



SCENARIO INJECTS

MASTER SCENARIO EVENTS LIST

- A MSEL contains a chronological listing of the events and injects that drive exercise play
- The MSEL links simulation to action, enhances exercise experience for players, and reflects an incident or activity that will prompt players to implement the policy or procedure being tested

MSEL

- Each MSEL record contains (minimum):
 - Designated scenario time
 - Event synopsis
 - Expected action (player response after an MSEL inject is delivered)
 - Intended player (agency or individual player for whom the MSEL inject is intended)
 - Notes section (for controllers and evaluators to track actual events against those listed in the MSEL, with special instructions for individual controllers and evaluators)

MSEL INJECTS

- Message injects are typically used in exercises that involve multiple simulated activities
- Typically delivered via a Simulation Cell (SIMCELL), or facilitator and are used to simulate the actions, activities, and conversations of an individual, agency, or organization that is not participating in the exercise but that would likely be actively involved during a real event
- To enhance realism incorporate photographs and/or audio/visual (A/V) recordings specific to the community into exercise documents and multimedia presentations

MSEL INJECTS AND TIME

- Times listed in a MSEL inject should reflect the time an inject should occur
- These times should be as realistic as possible and should be based on input from functional area representatives
- If the activity occurs sooner than anticipated, the time should be noted but play should not be interrupted

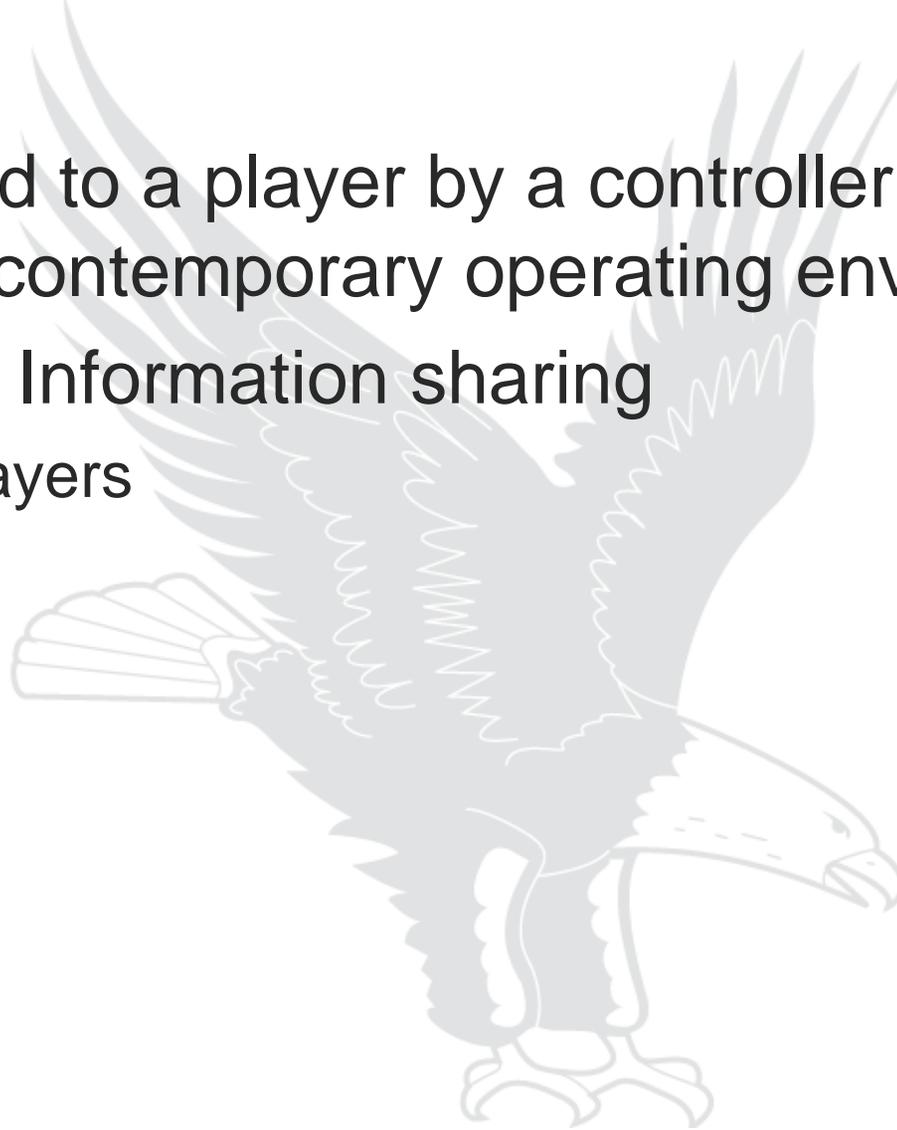
TYPES OF INJECTS

- Contextual
- Expected Actions
- Contingency



CONTEXTUAL INJECTS

- Introduced to a player by a controller to help build the contemporary operating environment
- Example: Information sharing
 - Role players

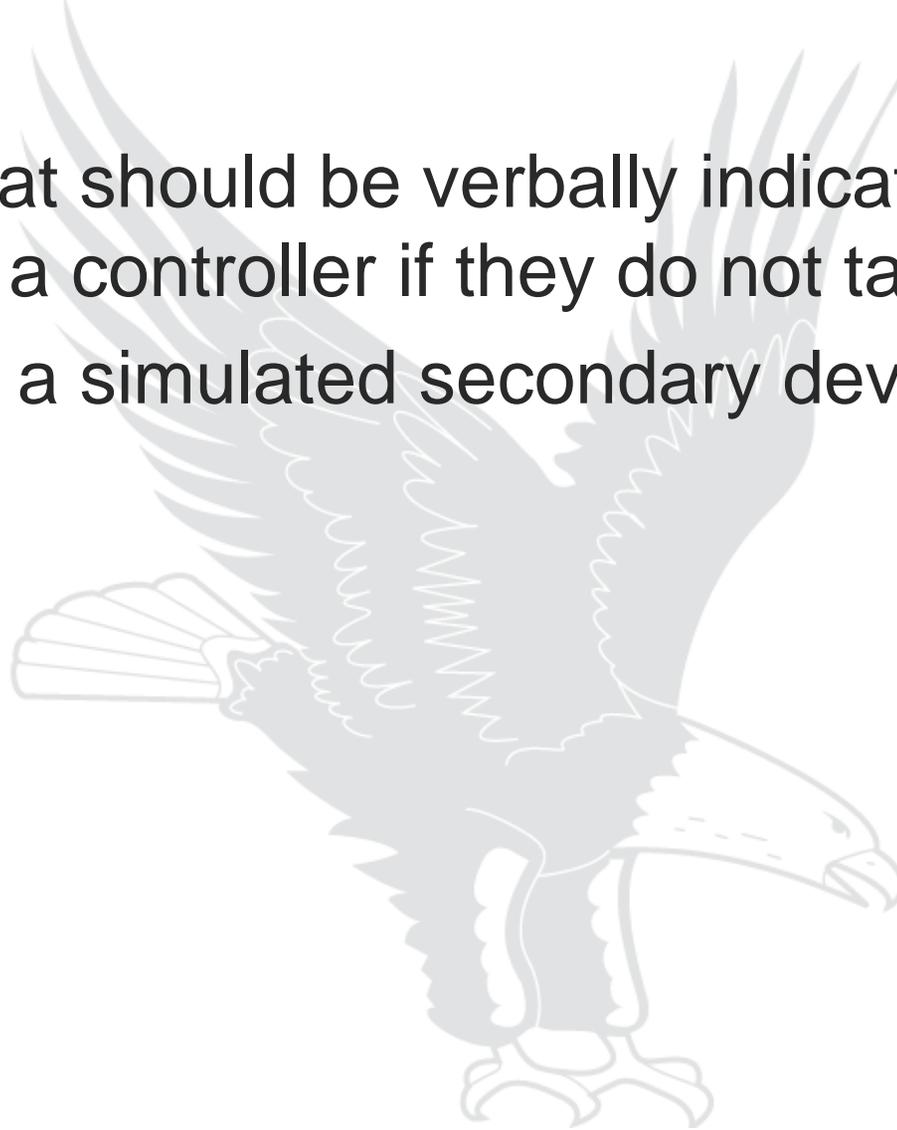


EXPECTED ACTION EVENTS

- Represent expected actions that would normally take place during this type of incident
- Example: During an exercise involving the release of a chemical agent, establishment of decontamination is an expected action

CONTINGENCY INJECTS

- Events that should be verbally indicated to a player by a controller if they do not take place
- Example, a simulated secondary device



WRITING AN INJECT

- Problems requiring a realistic action that will meet exercise objectives
- The goal in developing events is to provide a structure that will:
 - Link the simulated event to the actions that you want people to take
 - Provide unity to the exercise

DEVELOPING MAJOR EVENTS

Major events are big problems resulting from the emergency and should be developed in two stages:

- First, identify several major occurrences — the high points in a sequence that might follow the narrative events
- Second, decide which of these events might generate situations that would test the objectives. Then concentrate on those that best support the objectives

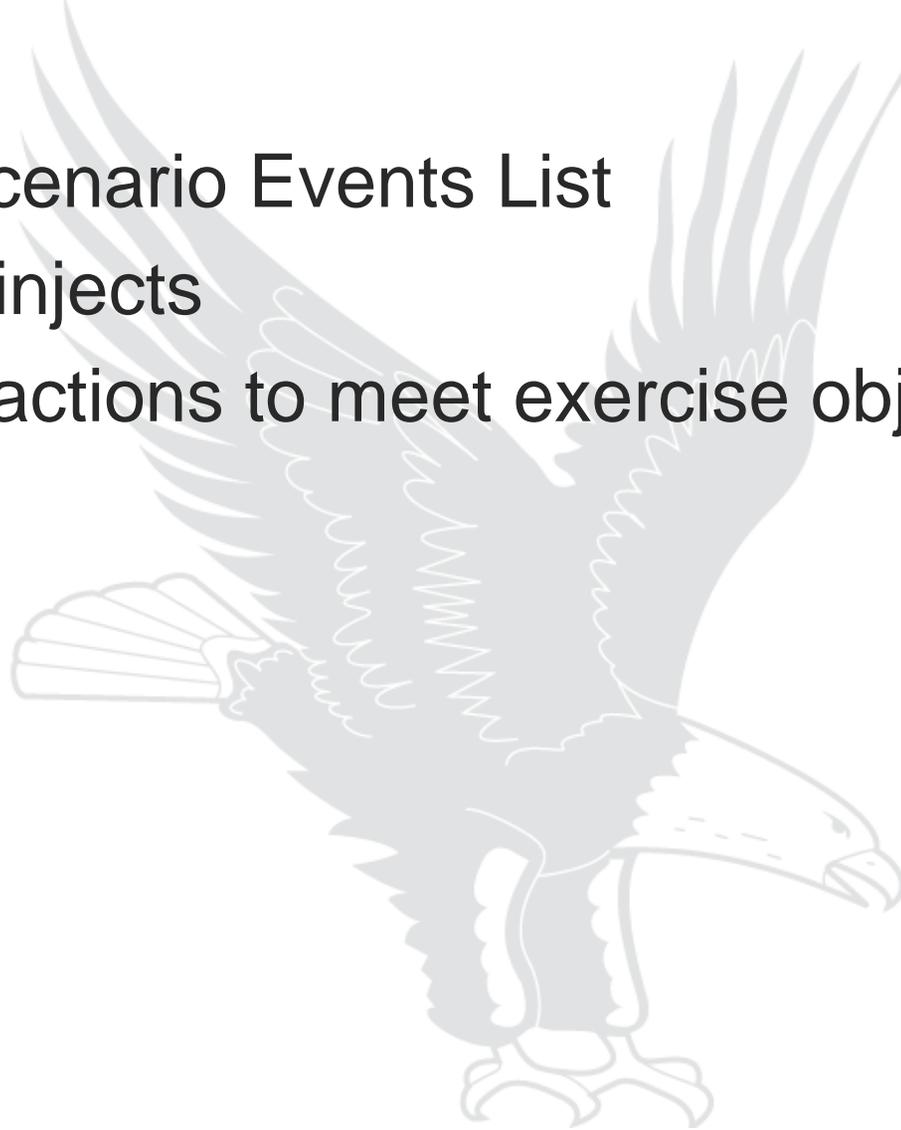
DEVELOPING DETAILED EVENTS

Detailed events are specific problem situations to which personnel must respond and can be developed in the following ways:

- Plan the detailed events and expected actions at the same time
- Work backwards first
- Make a list of specific problems that are likely to occur in connection with each major event, then identify actions that would be expected as a result

SUMMARY

- Master Scenario Events List
- Types of injects
- Realistic actions to meet exercise objectives



QUESTIONS

