United Nations
    - doesn't differentiate between various specialized agencies
  4. NGOs
    - simplifies complex NGO dynamics into single player/team



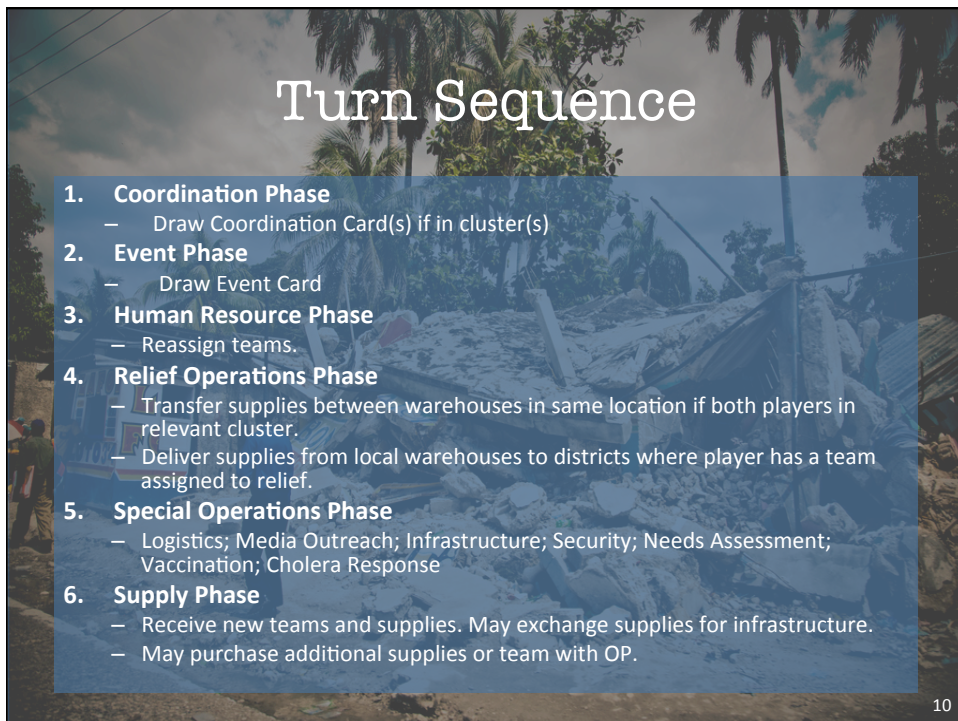
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## Design considerations

- event cards
  - vignettes and teachable moments
  - no dice (because of possible participant reaction)
- areas, not map
- cluster meetings as explicit activity
- two types of score:
  - **relief points** (lives saved)
  - **operations points** (organizational success and support)

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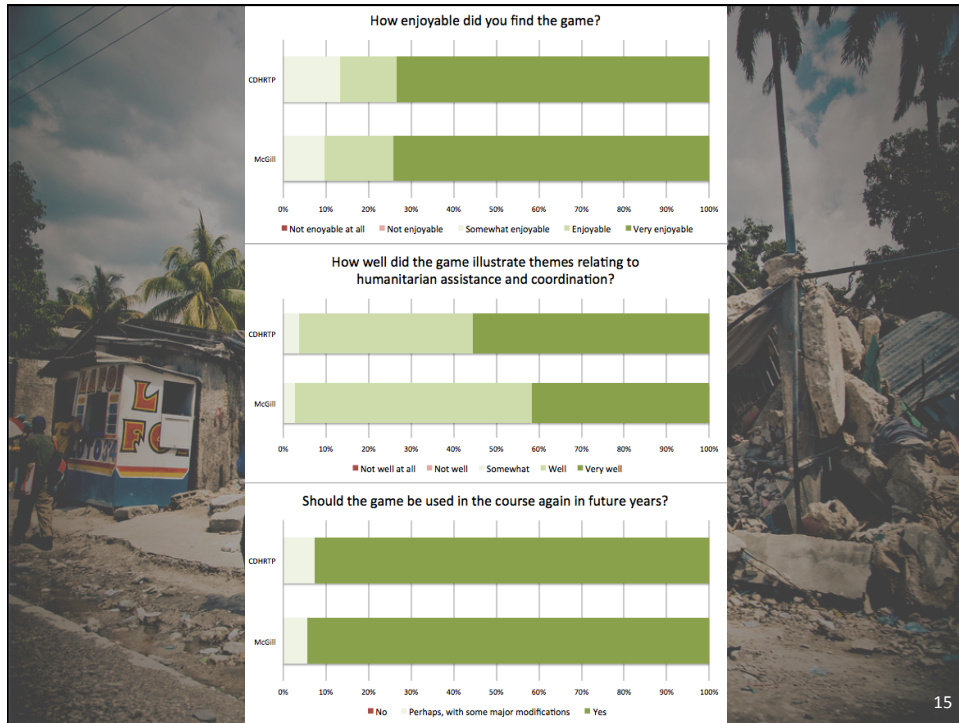
## Turn Sequence

1. **Coordination Phase**
  - Draw Coordination Card(s) if in cluster(s)
2. **Event Phase**
  - Draw Event Card
3. **Human Resource Phase**
  - Reassign teams.
4. **Relief Operations Phase**
  - Transfer supplies between warehouses in same location if both players in relevant cluster.
  - Deliver supplies from local warehouses to districts where player has a team assigned to relief.
5. **Special Operations Phase**
  - Logistics; Media Outreach; Infrastructure; Security; Needs Assessment; Vaccination; Cholera Response
6. **Supply Phase**
  - Receive new teams and supplies. May exchange supplies for infrastructure.
  - May purchase additional supplies or team with OP.

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## Lessons Learned

- 2 hour timed game
  - reduced “analysis paralysis”
  - facilitated instructional scheduling
- two player teams
  - maximized discussion without crowding table or slowing game
- very quick introduction to rules
  - 95% of players will learn rules easily through play
  - providing full rules to (non-gamer) players generated unnecessary stress

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## Lessons Learned

- many in-game teachable moments
- after-game debrief essential
  - address both game content and game design
  - have students suggest modifications

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## Lessons Learned

- boardgames in a (larger) class:
  1. parallel games approach
    - requires multiple facilitators
  2. bonus activity
    - AFTERSHOCK “tournament”
  3. single game with larger audience
    - use video camera to display single game to class
    - relay-race approach: new players each turn

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# Lessons Learned

MANUAL	DIGITAL
<ul style="list-style-type: none"> <li>lower development costs</li> <li>easily modified</li> <li>transparent game mechanics</li> <li>interpersonal dynamics</li> </ul>	<ul style="list-style-type: none"> <li>more participants?</li> <li>intrinsic record-keeping/ instrumentation</li> <li>fewer rules to learn</li> </ul>

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# Lessons Learned

- The Game Crafter
  - high quality components
  - straight-forward interface
  - print-on-demand (for smaller print runs/reduced risk)
  - easy modifications and custom printing
  - higher cost

**AFTERSHOCK**  
 A fast-paced, challenging game where players must cooperate to address a major humanitarian crisis.  
Order now! AFTERSHOCK is available at a reduced price through to December 31.

AFTERSHOCK: A Humanitarian Crisis Game explores the interagency cooperation needed to address a complex humanitarian crisis. Although designed for four players, it can be played with fewer (even solo) or more (with players grouped into four teams).  
 The game is set in the fictional country of "Carana," but is loosely modeled on disasters such as the 2004 Indian Ocean tsunami and the 2010 Haiti earthquake.

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## Additional information

- PAXsims
  - <https://paxsims.wordpress.com/aftershock/>
- The Game Crafter
  - <https://www.thegamecrafter.com/games/aftershock>
- BoardGameGeek
  - <https://boardgamegeek.com/boardgame/180994/aftershock-humanitarian-crisis-game>

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