Learning decommissioning through gaming

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Workshop on Current and Emerging Methods for Optimising Safety and Efficiency in Nuclear Decommissioning
Many factors impact the success of decommissioning projects:

- Project funding
- Regulatory issues
- Public acceptance
- Risk level
- Efficiency
- Technology
- Competence
- Waste handling/storage possibilities
- Planning
How can you learn about how those factors impact your success?

One possible approach: **Serious games**
- computer games that are intended to not only entertain users, but have additional purposes such as education and training
- a simulation of real-world events or processes

Game elements to enhance learning:
- Story, cause and effect
- Rewards
- Immediate feedback

Research shows that game-based learning can lead to:
- Increased engagement and improved learning
Rita Green, HR manager

How shall we communicate to staff that we are shutting down and starting decommissioning?

"They want to shut us down, but I will do my best to change that decision."

"We are going to be shut down, and have to make some changes. We are going to become world-leading decommissioning specialists."

Let's not talk about it yet.
Jeremy Olson, Decom. supervisor

We have encountered some piping modifications in the primary circuit that have not been documented. Should we try to recruit retired staff to help us assess the best dismantling approach?

Yes, that is probably a good idea

No, dismantling them cannot be that hard
Potential users

• Decom. managers:
  • Understand the factors that impact decom. projects

• All types of decom workers:
  • Understand the big picture. How does my job relate to the overall project goals?
Next steps

• Develop a more elaborate prototype version
• Evaluate learning effect
  • Compare to other methods (classroom, self-paced powerpoint)
  • We are looking for organisations who want to test the game
Thank you!

- Check out the game in the demo session