

## **Multi-Casualty Incident Response Training for Firefighters**

This training tool will exploit the motivational experiences of modern game technology in a training environment that combines realistic simulations with advanced training technologies to teach teams of firefighters. It will demonstrate the potential for new technologies to dramatically improve multi-casualty incident response training on a national level and serve as a model for other first responder training. The training simulations and instructional materials developed by the project will be available to individual fire training departments throughout the US, and will be customizable to meet local training needs. Features of the game include:

- ◆ **Models that can be easily adapted for use in many different incidents**
- ◆ **Exercises that require real-time decision-making under stressful conditions**
- ◆ **Multi-role play, allowing first responders to practice working in all the different positions they are assigned to during an incident**
- ◆ **Engaging and challenging scenarios that utilize the appeal and attraction of simulation environments**

Responders need constant training and should be exposed to many different incidents to prepare them for the broad range of possible events. The public expects First Responders to perform flawlessly the first time they've confronted such events. Full field training exercises are powerful learning experiences, but the cost and complexity of these exercises severely limits the number that can be undertaken. Also, many possible events cannot be practiced except through simulated environments. Computer simulations can achieve this goal in a cost effective way, providing training proven to transfer directly to competence in the field.

*The Federation of American Scientists* is the leading coalition partner for Digital Promise, a consortium established to create the *Digital Opportunity Investment Trust* ([www.digitalpromise.org](http://www.digitalpromise.org)). **Multi-Casualty Incident Response** is an FAS collaborative project with the New York City Fire Department, the Academic Advanced Distributed Learning Co-Lab, University of Wisconsin, and the Wisconsin Technical College System Firefighter training program to demonstrate DO IT's potential to transform learning and training.