

Draft Agenda

Time (Eastern)	Day 1	Day 2	Day 3
10:00 AM	Welcome	Strategic, Operational, and Tactical Game Examples	
11:00 AM	The Problem of Disease Response	PANDEMIC TEMPEST	Emergency Response Process
12:00 PM	Lunch	Lunch	Lunch
1:00 PM	Game Design Fundamentals	Exercise: Nature or Nurture	Disease and Emergency Response
2:00 PM	Ways to Apply Games to Disease Response		Emergency Response Games
3:00 PM	Break	Break	Break
4:00 PM	Basic Biology and Epidemiology in Games	Matrix Games	Exercise: Building Emergency Response Games
5:00 PM		Exercise: Building a Disease Response Game	Exercise: Practicum and Discussion
6:00 PM			

Register: <https://www.mors.org/events/courses/gaming-emergency-response-to-disease>