

CLICK HERE TO PLAY OUTBREAK READY 2!: THISLAND IN CRISIS



Outbreak READY 2!: Thisland in Crisis aims to strengthen the health technical readiness of humanitarian non-governmental organizations (NGOs) to respond to large-scale infectious disease outbreaks in humanitarian contexts. Through a unique, digital interpretation of an outbreak simulation, Outbreak READY 2!: Thisland in Crises brings the complex nature of a humanitarian infectious disease outbreak response to life utilizing a computer-based serious game that allows participants to strengthen their readiness and response skills and knowledge.

The goal of Outbreak READY 2!: Thisland in Crises is to strengthen the technical and leadership skills of individuals working in NGOs operating in the health sector to prepare and respond to large-scale infectious disease outbreaks in humanitarian settings. Throughout the simulation, the learner will test and strengthen their ability to identify, assess, and interpret sources of data to plan and implement an integrated outbreak response that prioritizes communication and community engagement, protection principles, and staff safety and wellbeing. In Outbreak READY 2!: Thisland in Crisis, the learner takes the role of a Health Program Manager leading the health response for a mediumsized, international NGO named READY. The NGO operates in Thisland, a fictitious, low-income country that has experienced recent civil conflict, mass displacement, and an influenza epidemic. Outbreak READY 2! builds upon but is independent from Outbreak READY!, READY's first digital outbreak simulation, in which the learner takes the role of a Team Lead during an influenza epidemic.

LEARNING OBJECTIVES

Outbreak READY 2! Thisland in Crises provides learners an opportunity to test and practice applying the following skills:





Effective communication and community engagement: Developing and implementing a RCCE strategy using a datadriven approach.



Leadership: Minimizing risks and vulnerabilities to crisis-affected people, staff, and partners throughout an outbreak response.

INTENDED AUDIENCE

- Health Program Managers/ **Coordinators and Technical Advisors** responsible for both clinical and nonclinical health response activities
- Staff with lead roles in Risk **Communication and Community Engagement** (e.g., RCCE, social behavior change, and health promotion focal points)
- □ Community Health Worker Supervisors/Leads
- Health staff working as Child Safeguarding/Protection Focal Points
- ☐ Public/humanitarian health **students**

KEY FEATURES

- Online simulation using serious game technology that allows players to experience an outbreak response in a humanitarian setting
- ☐ Three scenario-based chapters and epilogue
- Total play time estimated at 2.5 hours
- Feedback provided to learner through-out the simulation, including informally through the characters and formally via reports at the end of each chapter
- Accompanying facilitation tools to support individual and group play
- Coming in January 2024
 - French versions of the simulation and accompanying facilitation tools.

TOOLS FOR USING THE SIMULATION

Solo-Play Simulation Guide



SCAN THE QR CODE OR

CLICK HERE TO ACCESS **Facilitation** Manual for **Group Events**



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Outbreak READY 2!: Thisland in Crisis was developed by the READY initiative. The READY initiative, led by Save the Children, is implemented in partnership with the Johns Hopkins Center for Humanitarian Health, the Johns Hopkins Center for Communication Programs, UK-Med, and the Humanitarian Leadership Academy. READY is augmenting global capacity for non-governmental organizations to respond to large-scale infectious disease outbreaks. For more information, visit our website at http://www.ready-initiative.org.

Outbreak READY2!: Thisland in Crisis was created in collaboration with the game development studio, &RANJ. The accompanying facilitation materials were designed by: Re:Design (andrea@redesign.co.za)









