**OUR SOLUTION**

Incident Ahead is a card game that educates players about critical terms and processes used in incident management. Most importantly, the game stimulates a cultural shift for security training and promotes effective incident management.

**FEATURED CARDS**

- **Incidents**
  - Unexpected Weather
    - You must deal with this incident to continue playing.

- **Incident Responses**
  - Incident Commander
    - Play this along with an ERP to resolve any incident.

- **Action Cards**
  - Assembly Point
    - You're in the safe zone! End your turn without drawing a card.

**GAME OVERVIEW**

- 2-6 player card game
- 10-15 minutes
- Family friendly
- Competitive, strategic, chance

**OPPORTUNITY**

- Current security trainings have low knowledge retention rates, lack interaction or any social aspect, and are forced upon employees.
- This can lead to poor incident management in the workplace, creating a risk to company products, brand, health and safety of employees.
- Amazon is looking to develop a physical game that facilitates knowledge retention for incident management.

**PROCESS**

- **Domain Research**
  - Explored game mechanics, designing for learning, conducted interviews, and analyzed training feedback.

- **Ideation**
  - Created affinity diagrams and mind maps, conducted individual ideation, and most importantly, played games.

- **Prototyping**
  - Designed low-fidelity prototypes using paper and dry-erase cards leading to high fidelity mockups.

- **Playtesting**
  - Conducted playtests with professional game designers and Amazon employees.

**RESULTS**

- Prioritized training content, narrowed focus, map game mechanics, and establish final learning outcomes
- Key changes between iterations included providing players more agency, changing card probabilities, and resolving edge cases.
- Playtesting refined the game to match preset constraints and identify points-of-failure not considered.

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