DEMO TORC GAME

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for life

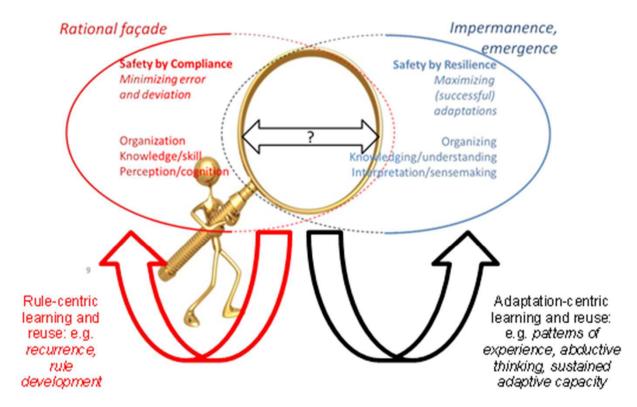


CONTENT

- > Resilient capability
- Training format
- Mock up TORC (serious) game
- > Gaming elements
- > And try out the game
- > After action review/ evaluation



RESILIENCE RECONCILES WITH COMPLIANCE



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RESILIENT CAPABILITY

The ability to perform or achieve certain actions or outcomes through a set of controllable and measurable faculties, features, functions, processes, or services and encompasses:

- > competences
 - resources
 - > a strategy

to enable a sustainable adaptive response to demands due to e.g. disturbances, disruptions and change.

> A capability can be found at individual, team and organizational levels.



TRAINING AIMS

- > Experience resilience in action by simulated practices in real company cases
- Learn about resilience as an operational capability to cope with sudden or unexpected demands in work
- Explore and decide on strategies to work with unexpected situations in the operation
- Explore and decide on resources to be deployed to support and back up your adaptive action
- Experience how your team and company network is of great value to support resilience activities
- Reflect on applied capabilities and review on experience build up as well as positive and negative outcomes



TORC TRAINING SERIOUS GAME

- Resilience in compliance context
- > Accommodate heavy rail, high speed infrastructure and oil& gas exploration
- Making shifting realities happen: "game changers"
- Simulate operations
- Close to reality
- > Build on experience and imagination
- > Team effort: wisdom of the team
- > Resilience in action and resilience (repository) after action

WHEN TO ADAPT TO SUDDEN DEMANDS?

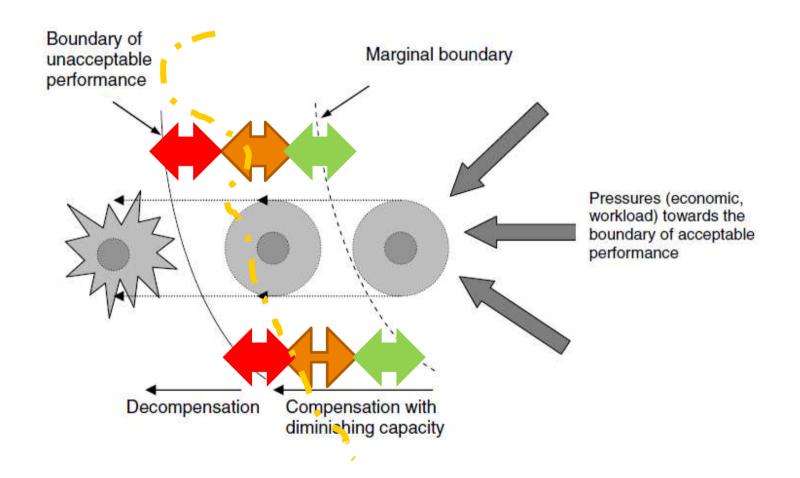
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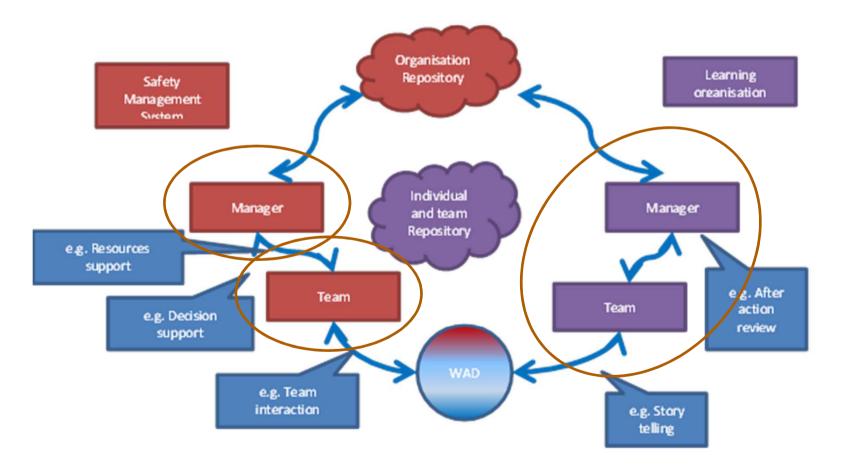


Demo TORC game

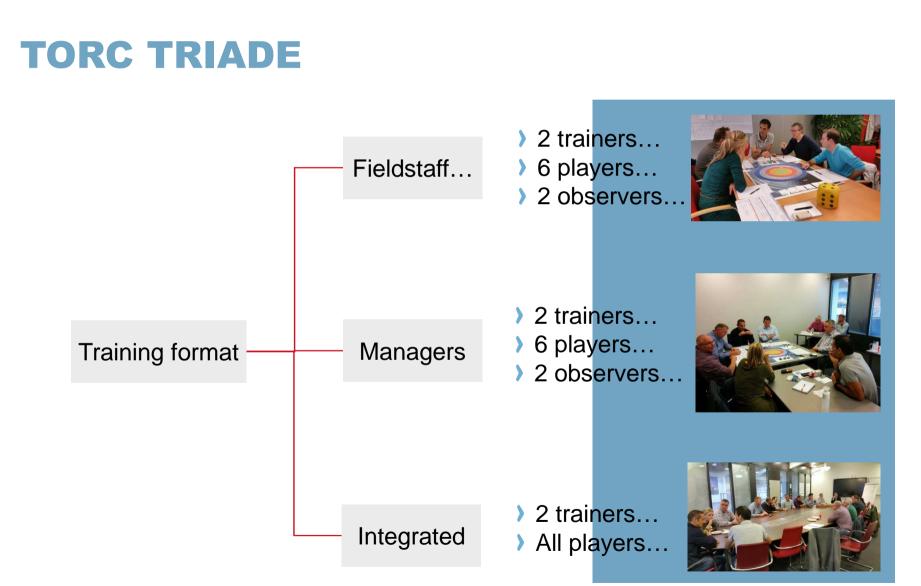
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ADAPTATION IN/AFTER ACTION



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> Defend

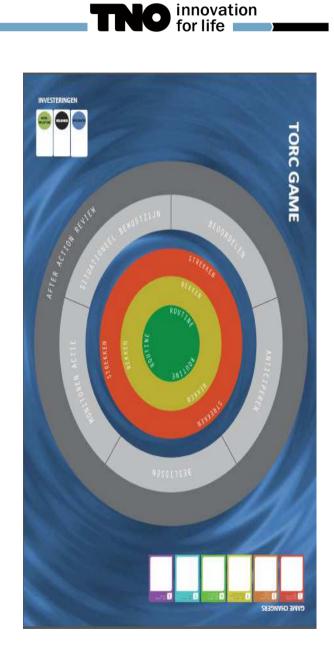
- > This is the preferred mode of operation. Resilient action takes place to deal with everyday operational surprise within the boundaries of the normal operation.
- > Build
 - The organization provides additional defences. This can be done by adding robustness to the normal operation at spots where there are known vulnerabilities, or where procedures are known to need interpretation.

> Stretch

On a case-by-case basis, controlled action outside of modelled operation in a controlled manner is an option when responding to unexpected situations, e.g. through the management of change process if the available work permits, procedures and resources no longer support the necessary action.

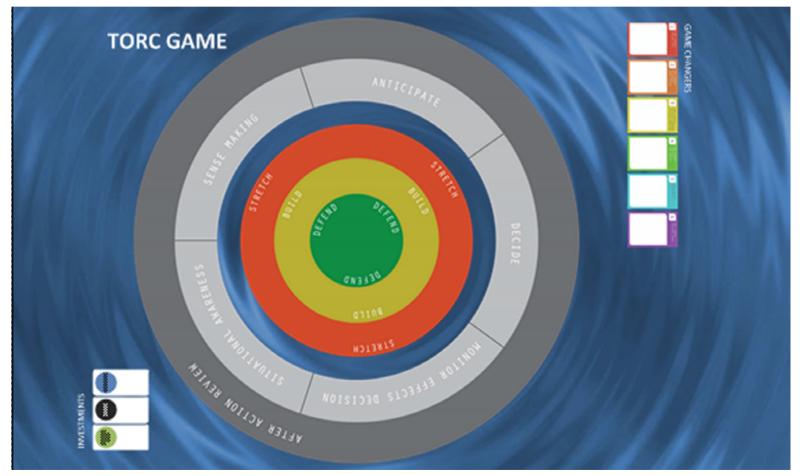
START UP....

- > The training / the game
- > Roles player/ observer
 - > Rules
 - > Time frame 6 x 10 minutes to react
 - > Anonymous, logposter to management, they play same game changers
 - Decide action/reaction
 - Within the procedures (defend), interpretation rules(build), big ones (stretch)
 - > Take the lead teamleader; decide after you got input team members
 - > Effect on
 - > safety, efficiency, workload
 - > Case based game use of realistic scenario
 - > Game play according to steps
 - > Reflect on decisions and actions observers



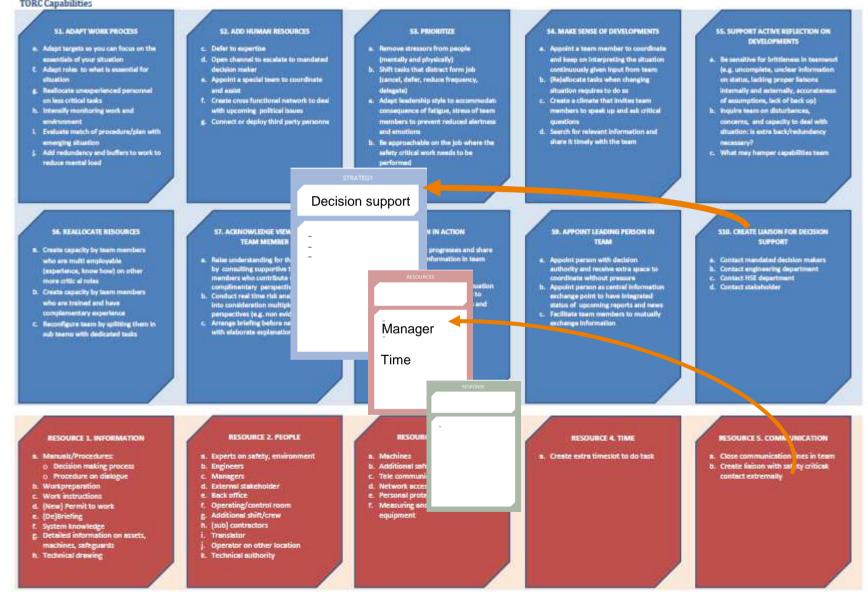


GAME PLAY BOARD



Demo TORC game

TORC Capabilities



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ADAPTIVE PATH TORC GAME LOG START ACTION 1 ACTION 2 ACTION 3 ACTION 4 ACTION 5 ACTION 6 STRETCH BUILD DEFEND MENTAL LOAD 2 MENTAL LOAD 2 MENTAL LOAD MENTAL LOAD MENTAL LOAD MENTAL LOAD MENTAL LOAD INVESTMENT SAPETY SAPETY SAPETY SAPETY SAPETY SAPETY SAPETY 1 EFFICIENCY EFFICIENCY EFFICIENCY Z EFFICIENCY EFFICIENCY EFFICIENCY EFFICIENCY Notes Notes Notes Notes Notes Notes Demo TORC game

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e.g. Story

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RC GAME LOG

ACTIE 3 ACTIE 4 ACTIE 5



- (integrated training)



LET'S START





COMPANY CASE: STRUKTON RAIL DESCRIPTION

> Case 1. KROL defect

- > Activities:
- Maintenance job with 3 activities at night. See outline drawing, Withdrawal of the track for service: 0:45am to 5:30 am

Activities

- 1. replacement tongue movement
 - 2. revising the level crossings
 - 3. R3 turn switches
- NVW officials: 1 LWB (LWB Leader Workplace Safety), 3 LLVs (Local Safety Leaders) and 3 TLs (Technical Leaders), 3 GMs (Tools Machinist; 1 at level crossings and 2 at tongue movement), 1 BBD (Supervisor for track that has >>been=withdrawn for service)

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COMPANY CASE: STRUKTON RAIL DESCRIPTION

- Situation: Track is out of service, instruction has been given. Staff are ready to deploy patches. And are waiting for call from the LWB to LLV to go to work.
- Trigger start game: At 04.00 pm the KROL of the tongue movement goes defect possibly resulting in the situation that the track cannot be delivered into service on time as well as the adjacent track as the KROL is situated with its boom in the adjacent track. At the moment it is 4.30h already with only 1 hour to go!







e.g. Story

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RC GAME LOG

ACTIE 3 ACTIE 4 ACTIE 5



- (integrated training)

