

NIOVELIUS – Serious Game

AUTHORS

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ACCESS/DOWNLOAD AT

<https://github.com/MANIFESTS-SG-Niovelius/1.0/>



APPLICATION AND USE

Purpose/objective of the tool

The **Niovelius serious game** has been developed to help crisis managers deal with accidental HNS pollution. Trainees apply to become investigators in a team specialised in the fight against pollu-criminals responsible for serious crimes against the seas and oceans. The aim is to understand the issues related to pollutants spilled in the maritime environment and to learn the different phases of crisis management, by working in a collaborative manner.

Applications of this tool

- Characterisation and knowledge of HNS
- Management of crisis and decision making
- Contingency planning and guidance
- Training and exercising

Key features and functionalities

Niovelius is a serious game to help crisis managers deal with accidental HNS pollution (develop knowledge on the behavior of HNS accidentally spilled at sea, discover phases of marine pollution management and its main actors). Niovelius is an hybrid game based on both physical elements and a digital application designed to multiply learning methods and encourage playfulness.

Results or outputs produced

The Niovelius tool is a serious training game for managing pollution at sea.

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TECHNICAL REQUIREMENTS

Operating system required

Microsoft Windows

Devices the tool can run on

- PC
- Tablet

Hardware requirements

Basic computer

TARGET AUDIENCE

End-users

- Authorities and companies with the legal responsibility of implementing contingency plans
- Port and maritime authorities
- Consultancies
- Education and training professionals
- Emergency responders (Civil protection, firefighters, army, police officers, etc.)
- Students
- Civil society

Knowledge background required

The game is aimed at people who are interested in accidental releases of chemicals at sea (HNS) and who want to gain a better understanding of the operational and crisis management of such events. Few prerequisites are required. The aim is to gain a better understanding of the behaviour of products accidentally discharged at sea and to identify the different phases in the management of this type of event.

ACCESS

Permissions required

The tool is open to the public.

USER GUIDANCE

User guides or manuals available

All information concerning use of the game and installation of the Niovelius software in the «Facilitation Booklet» file (<https://github.com/MANIFESTS-SG-Niovelius/1.0/>). Printable documents in different files: Printable materials, SEBC, Hazards pictograms, Timeline, badge documents. The facilitator is supported in organising the game with the Facilitation booklet, the Solutions Booklet and the Briefing documents.

FEEDBACK

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