

## Prepare for future incidents - Find Gaps - Grow

The risk profiles for marine and coastal incidents are rapidly changing. Whether it be hazardous noxious substances (HNS), plastic nurdles, new or alternative fuels, among others, many preparedness and response systems are ill-equipped to deal with future scenarios. The challenge is now to prepare for a much wider array of incident scenarios that require different and faster response capabilities than the traditional oil spills. Are the response systems of authorities, industry and other relevant stakeholders prepared for dealing with new risks?

### One Incident One Response

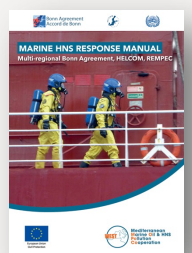
Scenarios and risks are not well understood and response systems not well prepared. Incidents that take place close to the coast, in estuaries or harbours need many authorities to work together with short windows of opportunity to protect communities. This led to the One Incident One Response approach that reminds all stakeholders that they should be able to respond as one unified body to deliver one, coherent, effective response.

### OneX Package

To fill in the gap in understanding, Sea Alarm developed the innovative OneX serious game package. This includes multiple modular games that allow authorities and stakeholders to explore, train and exercise different scenarios for group learning and preparedness discussions. Each module can be played alone or in combination with others, and consists of maps, posters, cards, dice and other playful interactive materials that can simulate hundreds of thousands of scenarios. Special modules have been developed to train and understand the use of the Marine HNS Response Manual.



- ✓ Deepen understanding of a new generation of marine incidents
- ✓ Enhance decision-making processes for crisis management
- ✓ Improve team training, coordination and response capability
- ✓ Identify gaps in emergency planning and resources requirements
- ✓ Strengthen organisational resilience





## Who is it for?



**Authorities:** who want to assess and strengthen their response preparedness for traditional and new maritime incident scenarios near the shore, inshore and in harbours. Can be national or local authorities, including actors such as the coast guard, port authorities, municipalities or civil protection agencies.

**Industry:** with responsibilities to manage or respond to business related maritime and coastal emergencies. This could be, but not limited to, shipping and transportation companies, energy companies, chemical companies, insurers, salvors, response organisations and independent experts.

## How does it work?

OneX can address a large variety of purposes and audiences. Each module can be used by groups of different sizes which will then combine, rotate and integrate to explore multiple aspects and perspectives of a series of scenarios with self-created or randomised injects. All materials are versatile, can be adapted to different learning objectives and varied needs of the target audience, as well as to country specific locations.



**Containerships and Chemical tankers**

**HNS and Alternative Fuels**

**Maritime / coastal / harbour full-scale response**



**International Mutual Assistance**

**HNS shoreline response strategies**

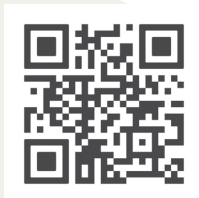


## Interested in OneX?

Contact us for further information:

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[www.sea-alarm.org](http://www.sea-alarm.org)



## Endorsement

A pilot version of OneX was initially developed by Sea Alarm with EU co-funding. Since then, games have matured, and several new modules have been added to a growing portfolio.

OneX material is already being successfully used by authorities in the UK, Sweden and Finland.