

Crisis Simulations International

Your People Your Decisions Your Real-Life Crisis Simulation

The DXMA Simulator

A new standard of training and preparedness

Crisis Simulations International equips senior managers, crisis team leaders and on-the-scene responders with the practical, real-world knowledge, skills, and experience needed to make life-saving decisions during a crisis.



Our DXMA™ simulator (patent pending) makes possible a new standard of training and preparedness. Officials in government and industry can learn safely, before real lives, real livelihoods, and real careers depend on their decisions.

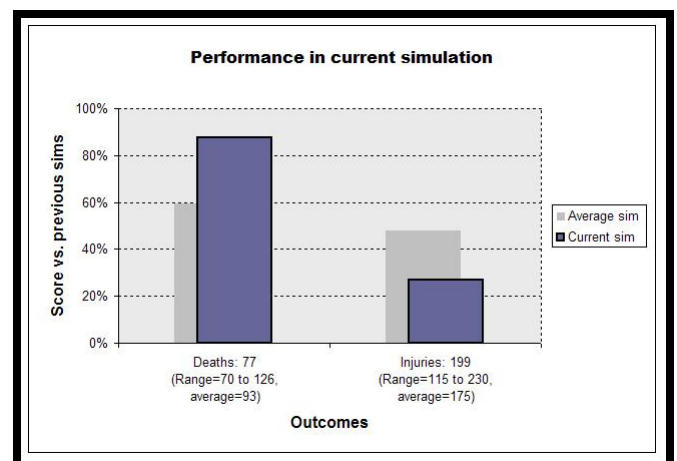
DXMA™ simulations provide realistic crisis experience that comes only from living through an intense challenge. Below is a summary of what makes DXMA™ unlike other simulation technology, and how that translates to providing the best method for learning from *your* real-world crisis simulation.

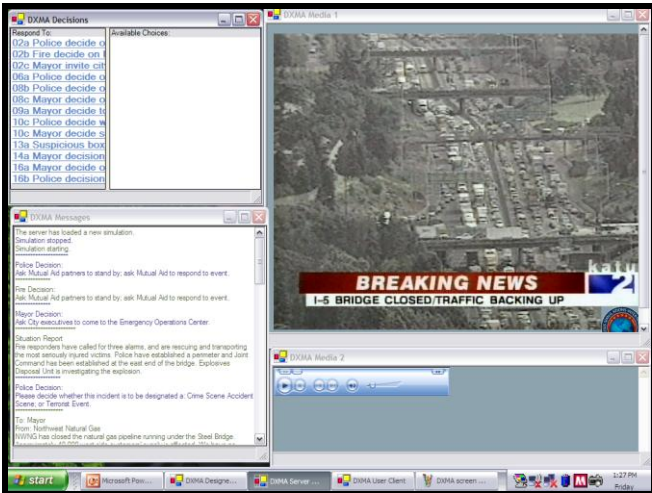
Complexity and Richness

DXMA™ provides enormous flexibility and realism for simulating real-life crisis situations.

- **Roles** DXMA™ supports unlimited roles. Roles in a city simulation might be mayor, police chief, FBI, hospitals, FEMA, local business, school principal, and so on. Industry roles might be CEO, CFO, corporate communications, production, etc. Roles can be adversaries, such as terrorists or criminals.
- **Choices** Roles have decisions to make. Those decisions may involve multiple options, which can be choose-only-one or choose-all-that-apply.
- **Injects** DXMA™ injects cause specific events to happen at predetermined times. Injects can present participants with unpredictable challenges.
- **Events** DXMA™ supports unlimited events, which can be triggered by time, by decisions made, by combinations of other events, or by the facilitator.
- **Resources** DXMA™ can track key resources (inventories, hospital beds, mass transit capacity, firefighters). Decisions might be constrained or disallowed if insufficient resources are available.
- **Messages** DXMA™ can communicate with one or more roles by displaying messages on computer screens, by playing audio, or by alerting the simulation controller to send a human messenger.

- **Outcomes** DXMA™ can estimate the consequences of decisions, such as casualties, property damage, lost production capacity, loss of market share and profits, etc.
- **Reports** DXMA™ can produce a summary of client simulations. It can even compare results of multiple simulations, so you can see how good (or bad) things can get, and how well (or poorly) teams perform.
- **Modules** DXMA™ can link to external software and can add virtually any capability for any simulation.
- **Interactive** The interactive DXMA™ Designer lets CSI build simulations rapidly. It simplifies collaboration with subject-matter experts and summarizes how each client organization works.





Impact

DXMA™ simulations work because they engage participants emotionally as well as intellectually.

- Multimedia** DXMA™ can play TV “broadcasts” from the scene of the crisis, crackling radio messages from first responders, and urgent calls from Board members or government regulators. Media can play simultaneously, as in real life, adding realistic confusion and chaos. Each role receives only its own relevant media.
- Other media** The simulation can cue operators to send media or messages to televisions, phones, or other devices in the simulation room.
- Communications** Simulated communications can crash due to simulated infrastructure failures, sabotage, or damage. As in real life, some roles may then become inaccessible to other roles.
- Urgency** In real life there’s no pause button, and there isn’t one in DXMA™ simulation. People adapt to pressure in the safety of a simulation.

Realism

CSI customizes simulations for each client’s hazards and location. Participants experience the reality of a crisis, not the artificiality of a script.

- Real or accelerated time** DXMA™ runs in real time (1 simulated minute = 1 real minute) or accelerated time (several simulated minutes = 1 real minute). It can simulate days, weeks, or months in one or more hours.
- Multiple locations** Participants can be in one location or scattered around the globe. Even if participants are in one place, they can be separated physically and electronically as though they were cut off by a real crisis.
- Languages** DXMA™ supports most languages. Each role can see information in its own language.
- Cascading effects** One participant’s decision may have downstream (and unexpected) consequences for others.
- Unpredictable** The richness of DXMA™ simulations, plus the cascading effects of participants’ decisions, means there are numerous possible outcomes. That unpredictability adds to the simulation’s realism and impact.

