



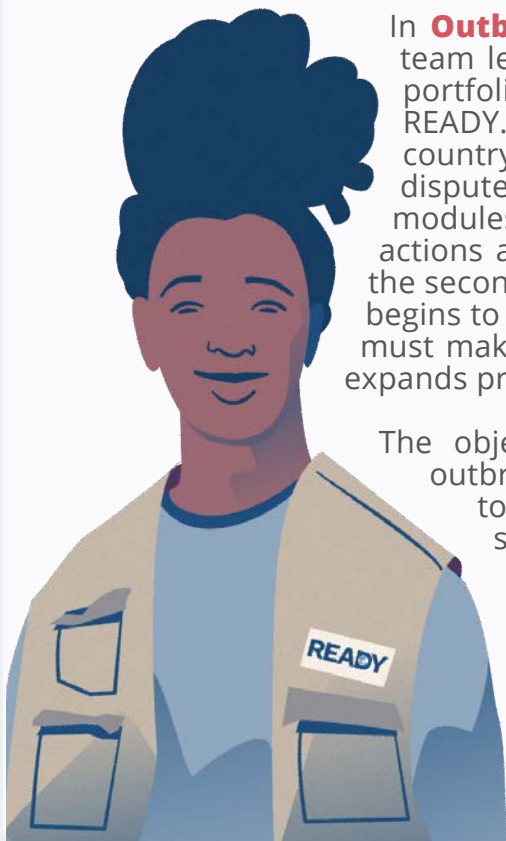
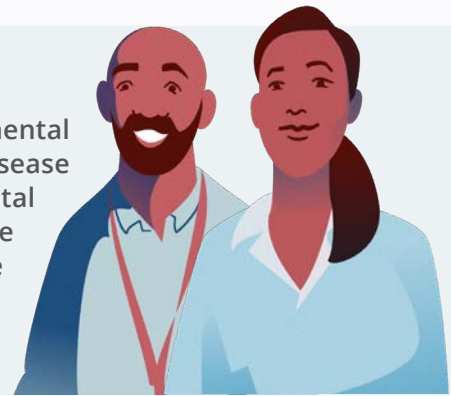
Outbreak **READY!**

A Digital Readiness and Response Simulation

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Outbreak READY! A Digital Readiness and Response Simulation

is strengthening the operational readiness of non-governmental organizations (NGOs) to respond to large-scale infectious disease outbreaks in humanitarian contexts. Through a unique, digital interpretation of an outbreak simulation, READY brings the complex nature of a humanitarian outbreak response to life utilizing a computer-based serious game that allows participants to test and refine their readiness skills and knowledge.



In **Outbreak READY!**, the learner takes the role of an NGO team lead managing a multi-sectoral humanitarian program portfolio for a medium-sized, international NGO named READY. The response takes place in a fictitious, low-income country that experienced recent civil conflict following a disputed national election. The simulation is divided into two modules: the first focuses on readiness prioritizations and actions as an outbreak is identified in a neighboring country; the second focuses on the NGO's response to the outbreak as it begins to spread. Over the course of the simulation, the learner must make decisions that determine how the NGO adapts and expands programs to respond to the outbreak.

The objective of READY's digital simulation is to test the outbreak readiness knowledge and skills of participants and to strengthen the readiness of NGOs to respond to large-scale infectious disease outbreaks, including but not limited to COVID-19. The goal is for both the individual learner and NGO teams to become more confident in their ability to make data-driven and community-centered decisions in an outbreak response, and it focuses on helping the learner to understand the significant relationship between programmatic and operational readiness actions with response outcomes.

LEARNING OBJECTIVES

DESCRIBE

Describe the key areas of operational readiness when preparing for an infectious disease outbreak in humanitarian settings and weigh how investments and trade-offs in operational readiness impact outbreak response outcomes.

IDENTIFY

Identify key stakeholders and coordination structures that are critical to outbreak response in humanitarian settings and weigh their impact on multi-sectoral outbreak response activities.

EXPLAIN

Explain the roles of various technical and cross-cutting sectors within infectious disease outbreak preparedness and response, and design activities that integrate multiple sectors in an outbreak response.

ASSESS

Use epidemiological, assessment, and community feedback data to inform and develop organizational adaptive management strategies and response plans for inclusive and ethical outbreak responses in humanitarian emergencies.

INTENDED AUDIENCE

National and international NGOs responding to or planning to respond to outbreak scenarios in humanitarian emergencies.

NGO leaders and managers from operational and technical backgrounds, working across all humanitarian sectors.

NGO decision-makers responsible for overall strategy development for programmatic and operational response during an outbreak scenario.

KEY FEATURES

Online simulation using serious gaming technology that guides participants through an outbreak response in a humanitarian setting.

Two scenario-based modules: first focuses on readiness prioritizations and second on the NGO's response to the outbreak.

Total simulation playtime estimated at 2 hours. Savable progress.

Feedback provided to learner within the simulation and in "Real Time Review" at the end that evaluates the learner's performance throughout.

Accompanying facilitation tools provided to support individual and group play.

Coming in April 2022

French and Spanish versions of the simulation and accompanying facilitation tools.

TOOLS FOR USING THE SIMULATION

Solo-Play Simulation Guide



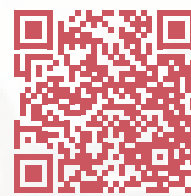
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Facilitation Manual for In-Person Events



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Facilitation Manual for Virtual Events



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Outbreak READY! was made possible by the generous support of the American people through the United States Agency for International Development (USAID). The contents are the responsibility of the READY Initiative and do not necessarily reflect the views of USAID or the United States Government.

The Johns Hopkins Center for Humanitarian Health led the development of **Outbreak READY!**, alongside Save the Children, UK-Med, the Johns Hopkins Center for Communication Programs, and other partners in the READY consortium. READY, led by Save the Children, 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 READY! was created in collaboration with the game development studio, &RANJ.