

vEOC Demo – 22 July 2014

Overview: This is a short demo for the virtual Emergency Operations Center (vEOC). ***Your role: you are training in the virtual Emergency Operations Center. For this demo, imagine that you are an emergency manager exercise developer, and you are setting up a training exercise for a disaster.***

Preface:

Open a web browser and enter the following URL into the address bar: www.SimEOC.org. Ensure Javascript and popup windows are enabled. You also may have to download a plug-in. If asked, download and install the plug-in.

NOTE: You may receive a note at the top of your screen stating that the browser prevented this site from opening 2 pop-up windows. If this happens, click on the Options button on the upper right hand side of the error bar and allow pop-ups for this site. Then reload the www.SimEOC.org page and re-login to your position.

Part I: The Exercise Developer Console

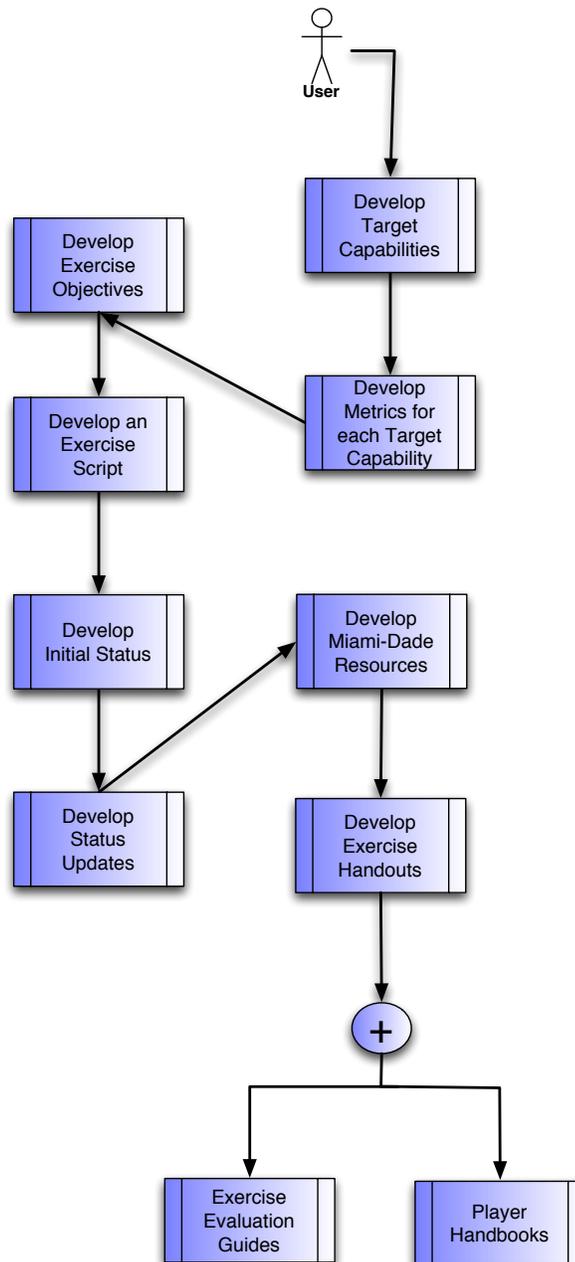
Task 1: Click on Ex Dev Login in the top right hand corner. Login in to the vEOC as the exercise developer. Use the following username and password.

username:

password:

Once you login, a panel will appear on the left of your screen.

Pretend you are developing in an exercise. Figure 1 outlines the general process of



creating an exercise.

Complete the tasks outlined below.

Take a few moments to go through the various options on the two panels and familiarize yourself with the system.

Note that you can click on a gray title bar to collapse or expand the menus.

Task 1: Create a new script using the script developer. NOTE: Use a 1-word name with no special characters. Note: there will be several places in the exercise developer console where you will select a script to use. For these exercises, you will be using the script you just created.

Task 2: Create target capabilities. Click on target capabilities developer. Choose the script you created in step 1. Click on add target capability. Click on show common mission: communications. Add target capability 4.2.1.1.

Task 3: Create metrics for the exercise. Click on add metric. Search for metric 4.2.1. Add metric 4.2.1.

Task 4: Add exercise objectives. Click on add exercise objectives. Click show all. Add any exercise objective to the script. Close the window.

Task 5: Update the handbook developer. Choose the script you created in step 1. Updated one element of the handbook and save the handbook.

Task 6: Open the script you created in step 1 using the script developer. Add an inject that has already been created in the database. Change the time to anytime between 0005 and 0010 seconds. (eg 0005) Change the sending agency to the Salvation Army and the receiving agency to the Special Needs Coordinator.

Task 7: Add another inject that has already been created in the database. Again, change the time to anytime between 0005 and 0010 seconds. (eg 0007) Change the sending agency to the Salvation Army and the receiving agency to the Special Needs Coordinator. Use a different communication medium from the first inject.

Task 8: Create an entirely new inject and add it to the database. Set the time to anytime between 0010 and 0015 seconds. (eg 0015) Set the sending agency to the Salvation Army and the receiving agency to the Special Needs Coordinator.

Task 9: Create another entirely new inject and add it to the database. Set the time to anytime between 0010 and 0015 seconds. (eg 0012) Set the sending agency to the Salvation Army and the receiving agency to the Special Needs Coordinator. Create an inject stating that “Fires have been detected at Coral Gables and West Miami.” Use any communication medium you desire.

Task 10: Delete the first inject you added to the script. Close the script.

Part IV: Initial Status

Disaster references are tools for setting up initial setting in the disaster map and with available resources.

Task 11: Develop initial status for the exercise. Click on initial status developer. Choose the script you created in step 1. Create two initial statuses for the exercise. Include at least 1 pdf or jpg file with the report.

Task 12: If desired, set up initial disaster conditions on the map for the exercise.

Task 13: Add desired resources to the Miami-Dade resources section as desired.

Task 14: Log out of the Exercise Developer Console

Part II: The Exercise Controller Console

The exercise controller contains tools for moderating the flow of the exercise.

Task 1: Open the Exercise Controller and select a script to exercise

Task 2: If you are conducting an actual exercise, make sure that all of the players are logged into the trainee consoles on the script on which you are conducting the exercise.

Task 3: When ready, choose play (the leftmost button on the screen).

Task 4: By clicking the double arrow indicator at the 2nd position from the left, you can put the exercise in fast time. This allows the simulation to proceed at twice the speed. Click the button again to resume to normal simulation time.

Task 5: You can skip to the next inject by clicking on the 2nd button from the right. This allows the next inject to “drop” early.

Task 6: Finally, you can terminate the exercise by clicking on the button on the right. This stops sending injects to the players.

Part III: Post-Exercise Evaluations

The exercise developer contains tools for evaluating the performance of the trainees.

Task 1: Open the Exercise Log and select a script to view. Apply filters as desired.

Task 2: Open the Player Reports and select a script and a position to view.

Task 3: Open the Player Evaluation Metrics and select a script and a position to view.