

## **Miami-Dade EOC Field Validation Oct 16, 2014**

This week, we (Emory and ND) went down to Miami-Dade to do a field validation of SimEOC and to iron out details on upcoming collaboration of E2. Here are the results of our field validation.

### **Shortcomings:**

- The communication tools didn't work in Internet Explorer on Windows 7.

### **In General:**

- In general, they were pleased with the system and expressed interest in using the system in the near future.
- For the user interface, Miami-Dade concluded that SimEOC did not have to "look like" WebEOC. They plan on using SimEOC to conduct individual and group-level training.
- For the players, it would be nice for the exercise developers, controllers, and evaluators to have some background on what training individuals have received prior to and in use of SimEOC. This way, they can look and see what, if any, deficiencies exist in the training of the individuals.

### **For the Trainee:**

- It would be nice to have a queue that keeps track of the injects and communications that a player receives. This way, the player can go back to an inject or a communication as desired.
- It would be nice to have audible alerts when a person receives an inject or a communication.
- It would be nice to have "cut scenes" interspersed throughout the simulation, so that players can see some videos of the impact of their actions and make it more real to the trainees.
- It would be nice to have an icon or a picture of the person with whom you are speaking over the communication tools.
- The words were small in the injects
- Global updates should have a more prominent position in the console
- The trainer should be HSEEP compliant

### **For the Exercise Developer:**

- The ability to do a mass upload of injects was valuable
- The ability to have a database of injects is valuable

### **For the Exercise Controller:**

- The communication was overwhelming at times. Perhaps there should be multiple controllers. (between trainees and exercise observers)

### **For the Researcher:**

- Nothing noted

**For the Observer:**

- There observer role allowed users to log into the same position
- The communication tools kept saying “I’m busy, please come back later” even though the exercise controller opened a communication channel to talk to the observer.