



Co-funded by
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TRAINING SLIDES

NIOVELIUS SERIOUS GAME

1 OVERVIEW OF THE TOOL

PROBLEM STATEMENT

Accidental release of volatile HNS at sea can lead to the formation of toxic, flammable or even explosive gas clouds potentially hazardous for nearby populations, first responders or the environment.

Crisis managers of accidental pollution at sea are not always specialists of this kind of events. Therefore, they need to understand the main behaviour of pollutants and the steps on crisis management of accidental pollution at sea. This serious game is an introduction to a detailed training session on crisis management of accidental pollution at sea.

OBJECTIVE

Niovelius serious game aims to support the training of professionals who are not experts in accidental pollution at sea by :

- › Giving them a better understanding of the behaviour of chemicals released at sea (HNS)
- › Making them discover the crisis management of these events.



HOW IT WORKS

The game is a hybrid investigation game made up of physical elements (maps, frieze, padlocks) and of a digital tool. It is designed to be played by 4 players. Players are guided by the digital tool, which helps them validate the answers they give to the puzzles, allowing them to play the game independently.

A facilitator accompanies the training session during the briefing and debriefing (and can supervise several teams playing simultaneously).