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SUMMARY KEYWORDS

Creative Crisis Leadership, serious game design, wildfire preparedness, community workshops, game design team, learning objectives, evacuation module, home hardening, defensible space, community collaboration, game testing, emotional engagement, disaster preparedness, educational games, game design constraints.

SPEAKERS

Speaker 12, Speaker 23, Speaker 21, Speaker 17, Speaker 1, Speaker 10, Speaker 19, Speaker 24, Susanne Jul, Speaker 4, Speaker 2, Speaker 7, Anooj Vadodkar, Speaker 20, Speaker 9, Speaker 6, Speaker 18, Speaker 3, Aaron Vanek, Garrett Dworman, Speaker 13, Sienna Koizumi, Speaker 11, Speaker 14, Speaker 8, Speaker 16, Speaker 22, Speaker 5, Alex Dong, Speaker 25, Rahul Jogadhenu, Speaker 15, Speaker 26

S

Susanne Jul 00:08

So welcome as you most of you know or if not all of you. I'm Susanne Jul, founder and executive director of creative crisis leadership. I'd like to welcome you today's panel discussion, serious game design insights from emerging designers here at creative crisis leadership, we know that finding time and energy to prepare for disaster is hard, so we are trying to unleash the power of fun and games to engage, educate and inspire individuals and communities to take action, because fun is more motivating than fear, and everyone deserves the best chance possible to survive and thrive when their world falls apart. We aim to be a producer and purveyor of research, grounded, easy to use, effective learning tools that we can give to all those 1000s and 1000s of dedicated people and organizations who are out there working to help their communities to prepare to keep ourselves inspired and educated. We hold these conceptoria Where we bring together people for an hour to an hour and a half to exchange ideas and share insights and engage with people like yourselves, people who have the knowledge skills and experience needed to really produce and test effective learning tools. So today's panel, the purpose of today's panel was to learn how we have a design team that worked with us over the summer. We'd like to hear from them how we can better engage with game designers and how we can improve our design process. Today's format will be a panel discussion. We will aim for 30 minutes or so of back and forth questions with the panel Aaron Vanek, you see in the the Hawaiian shirt and in the Hawaiian background, will be facilitating. I ask that you hold your any question. You ask clarify, put clarify any questions you have in the chat. Obviously, if you are confused about something, ask clarifying questions, but hold deeper questions for after the broader panel discussion, we're hoping to leave at least 2020, minutes, 25 minutes. For that, we are planning to go with the panel discussion until three o'clock Pacific time. Then we'll do a formal wrap up, but then we have have 30 minutes scheduled for any kind of conversation if the conversation wants to continue, and anyone who wants to stay longer. So before I turn it over to Aaron. Any questions? All right, enjoy.

A

Aaron Vanek 02:52

Thank you. Susanne, thank you so much for setting this up. I'm assuming everybody can hear me. Okay. Want to give me a quick thumbs up. Thank you very much. My name is Aaron Vanek. I live in Los Angeles. I connected with Suzanne through live action role playing, and work as an advisor and consultant for creative crisis leadership. And I'm very, very interested in the use of games for education and training and simulations and things like that. And one of the things I did was a workshop on board game design. I teach board game design for the UCLA Game Club, and had a great time with that. And Suzanne approached me over email about doing a getting some help on the on the game that she was designing. And I connected with four fellow Bruins, go Bruins, who are part of the UCLA game club that I'd love to have you guys introduce yourselves and what you're doing, maybe what what year you are, and and things like that. So Sienna, I'll start with you. You're next on there.

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Sienna Koizumi 04:05

Thanks, awesome. So I'm Sienna. Back when we were we started this, I think it was during my senior year of undergrad, but currently I am still continuing with UCLA, and I am a master's student in social welfare, yeah,

S

Speaker 1 04:24

thank you. Uh, Anush. I'm just going across to Hi.

A

Anooj Vadodkar 04:29

I'm Anuj. I'm actually an imposter. I'm from USC. I went there for my uh, MSCs Game Dev. I am currently working for a startup that works with theme parks, getting simulations going. But I'm also trying to set up some indie studios. And yeah, I graduated back in May of this year.

A

Aaron Vanek 04:48

Thank you, Alex. Sorry to catch you in the cough.

A

Alex Dong 04:53

No worries. Yeah. So hello. My name is Alex. Unlike those other two, I actually do attend UCLA as an undergrad student. I'm currently a second year of studying Applied Math and going back to what Aaron was saying before. So our UCLA Game Club officially called ACM studio. We're club focused on all things game development, and I am an officer for that club.

R

Rahul Jogadhenu 05:16

Thank you, Rahul. Hi. I'm Rahul. I'm a second year at UCL as well, and I'm also an officer for ACM studio, the game dev club here, and a Computer Science Engineering major,

S

Speaker 2 05:31

excellent and Garrett,



Garrett Dworman 05:34

hello, everyone. I am like today myself as Suzanne's right hand man, we were colleagues long time ago in user experience consulting over many years, and when I retired from that career, looking for a new career, she's like, well, you know, try to start up. And here I am helping her out. And it's been very rewarding, very fun. And the team this summer were amazing. The dedication over the summer break was fantastic, and the creativity, I'm really excited about what we have to show you today.



Aaron Vanek 06:05

Thanks everyone. So we'll be getting into the game and exploration and the design of that. Suzanne, do you want to kind of explain the project itself in the game?

S

Susanne Jul 06:18

Yeah, so the game we're going to talk about today is a game we've codenamed the wildfire Cafe game. The first time we designed the plated we actually played it in a cafe at a Kiwanis Club meeting. So that's the kind of setup. It's targeted for community workshops, people in a room. It's playing in groups of small groups of four to six. So we had tested three earlier version in Napa. And let me do a share my picture, and you can see a few pictures here. I should have done that here, and you will have pretty photo. Okay, so we shared. We seeing the picture of the people at table. It's not giving me the green outline. Okay, so we had played. We had tested three earlier versions of this game, and what we found was it sparked great conversations. You can see here is what the setup looked like. It sparked great conversations. People had a great time. They asked great questions. Unfortunately, it was so complicated they couldn't figure out how to actually play it. So we needed, we needed to. We needed a concentrated focus on it. So we have limited resources, and we also want to engage with the game design community. I don't want you to be looking at my notes. I have a cheat sheet, of course, and enlist their expertise. So I reached out to Aaron, and he got us in touch with these lovely people you're going to be talking to. And the challenge they were given was they could. They could completely change the game if they wanted. They didn't have to use the cards and the the boards and such. Let me admit, Louise, they couldn't. They could change the game. They didn't have to stick with the original design, if that was they found that was the best thing to do. But whatever they came up with, had to meet several constraints. First, they were given a set of learning objectives that the game had to convey, all having to do around wildfire. Second, it had to be very easy to set up and learn and start playing. This is intended to be a very quick you're in a community workshop. You want to get people right into it so it. And you're they're only going to play this. You know, they play quickly the first time they play it. It also has to be very easy to set up. We don't want the trainer, or anyone who's facilitating spending a lot of time setting it up. And finally, it has to be very fast to break down and reuse. So we don't want people to be someone who wants to use it in a community organization, spending a lot of time going home and sorting out cards and that kind of stuff. So those were the constraints they were given. Here's what the original look like. Original look like it had this board at the center of the table, and each player got this board, and it turns out the new one is not totally dissimilar, but it's much cleaner. So I am going to any questions before I turn it over to Garrett to introduce the result. All right, Garrett, you're up.



Garrett Dworman 09:38

Thank you. Let me done. Do not disturb. There we go. Okay, so Thanks all for being here. So as Dan said, we're creating this game to have people play together. Go. To experience a wildfire. And specifically, the game representing to you now is the first of what we hope will be several games, several modules. We call them, this one being the evacuation module. So it's that part of the life cycle of a wildfire where the fire is coming. People are threatened, they've got to get out, and they might want to do things before they leave, and their consequences, what their actions are, and there's an urgency, and that's what we're delivering in this game. In this particular module, we are pursuing learning objectives such as safety first, early evacuation, being informed ahead of time, having alerts, touching on other things that are important to offer our knowledge, such as home hardening, zones of clearance, neighborhood fuel reduction, how those things might affect their ability to get out in time and quickly and safely. And as we're saying, there are other modules we're planning, like, for example, return module, what happens after the evacuation hours are lifted, you go home, you see damaged neighborhood, maybe damaged home. And then we can touch on more deeply, some of the learning objectives that we've described here, and connect the two modules so that the if people play both modules back to back or in a workshop, what they do in one has consequences for the other. So we promote the learning consequences and to their actions. In this particular module, the narrative is about, as I said, evacuation, getting out. What do you do to make sure you're safe? Your family's safe, your neighborhood safe as much as possible. So we begin with a basic narrative. A wildfire is threatening, you need to evacuate. What do you want to do? But then the story develops during the play of the game, there's luck, people drawing cards, the car might see the wildfire advances, or might say a road closed. So story develops in a different each time. It also develops with the player's own actions when they have their turn, they make decisions. They do things that ask the story. They might help a neighbor, a non player character that's a neighborhood, neighbor in trouble, or they won't help that neighbor because they want to get out as part of the story, it develops as they go. So I'm gonna show a few videos or of the game and things to look for that. Want to highlight that some of the goals that we're really trying to achieve, which show show up in the video, fun and laughter, right? One of the first things is this, fun will people want to play us over and over again? When deliver learning experiences through experience, not through lecture, right? When I tell them, when I show them, let them find out for themselves. Oh, do I need to do this? We want people talking so they're figuring out for each other, with each other, what's right, what's wrong, what's good for them, what's not good for them. I apologize. There's no right and wrong. It's just what works for them best, right? We ground the game in their own experience, as you'll see when we set up, we try and make it so they see the game in their own neighborhood, their own world, there's an urgency, so they know that we have to prioritize their actions to meet with the urgency and their consequences those actions. So let me show you the game. Just the setup first. I have to share my screen, don't I?



Susanne Jul 13:26

And we should say this video is actually of the design team walking through the game for the first time, right?



Garrett Dworman 13:38

So hey, can you all see my screen? All right, so this is just the setup. Very quick. It's got to be just a few minutes. We're trying to ground it in their reality so that when they play, they're playing kind of with their own home in mind. Here we go.



Garrett Dworman 13:59

There we go. Screen. How many adults are teens in your household? Four. All right. Quick. Pause, do you have someone? Sorry I did the wrong pause, sorry. I just want to make it clear we're playing virtually, so we're all in different locations. So we're pretending we're all one table, and I'm kind of filling everything in for everyone else. Checked what?



Speaker 3 14:29

Yeah, first two check boxes are checked.



Garrett Dworman 14:33

Okay, all right, so that means you have so that was me talking to player one which who's sitting right here with us, and Sienna is telling me about her household. How many people in the household? How many people are capable of doing things? So try to figure out how big the household is. How many people are available to take action in reaction to the threatening wildfire. That's one is three. So. You are medium Oh, do you have bushes in five feet of your home? So it's a medium sized family, nothing else. We try not to use the word house. So still, bit of a design session with the home, because some people have a condo, some people have apartments, some people might live in lean to or yurts, alright? So I'm sorry, bushes within five feet, within trees?



Sienna Koizumi 15:29

Yeah, I think, I think I only checked up that one. The other two are fine. We don't



Garrett Dworman 15:34

have okay. So the first question was about our household. How many people is there anyone with special needs. The second question is kind of touching on home safety, home hardening. We're asking them things like, have they clear the gutters recently? Is a lot of meditation around the home. Obviously not complete list of all the things that are involved. But we're just getting people think, Oh, these things affect my safety and the home safety. So you checked off one, safest, okay, and three. So we give you three you have safety of right? Good Health, Safety. And everyone does three, yep. So we did a little assessment for Sienna. Everyone does their own separately. They're very simple questions, and just get the sense of when they play the game, what's their situation in playing the game?



Susanne Jul 16:40

So, okay, Barrett, do you want me to drop in the PDF so people can see the documents? Yes, could you do that for me? Okay, yeah, that's done. And what you just saw was what we call the questionnaire, and the board that has the little figures on is the each player gets a copy of that,



Garrett Dworman 17:07

and that's right here. So that's the questionnaire here. So check a lot of you, so anyone's extreme ability, or medication or medical equipment, just getting a it's a very rough assessment of a household situation, but it's enough to get them thinking about things that might affect their ability to wrap to the fire and house safety. I was there's so many more things about how safety than just these three questions, but gives them an idea, okay, pushing trees or wooden parts gutters All right? And get just a little assessment, and we bring it to their kind of ground it in their own experience. So going back to video,



Susanne Jul 17:51

and they can each get a copy of that, and they get a copy of this other board that you see, everyone has their own.



Garett Dworman 17:58

So each person takes a term. In the term, they pick up a story card, which is in these boxes here. And these are little injects. They could add to story, just environmentally Ash is falling. They can introduce a non player character. There's a neighbor in trouble. Neighbor the car is out of gas, or neighbor wants to clear the roof, doesn't have a ladder, things like this. And then the players can choose to help that neighbor or not, right? And there are other the star cards might also inject things that are that affect them, like there's one that will say, Oh, in all the wrestle and all the hustle, you tripped, you sprained your ankle, and now you can't move too much, and we say, okay, that affects your ability. So you don't have many you can't do as much each term. So again, the story develops with the cards, and they're also an opportunity to teach and provide some learning justice. So player gets a card, they react to it, then they decide, okay, what actions do I take this term? Those actions are here.



Garett Dworman 19:23

So it's kind of like a little checklist that you might get, trail, Master, fire or whatever, but we make it a bit more visual, regroup in a bit way, and we have it presented to them during the game, and they can choose which things are important to them. So in each turn, they can take as many check boxes as they have pairs of hands. So if they have a big household, can do a lot. If there's just one of them, they can do a little. And that's pretty much the game. They take turns doing this until the fire progresses and or until everyone evacuates. Let me let. Here we go. I think you gave up an action. You have two more.



Sienna Koizumi 20:04

Yes, okay. I'm like, getting a little scared of the fire because, like, yeah,



Speaker 4 20:10

like, do you want to check off things? Or do you want



Garett Dworman 20:13

to just so there's a sense of urgency. Do more things are or get out or go, because one action is always go and leave and evacuate and

 Speaker 5 20:24
check off things you have two more

 Speaker 6 20:26
turns, I think, right? Yeah. Or actions,

 Sienna Koizumi 20:29
I Okay, yeah. I definitely want black Okay. I need a safe route, right? For like to go, or do I need a safe

 Garrett Dworman 20:40
route that? Yeah, um, there's group conversation and someone realizing for themselves the importance of safety, of safe routes. It's an action there, but she's realizing that she goes, Oh, maybe that's important. Maybe that's not, and they can test it.

 Sienna Koizumi 20:54
Well, I'll check off safe route, and then maybe, oh, oh my god. There's so many things I should do, but while it's in documents, I think I'm not communicating anything. Nobody will know my whereabouts.

 Rahul Jogadhenu 21:09
I'm realizing maybe I shouldn't have called my colleagues.

 Speaker 7 21:12
Yeah, you should know that



Alex Dong 21:15

fire is happening. Hey, bro, what's up? We got this fire going on at social



Speaker 8 21:19

I don't think I can come into work today, sorry.



Garrett Dworman 21:24

So notice the laughter. They're having fun and they're also learning same time. Oh, I checked with call colleagues, and maybe that was not as important.



Sienna Koizumi 21:33

So no, because you know how we were just like, oh, immediately getting wildfire advances. Like, kind of sucks. So maybe just like, an exploding, pretty



Speaker 9 21:40

interesting position, like throughout the deck, yeah?



Speaker 10 21:44

Oh, this is kind of how I thought it was before, actually,



Garrett Dworman 21:47

actually, that makes sense. Yeah. In the past, we've, like, basically thought, you know, for the first card, that's their tough luck, because it means the fire is coming quickly. That's true. And when you think about experiences, people like at Paradise or in Santa Rosa, they they were a lot of people woke up to firefighters knocked on the door saying, there's a fire is coming. Get out. You have five minutes. And so if you get it right off the bat. Okay, you're facing that scenario or so. Again, this is the story being developed as the game is played, discussing what happens if you get that wildfire advances right away. It seems kind of unfair. The game is suddenly in the urgency mode, but that is a real story, and that's the discussion that was going on here. And each time you play the game, urgency might be different. The story will be different. Something like that. Is that news? All right? Oh, cool group opportunity. Oh, thank God to be sure all propane tanks are safe if you and one or more players choose to volunteer, then you each lose one action, and everyone may check off propane tank. Safe. Oh, I already, guys, I'm not so the card says, if multiple people decide to do the card says, which is, group together, walk around the neighborhood and remove propane tanks. Then there's just two people in the group do it. Then everyone gets to check off that box for free. And have to decide, do I do that? If I do, I lose an action. But if I do it, I'm helping everyone. So there's some group think there the stars unfolding



Sienna Koizumi 23:43

to do it, because if I don't do it, then, then we don't get to check Alex and Lord would join in. And it's pretty



Rahul Jogadhenu 23:52

important, Alex is what I got already joined in. I don't need to. Yeah, you don't need too many cooks.



Garrett Dworman 24:01

No, you need to, like, stay off that leg, but you all get propane tanks now. Yes, hello. Background, Rahul had picked a card before this, in which he hadn't he sprained his ankle, so they're all saying, okay, Rahul doesn't need to walk around the neighborhood. We'll do it for him again. It's encouraging people think together, plan together.



Speaker 11 24:24

I'm quite like this. I really

 Speaker 12 24:26
in the having fun

 Speaker 13 24:29
are really goofy.

 Garrett Dworman 24:32
I think your turn is over, all for advances. Oh, my God, workers on fire a neighborhood board, move it forward. So random evacuation. Rahul, what actions you want to take?

 Rahul Jogadhenu 24:53
Oh, my Okay. Wait and I have two pairs of hands this turn. Okay, let me just get. All people in okay, I guess I've packed, but I'm not putting my bags in the car, or I might have one turn. I'll just do all people in the car and bags in the car, and then pray that I can actually just hit and go and it won't go one more space forward, right?

 Garrett Dworman 25:17
So packing a bag, oh no, is it all people in the car and bags in the car.

 Rahul Jogadhenu 25:23
Wait, actually, I am kind of scared right now. Let me, instead of using bags in the car, just use go.

 Garrett Dworman 25:29
But he's leaving, okay, so not put the bags in the car.



Garrett Dworman 25:38

That's the end of our video. And by the way, the next term, we got another far advances, and Rahul made it safe, but a few of the others were trying to get a few more things done, but the fire got to the end. So that's the choice to be able to make, and they see the consequence of waiting too long. It was fun. I think a running team here agrees. Let's see that's anyone to throw in a comment about the game, this team so far, or question,



Aaron Vanek 26:17

okay, yeah, I got one. Garrett, actually, what's the status now, of the of of the game. This is still, is it still in revision? How close to final is it?



Garrett Dworman 26:28

It's still in revision. So the draft you saw there, that was pretty much the complete game in terms of its structure and how we're playing. We have to fill in some of the details. We're still developing, some of the event cards, the neighborhood cards, partially, we're revising our learning objectives, and that affects what cards we want to play. And of course, the final graphics, the final pieces, we're developing that right now,



Susanne Jul 26:55

I would say we're actually we're doing some polishing and tweaking them, some last things. And then we want to take it to friendlies, testing, you know, people like you guys, who are happy to test and will won't dismiss its value, because it's not a final game. And then we will start taking it out to test with community some because of our community



Garrett Dworman 27:20

partners, yeah, sorry. I was assuming What's that says we want to get a really good Polish version out, and then we're gonna do some iterative testing we might revise, depending on how that testing goes. Right now, I'm looking really positive about the way it is.



Speaker 14 27:38

So I have a question. Have you been working with community members as you develop the game?



Garrett Dworman 27:46

We have so the first one we played, that Suzanne showed an image of. We went through three more revisions and play games. We played it with three other different places, a community home, a meeting of, I believe, was the Napa COAB, and so then I'm blank. The third one was, but we went through three different communities, played a different version of the game, got a lot of feedback, did three times, and then we went to this team and put it all together. So we're going to go back to that revision testing and work with communities, find out, does this work with them? What would they what would they like to see done? What be more interesting for them? And a lot of has to go with the learning objectives that we will make sure we pursue. I



Garrett Dworman 28:46

about that there's kind of two, two forms of revision, in my opinion. One is revising the game itself, the structure of the game, the graphics, the final thing, right? But the other is, okay, what should the game deliver? Do you want to emphasize the early evacuation, to emphasize home Harding, and that the way the game is designed, I'm really happy with, I'm really proud of this is that we have so many vectors for delivering our objectives in the game that even finalize the game as its basic form. We can continually update story cards, neighborhood cards, maybe the scoring at the end of the game that develops a sort of a sense of consequence. Those questions in the setup, what we want to ask them to ground it into their reality, so we can have almost pretty much a final physical game and still be changing. What is the learning objectives delivering by changing just those that content?



Susanne Jul 29:56

One of the things that's very important is a flexible mod. Models. So we're talking about modules like the evacuation module that can be played in, say, 15 minutes. So if you have a neighborhood association meeting or training, you just want to focus on one module. You can play it, have conversation, do your other business, or you can play a sequence of modules for a one hour session meeting. And those modules that we're planning right now are the return where you see the consequences of actions or inactions you have done earlier, home hardening, defensible space. We're talking about some public health additions and so on. And the goal is that with this card based model and the boards, that it is very flexible to adapt to specific community needs. So if you have one community, some of our partners up, and we do a lot of work in map and Sonoma at the moment, some of those are in in the wildland intermix zone, where they have homes in the mountains, versus people who are right on the edge of an urban area and an interface, they have slightly different needs. When we're talking about the agricultural workers, is very different from homeowners association in the town of Napa. Say. So making it flexible to adjust what cards you have, what you put into it, is a very much a goal, right?



Garrett Dworman 31:20

So we'll have just within the same module. We can have sort of some modules where simply swap out the deck of cards, one deck of cards for more rural areas, another deck of cards for LA tragedies. So we can really cover a lot of different scenarios by just only changed that deck of cards.



Speaker 14 31:48

Another question, approximately, how many people would you anticipate playing the game?



Garrett Dworman 31:56

So we've designed it for a small group of people around a table, say, four to eight people playing as if they're one neighborhood. And for all we know they will be all people from one neighborhood or people from different communities pretend to be a neighborhood. But it can also be played with many tables in parallel. So we can have an event with, say, 60 people, right? With 10 tables of six people each, and then we can have a little competition between the table and tables at the end of the game, which table scored higher, who was more effective getting everyone out and they get people get a little thrill of, hey,



Aaron Vanek 32:41

interesting. Do we have other questions, or should we start talking to the design team about the process?



Sienna Koizumi 32:50

Oh, I just wanted to add something. When we were talking about competitiveness, one thing that I don't think we've mentioned yet is that the end, like, at the end, there's a point system, so you get points for, like, you know, who's alive, like, is the how are our houses? Like, in bad condition, you know, like, that type of thing, where at the end you'll each, each table will get their own like, group point, which I think is actually really fun, because at the end you'll be calculating, and you're like, Oh man, like, we're subtracting so many points for for this or that. But, yeah, I just wanted to add that.

A

Aaron Vanek 33:31

Hannah, that's a it's a good segue. One of my first questions to the five of you is, especially like the Southern California the game design group that, how is this different? Because this is a very serious topic, and it's not necessarily like a four, you know, for fun game, and it has a learning objectives. So if anybody wants to join in on it and kind of explain how you guys approach this, and was it any different, or was it the same compared to past games you've you've developed, if anybody wants to jump in,

A

Anooj Vadodkar 34:13

I can talk a little bit about this. I have in the past, worked as a designer on a board game based off of King Arthur mythos back in my first year at USC, and that was, you know, very much, just kind of like fun. And there was some historicity there. But the main differences here was that there were additional constraints from design side of just this is something that's like, we can't really say, oh, a magic like, we can't roll a d 20 and have, like a 20 makes a giant pool of water dump and the fire goes out. There was we had to apply things from the real world in a very specific way to our design decisions. So things like, how fast does the fire go? What equipment do people need? What. Equipment are people likely to have in the house? They informed us that our decisions and in some ways made it less difficult to design just by virtue of like, oh, we can't. We don't need to think about these extraneous, like, weird situations, because that's not what realists would happen. Also we but also we did have to make some concessions, I think, to just the fact that this is a game. There are areas that we want it to be fun still, but we still, I think I, like anybody else, can also speak to this, but like, at least for myself, I tried to use the fact that this was happening the real world as a guiding post to give it some especially because, like, when we were working earlier this year, we had the LA fires back in January, and I was actually, I have some friends who are impacted by it, so I learned from their experiences. And just that was a big guiding post, compared to the King Arthur war game where, like, yes, there's this history to it, but also a lot of that history involves magic and stuff. So it still is fantastical in a lot of ways that this game didn't have necessarily the luxury of having,

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Susanne Jul 36:09

I'd like to just tag on to that Anu. We do have a very fundamental rule for all our games. You can you can flex what really happens, and you can flex some things in the game, but you cannot do it in such a way that people walk away with misconceptions about how the physical world, how things really work,



Garrett Dworman 36:28

and also about the about Aaron's question, this game, and the previous the board game that we have, we've we've played with hundreds of People now over the past few years, when we first the board game was first. We first did that game. We were a little nervous about a game about wildfire, and we're playing in Sonoma Napa, where people lost homes, where they think we're trivializing wildfire, where they think we're making fun. We think we're not being serious about something so serious. Never, of all those 100 people did and rejected the game in that way. We had number of people playing the game for whom it evoked powerful emotions and memories, but they were always very happy that to see what we're trying to do with this game. And for me, the first time we played it, a man said that, you know, he lost his home home in 2017 and I jaw fell, and he's like, no, no, this. I know what you're trying to do, and this game is right, this is great. So I'm really thrilled that we can really pursue this idea of, let's make it fun. We're not trivializing it. We're just making people enjoy themselves, even though it's such a serious and sometimes painful subject.



Speaker 15 37:46

Yeah, that's great. Yeah. Sienna,



Sienna Koizumi 37:50

no, sorry. I just wanted to add on and say, like this whole thing was very much like a balancing act. Just echoing everything that people have been saying, I definitely feel like, first of all, educational game, like, I'm not going to sugarcoat oftentimes, they're going to be very boring and they're not going to be very engaging. And so I kind of had to think, like, how can I make this as not boring as possible? Like, board games can have like, a million rules that you have to get through. We want to make it as simple as possible for people who don't ever play board games, you know, like, I think that was part of the interesting thing, because in figuring out how to make it educational, I was also doing a lot of learning about wildfires myself. Yeah, those

A

Aaron Vanek 38:44

personally beneficial to you, which, which I think is great. And this brings up a lot of stuff. One of the things that I thought was so interesting that happened, like you were saying, regarding the, you know, what's realistic and what's playable? Because oftentimes, when people hear the word game, they think trivial, not as serious, and things like that. And so one of the, one of the constant, constant questions between game design is playability versus realism, because a lot of times, if something's very realistic, it isn't necessarily playable. In other words, maybe it's not as fun, or it's not as fast paced. And one of the great challenges that was expressed when I saw in the video that you had was basically the one of how fast the wildfire came up. Because it came up, I think, on the first or second turn the fire wildfire was advancing, which, in terms of gameplay, it's like a very sudden, fast sort of situation. But yet, as Garrett was expressing, for some people, that that was true, that was reality. That. They were woken up by a firefighter and told they had five minutes to leave. And so I'm wondering how you know, if we get behind the scenes, behind the curtain, on how you guys kind of are adjusting that, or at least considering it, what were the considerations that go into that sort of situation, and how you got to there? So Alex, I think you're, you're on that. Yeah.

A

Alex Dong 40:25

Thank you. So I can shed a little bit of light, I guess, you know, as you know, the thought process that we had as we're deciding, you know, what to incorporate in this game, and the fact that it's meant to be for traditional purposes. So, you know, first off and foremost, you know, because this game is supposed to, or at least it's meant to mimic reality in a way, not everything like this equal and as such, you know, there's a lot of things about game aspects that just doesn't, you know, happen to naturally translate over. So as an example of some things that we had to do that our guests, I would say non conventional for games is the idea of, you know, like inequality in the sense that like, for whatever you start out with, you know, like for, if you have kids, what kind of a home do you live in? You know, any other exacerbating circumstances like that, it dictates to know how you're going to start off in this game. Now, typically, for like, a lot of board games, you would want to start off in an equal manner with everyone else into or in order to ensure, like, a more like fair competition amongst the people. But on the other hand, though, similarly, for our game, our game does not involve competition, because it's, you know, it's not supposed to be like, you know, who can escape the fastest? It's the idea that everyone should be able to escape if possible. So yeah, those kinds of ideas, they also get kind of factored in as well, I'd say. And anyone else want to see that? Edison has a question too.

S

Speaker 16 41:45

Yeah, so question, assuming people answer the questions honestly and openly and not trying to just simply, you know, do do the best, right? Is there any opportunity for them to find out what their score could have been had they had better luck, or if they had made better choices or done something early on to better prepare. You know what, what their potential score is? So so they're simultaneously learning that, hey, if, if I better prepared, I would have gotten a better score and learn from that.

S

Speaker 17 42:28

Yeah, to what? When you guys want to take it on, yeah?

R

Rahul Jogadhenu 42:34

Okay, yeah. I think one of the things about this game that's so good is that a lot of like, these event cards and stuff like that, they like, very clearly lay it out for you. Like, hey, here's like, how many points you would get for doing this. Like, you have all of the tasks that are like, a checklist of, hey, here's what we need to do before leaving, like, laid out for you. So like, as you see the game progress, it's like you understand that you have to, like, just make some decisions, and like, know that you're going to lose some points. But at the same time, because all of these, like, different actions are so clearly laid out for you, where it's like you can use your action, like, help someone else out, or, like, take this action that you still have to do, check off this task, stuff like that. You can see, like, oh, maybe I would have had time to do this thing. Or like, Oh, I could have, like, afforded to just evacuate a turn earlier and avoid the fire and stuff like that. And yeah, we did definitely talk a lot about, like, how we could, like, handle the score throughout the different iterations of the game, for example, like we did in once. Talk about, like, doing individual scores, for example, but decided to make it a communal score. That way it would, like, incentivize players just working together and helping each other out. So, yeah, I think that's another big one where, I think we laid out a bit in the rules, but in general, there's a lot of actions where, like, if you're doing a communal action that might help other people, that will also, like, contribute to your score greater. So that was one of those things that we really wanted to emphasize with the game, that like, working with other people and helping them will be like overall beneficial.



Garrett Dworman 44:26

Thank you. I'll add to that, something who was referring to is at the end of the game to scoring. We didn't go that in detail when I showed you the how the game work, but many of those story cards on the back of the card has consequences that affect your score at the end of the game. So at the end of the game, they don't just say, Okay, how many survived? How many neighbors have survived? They go back to each and every one of the story cards, flip them over and read the back. Now, many of them on the back don't have anything now. Just okay, Ash fall, okay. But someone say, like Ash is falling. Was the card on the back, it says the ash that fell is toxic, so every player that did not close a window during the game loses a point of help of home safety so they get to see a bit of a consequence of that action. And we have a lot of the events or records have that consequence. Something else we hope will do, I'll back up with that. Something else we plan to do when we have other modules is make sure that what they did in the one module is reflected in the next So, for example, if they didn't close the window in the evacuation game, when they play the return game, return to their homes. Oh, we see that their window was closed. Wonderful. Ash did not get in. Firefighters water did not get in inside the home is pretty good. So we have connection between modules for that. The other thing I would say is, because the game is fun and because the stories can be different every time they play, we do hope they'll play multiple times, and each time if they want to experiment with different strategies, they can see how that might play out. Ed, does that answer your question? Yes, yes.



Susanne Jul 46:31

I want to add. I want to add to that, that the intent of this game, as I said, is a workshop. So one of the reasons we want people to get in and play quickly is to leave time, ample time for questions and conversations afterward. And what we constantly get is, what, well, why should I do this? What happens if? How could I do this differently and people ask those questions and have that conversation? And this game is intended to have a facilitator in the room who can answer inform in an informed way. It's not intended to be totally standalone, so it's trying to reinforce the game, does it, but also the the reflection afterwards and making sure there's time for that.



Aaron Vanek 47:12

I think, related to that, one of the last questions I think we could get before we, you know, kind of turned over to an open forum discussion. I'm really honestly curious, from the design team and Sienna, I think touched on this is learning about wildfires. But to each one of you, what did you take away from this? What was kind of one of the big things, whether, whether it's related to fire game design or anything like that, you know, what was something that surprised you or challenged you, or that you gained out of this experience? Anybody can go, I don't want to put you on

S

Sienna Koizumi 47:51

the spot. No, I can start. I so during the like LA fires, here's what happened in my family. Like we were like, maybe we should pack, like, whatever. Like, I don't know what we should do. Like, we don't know how much time we have. So like, maybe some of us packed some to go bags. And even then, it was like, what should we include? What's not important? And like, for the longest time, I think we were just kind of like, we should be fine, right? And like, thankfully, obviously, like, we didn't have to come to that. But I was, like, during the development of the game, I was like, you know, this game is reminding me of that situation. And like, if I had played the game prior to that whole thing, I probably wouldn't have, you know, spent as much time dilly dallying and, you know, just trying to figure out my priorities so that, like, that's why I was thinking when I was doing this game, I was like, you know, I really wish I had that preparation so that I could have a conversation with my family Prior to all this happening. Great. Thank you.

R

Rahul Jogadhenu 49:01

Rahul, yeah. Like adding on to what Sienna said, all of us were like in LA during the fires at UCLA. Here, it got to the point of being just on the other side of the 405 where it was like, I could literally look outside of my dorm and see the fire. So I feel like this game really helped hammer in that sense of like, urgency, of like, knowing, hey, there's so much stuff that we need to do to, like, be prepared for a fire. Like, at that time during fires, it was kind of just like a panicky like, oh, be ready to go whenever we can. But I feel like this game really helped me understand, like, how much of like, Oh, here's these specific steps that you should be taking way beforehand to, like, be prepared, especially as we, like, worked through designing the game, and we bounced, like, lots of different considerations and versions of how we wanted to do the game, and considered stuff like, oh, maybe you'd have like, actions or events. It's like, you have to, like, go get gas and do this beforehand, or, like, figure out your route. Like, to get out way beforehand was one of our tasks, right? We're just like, there's so many different elements that are like, feel really small and stuff like, Oh, I feel like I would just remember, that is what you'd say. But I feel like there's a lot of things that I wouldn't even consider in the heat of the moment, if there was, like, an actual fire that I was worried about.



Garrett Dworman 50:29

Yeah? And like, Thank you.

S

Speaker 18 50:31

Thank you. Anush,

A

Anooj Vadodkar 50:34

yeah, I think one, one other thing we did talk a little bit in early stages about the about a return module. We didn't quite have time to kind of finalize it, but even that was very interesting in terms of, like, what happens when you come back? Like, what is left? What can you do at that point? And I think along with preparing for, you know, leaving an evacuation, it was a really interesting opportunity, opportunity to think about, like, what does the future look like if you're impacted I know, like I mentioned earlier, I had a friend and a professor who were impacted by the fires, and like I this, it helped me also think about, if I know people who are impacted by it, how can you help them? How can you give them support? Like, be it monetarily or just emotional support wise, or, like, literally just helping them find stuff. I think that was a very big part that that's why I want to see the return module the future, and I'd be really just seeing how it pans out, especially,

S

Speaker 19 51:37

yeah, thank you, Alex,

A

Alex Dong 51:43

I kind of wanted this to talk a little bit more about what, and you just talking about, about how like this game is very, you know, community based. Because I think that for a lot of the like existing, you know, games that are out there, rarely do you ever see any, I would say that are honestly like, have this kind of idea in mind. I think that it's so unique that we created something that is like this. And I do agree that, you know, in the return phrase, I would like to see, you know, more of this community building, you know, people helping out each other, because you don't get to see that a lot in our games. And another thing that I also wanted to touch upon is the idea of, like, I guess, randomness. I guess you could say and and, like, what I want to talk about that is, like, the idea about when there is a fire in your area, and it sounds me a lot about it. So, like, aside from being in UCLA, my family also used to live in the base, so we get fired all the time. But basically, you know, you would just be keeping your eyes on the news and just waiting to see, you know, oh God. You know, when is a new update kind of coming, you know, am I going to be in danger? And in a way like this, kind of like danger, the sense of dread, you know, if not know if not that when it's going to happen, it's replicated really well with the idea of the cards, you know, because you're going to keep on pulling the card over and you have no idea whether it's going to be good or not, whether the fire is going to advance. I saw the temptation. We got pretty unlucky over there. But yeah, I think that it's that aspect, you know, of, you know, pulling a card at random, as well as just the randomness of, you know, what could happen in the fire is that it's like a pretty analogous connection. I would say, you know, it's somewhat poetic. Anyway, I'd say, in a sense, so, so, yeah, I feel like that is one of the big takeaways that I would say of this, and that a lot of what we ended up including in our game is pretty reflective of what isn't really, I'd say, I appreciate that definitely.

A**Aaron Vanek** 53:19

Yeah, it's a very unpredictable situation, as firefighters know, and so having random cards, I think, is huge part of it. Yeah, I agree, Garrett, I'm actually curious to you, you had, you've been with us for a while, but, but now you had a new, you know, Team fresh young eyes looking at it. What did, what did you take away from this, this iteration,

**Garrett Dworman** 53:45

first of all that UCLA clearly has a really good program with really good students. Well, one thing I returned to is because Suzanne and I've been working so much solo. You uh, that's not that I forgot, but it's great to be reminded how great is to work with a team, and how a team work together. Most of our progress is always made during our weekly sessions. Bi weekly sessions, it was the conversation, the give and take, that led to the great design citizens decisions that led to this game. And it's so important to have that, and that, for me, reinforces the one of the fundamental ideas of what we're after, which is again neighborhoods to act as teams and work together in what to do in wildfire and such like that. And something I've always known is important, but just always great to have that reminder when you work together, it's more than the sum of the parts. It's that was so good to have that back again, also just. The team has such great ideas, even, even the ones that we not advocate, is that and threw them out, was still something like but that'd be kind of cool. So they might use in the future. It just they brought so many different ideas to the table. They knew about so many games that I didn't know of to the table. And we had a lot of fun actually researching games before we even started in our design. And that was just very helpful to give us. What are the options? What can we do? What are some of the ideas that we can bring to table? It worked really beautifully, awesome.

A**Aaron Vanek** 55:38

Thank you, everybody. Thank you, Louise, I am actually curious if anybody else panels has anybody from the audience that has anything else they want to bring up or ask or discuss related to this. You could just kind of raise your hand, or I'll see if anybody has burning questions or discussion comments on this? Yeah.

S**Speaker 16** 56:12

Ed, well, you know, I get asked questions regularly and and there's a tendency to respond with, Well, that depends, you know, because the real world is messy and right, and you don't want to give advice to somebody because they have some exceptional situation. So keeping it rather simplistic and and recognizing that you can't address every crazy situation imaginable. Keeps it real and sounds like you guys have addressed that.



Garrett Dworman 56:56

I want to add into that. Ed, thank you for that comment. I really appreciate it. And you said the world is messy, and it's much messier during disaster, crazy to chaotic. And one thing I don't know that we explicitly made this design requirement, but one thing I really like about the game is, although it's structured and ordered, people take turns, pick a card, do their actions. There's a very messy feel to it, because the group can all discuss together what to do, while one person makes their own choice. Others can say, Don't do this, do this and and what's going to happen? When are they going to advance? When is the fire going to advance what things will happen. I like that the game counter effects on that messiness. Sorry, go ahead.



Susanne Jul 57:52

I want to tag on to that Ed. Part of the goal here is to give people some an understanding of the criteria by which they would make a decision. What does it depend on? What are the trade offs? Because we're not, we're not going to tell give them an answer or tell them what to do. It's here are the things to think about when you need to decide and give them the tools to make those decisions for themselves.



Speaker 16 58:14

But, but having that opportunity at the end for conversation, yeah, a little debrief that that's when people can say, talk about some of those exceptions or differences kind of think their way through it.



Aaron Vanek 58:33

Thank you. Yeah, absolutely, choice is a big thing. Marjorie, I see you in games. Game designers know this, that having player choice is one of the key ingredients of engagement, on how to engage people and having to weigh a decision. And a lot of times in games, it's, you know, if it's chess, do I move the knight or the bishop in things like this? You know, just listening on the walkthrough, it's like, well, do I pack more things or do I leave now? And there isn't necessarily a right or wrong, and what's what's very critical and crucial and informative about this is that you get to rehearse or exercise these sorts of choices and decisions in a safe space right before it comes down to a very traumatic, you know, imperative when there actually is a fire, it's very hard to make that informed decision. And so I think rehearsing and exercising this through a gameplay, I think, is super important. So it's great that you guys are doing that. Marjorie, sorry, we've been



Speaker 14 59:42

it's fine. You guys were saying a lot of good things. I was just wondering if you could come virtually and enjoy our fire wise leads meeting in January and do a little practice test and maybe join us for our annual barbecue event. Fire wise barbecue event in the spring,



Garett Dworman 1:00:03

I guess, love to especially yeah



Speaker 14 1:00:08

and Suzanne. I think we met. We met a few years ago at the Marin event. I'm the one that wrote the picture book on wildfires.



Susanne Jul 1:00:17

Okay, cool. Yep, yep.



Speaker 20 1:00:20

And hi, yeah, hi, Marjorie,



Susanne Jul 1:00:23

yeah, yeah. No, absolutely. We have a, as I say, We're doing some polishing now, and a starting to when looking to take it out, it is as soon as we can get it out.



Speaker 16 1:00:33

Absolutely, and we definitely neighborhood would, would be a really good candidate, because, because they've, they've been doing a lot of communicating amongst themselves and activities.



Susanne Jul 1:00:46

Yep, so absolutely, drop me an email, Marjorie, and let's get some some some stuff on the calendar.



Speaker 14 1:00:55

We throw it in chat. I know I have it. Okay. Thanks. Whatever's easiest for you.



Aaron Vanek 1:01:04

You have other questions or comments or something to to discuss or go over.



Garrett Dworman 1:01:13

I'll throw a comment. Suzanne, I was reminded about this a theater director often had a phrase about, why do we love theater or movies? And he calls it in an emotion workshop, a place for experience all the human emotions safely in the seats of our theater. And I was those brilliant way of looking at theater. I think we're doing that here. This is kind of a theater interactive, fun game like theater, people can experience all the emotions of a wildfire in the comfort of their home, and by invoking the emotional response, that is what's really motivating to people. Intellectually, everyone knows we should prepare for wildfire. But does it really motivate us? Because we have, we have so many things in our lives, but when you have the emotion in the game, that urgency, oh, I really want to pack this and pack this, but the farm, I get here, and you suddenly realize how important pack that bag. Maybe ocean had a park before. Now there's an emotional feeling, and that's more motivating.

A**Aaron Vanek** 1:02:25

Yeah, absolutely, I found with a lot of educational games, my my belief is that, you know, emotional and emotional attachment to something is cements retention of knowledge and information instead of dry facts, because you you know that that narrative, I think, remember narratives like we remember songs like Schoolhouse Rock and things like that, that kind of things, I think, really helps people than just doing a dry list of sort of situations. I'm on the neighborhood council of my neighborhood in Los Angeles down here, and we just had a meeting, and the fire department handed out like checklists of of what to prepare and things like this and what to do in the fire and I have a checklist. I looked it over and threw it in recycling. You know, it's like something in there, but, but just watching you play the game and everything, and just considering these options under, you know, even a simulated sort of thread, it makes me thinking like, okay, you know, in the game, how many bags do I really need to go right? And I can kind of rehearse in, in my head and exercise like we have our go bags packed, and I know, because they're prepared that, like our go bags have our documents in it, so that, you know, we only have to pick, pack a couple bags and we can go. So I think this kind of information and game, I think, is so critical and so important for people to really absorb the situation of it in a theoretically non stressful situation, so you're not, you know, under an imminent threat of a fire or disaster and something like that, and they could still think about it and have it ready, rather than just getting a list that's been tossed to them. So I think it's wonderful that that all of you did it. I'm so happy that this worked out and for the UCLA game design team, and Suzanne and Garrett for working with them and having them be a part of this. And I just can't wait to see what else. What else we have? Do you have any other questions or comments? We do have a little extra time, or we could, we could wrap it up. But is there anything else? Yeah.

S**Speaker 16** 1:04:44

Ed, so just a thought or an idea like you both. Next week, Tuesday is the next monthly meeting of the Santa Clara fire safe Council. So they often have guest speakers, and next week, the speaker is a professor from San Jose State who her and some of her students recently did an analysis of the data sets of of people who have done defensible space and why it gets a little bit into the sociology of it as well. Like, are people mitigating fire hazards? Are people mitigating well or poorly, various things like that, and the motivations, and I just wanted to pass that on to you, in case that might be something of interest to you in developing future injects,

**Garrett Dworman** 1:05:49

I'd be very curious to Will that be on Zoom?

S

Speaker 16 1:05:53

Yeah, there is a in person and a zoom option, and I can forward the info to Suzanne, and she could perfect disseminate to anybody who's interested.



Garrett Dworman 1:06:04

That'd be good. Thank you. One thing about Aaron, what you mentioned about the checklist, one of our one of our design goals, is the the players board where they saw the action. They can choose from. They pick the board. They pick ones they want. We want. We call it the takeaway, because we want them after the game, to keep that, take it home, put in the refrigerator. And now they have a checklist, but it's one that's tailored to them within the experience of a wildfire, pretended or not, and now that's something more relevant, versus something that's CAL FIRE generically, preferring a huge list, which is wonderful, but like you said, a lot of people can't process all that, and a lot of it isn't relevant to them. So and Cal Fire's list is very much what motivated much of the act. The actions are on our game board, so we're given the opportunity to take a list that's more generic and personalize it. And I think

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Speaker 16 1:07:10

that is huge, because having that souvenir or that something to take home reinforces and help them remember some some things that happened, conversations, etc.

S

Susanne Jul 1:07:25

Not only remember, we hope it'll spark conversations. It's like, oh yeah, I remember. I remember that happened, I did this. And they're talking to someone who wasn't there, and start explaining, yeah, and talking about why you would do this. So part of the takeaway is to make it fun, and something you would want to put on your refrigerator, and that will trigger that memory. Oh, that was so much fun. I did the stupidest thing.

S

Speaker 14 1:07:45

Yeah, absolutely. I like the School of Rock song,

A

Aaron Vanek 1:07:53

Schoolhouse Rock. You remember the Schoolhouse Rock?



Speaker 14 1:07:56

I think that needs to be created somehow.



Garrett Dworman 1:08:01

Oh, you get, you can get them to get all the DVDs we bought them for kids when they're younger.



Sienna Koizumi 1:08:06

Yeah, I actually, I actually listened to it, even though it's before my time, and I still remember the whole preamble to the Declaration of Independence, because,



Speaker 14 1:08:18

but to create that for wildfires, I think that would be awesome. Yeah.



Aaron Vanek 1:08:25

Nitu, did you have a question? I think you did, or a comment?



Speaker 21 1:08:29

Oh, I just have a comment. I'm not, not part of the design team, but I had a chance to play the game while it's been designed. And I am not. I'm in the East Coast. I'm not in the fire right danger zone. So I played the game with the complete different mindset. And towards the end of the game, when gad put all those situations and constraints and limits, some of the situation did set in my subconscious mind. When I go out of my home, I do run some kind of checklist based on the game that I learned. So it really sets a picture a scenario based on your own situation, and creates a checklist in your mind, because when you're in chaos, you don't have the time time to read the checklist, right? So it has to sit there. So that's my experience with the game. Thank you, Garrett, for making me play that game.



Garrett Dworman 1:09:35

Oh, it's fun. Well, thanks for playing.



Aaron Vanek 1:09:39

Yeah, absolutely. A lot of the things are very similar. And I believe that, as Garrett was saying and Suzanne was saying, that have different modules for different areas and including different disasters, hurricanes, blizzards, earthquakes, for us here in California and things like that, that this same structure and process. Yes, I think goes through. Yeah, great. Thank you for for playing.



Garrett Dworman 1:10:04

I think that ultimately will serve anyone, anywhere, for any disaster.



Aaron Vanek 1:10:12

Yeah, other questions or comments. Send one else. Have any I have a



Speaker 16 1:10:19

nephew that just graduated from UCLA, go Bruins, so,



Garrett Dworman 1:10:25

yeah, well, my wife was sorry.



Speaker 22 1:10:30

Anush, I won USC, it's



Speaker 23 1:10:35

okay. I'll forgive it this time. Okay.

A

Aaron Vanek 1:10:40

So I want to thank everyone for coming and doing this, and Suzanne, you know, for setting it up and everything, and for everybody who's watching and attending and things like that. And hope you guys have a wonderful weekend, and please stay in touch everybody I know. I'm very interested in running this down here in in Los Angeles, with some of the neighborhood councils and the city of Los Angeles and things like that. I know they're very, very interested in doing things like that. This is such a critical, vital tool to help people do the best they can in really, absolutely horrible, horrible, traumatic situation. And I think even even a little bit of preparation and a little bit of something that that helps, helps preparation in any way, just one small thing is valuable. And so I want to thank all of you for working on it and designing it and putting it together. Suzanne, do you have anything else?

S

Susanne Jul 1:11:43

I do. I do. I want to go back to Louise's question about, did we work with community members? And Garrett's Garrett's comment about it was wonderful to work with a team. So creative crisis leadership are we're trying to be a collaboration hub. So we want to produce games, publish games, support community organizations in adopting them and using them, and then adding a an outcome evaluation. So being that piece that holds those pieces together, but on the production side, our goal is, or on all sides, is, to be a collaboration hub. So we aren't aiming to have a whole large in house team be a business that hires people, lots of people, to do design the games, and that's their full time job. We are looking to leverage the hobby designers, the all the people who have the knowledge and skills and expertise it takes to produce something that's effective. And I was really pleased when I saw the people who were interested yourself, Ed, Louise, Marjorie, Luke, some other people. Because this is exactly this room, the people we had in this room, if we could get your knowledge together, we can produce some amazing games. So I would love to talk to you, Ed and Marjorie, and I will talk to Louise to understand how do how can we make it attractive and possible for someone who is a fire chief to help put their knowledge in given all the constraints that you have to work with your you have a full time job and doing other things on a project by project basis, if There's another game when we do the home Harding, the defensible space modules, how do we get that knowledge in and those that expertise in through collaboration and the Share, share, sharing the community knowledge and that this, This project has actually been our first attempt at understanding, how do we build up to be a Collaboration Hub, where we bring in people for a specific project, get them to work together to produce something and get a result. Because we are a nonprofit, we're not aiming to be a business. We want we want to do whatever we can to get the world ready out there. Doesn't mean we have to be the ones to do all the work. Communal knowledge will get us there.

S

Speaker 24 1:14:10

Awesome. Suzanne, do you want to wrap it up close?

S

Susanne Jul 1:14:15

I think we're yep, I just want to reiterate what Aaron said. Thank you all for joining us today, I will be we will be putting the recording up with a transcript when I get to it, and anything else. Thank you. Thank you for all the work you all do to make the world a safer place. And thank you to the panel. Thank you great working with you. And thank you Aaron, for great job facilitating.

S

Speaker 25 1:14:52

Thank you everyone. Have a great weekend. Thank you all.

S

Speaker 26 1:14:55

Thanks you too. Thank

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Speaker 14 1:14:57

you everybody. Thank you. Thank. You bye.