

Review of: "How Effective are Tabletop Role-Playing (Serious) Games in Understanding and Validating the Predictive Capabilities of Disaster Response Agent-based Models?"

Fatima Bendella¹

¹ Université des Sciences et de la Technologie d'Oran Mohamed Boudiaf

Potential competing interests: No potential competing interests to declare.

The paper proposes a study to show the effectiveness of integrating role play to engage both health professionals and non-experts in understanding and validating an agent-based model of disaster response strategies. It represents an experimental research, helping in simulation and educational research in the context of disaster protection strategies to improve the understanding of processes and knowledge representation in agent-based models (ABM) and role-playing games (RPG) involving experts and non-experts.

First, the game was tested in four groups with a total of 15 players, and then in phase 2, two groups of 11 participants were used to compare the actions of students and doctors.

- In figures 2b, 2c, 2d, we can see that the participants collaborate with each other. Is this collaboration between homogeneous or heterogeneous groups? On what basis were these groups formed?
- Was there any direct/indirect communication between students and doctors that could influence the role plays?
- How do you measure performance in Figure 3? And what do you mean exactly by "decision-making skill"?
- In figure 3a, how was role empathy calculated?
- You could have integrated some simulation scenarios implemented under NetLogo?

The use of 2 groups with 15 and 11 participants cannot in any way provide a reliable result on the advantages of the ABMS model and the game environment.