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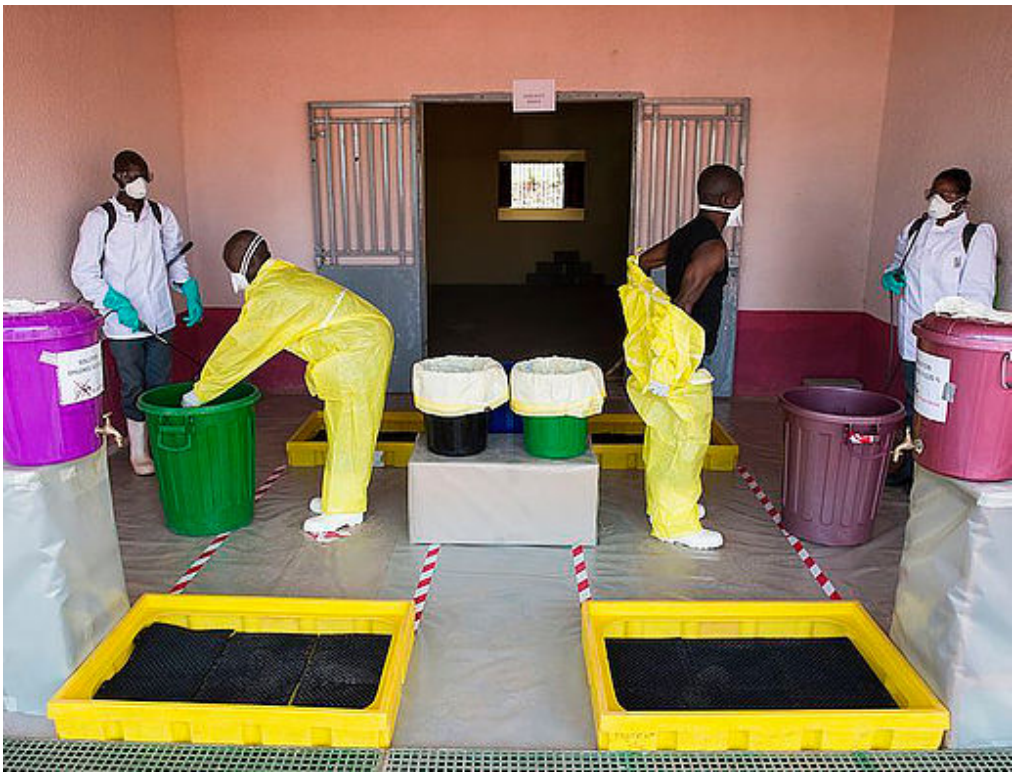
virus



Creation 2020
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Production: Dreams Come True
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VIRUS

Hollywood and the World Health Organisation (WHO) agree that humanity is threatened by pandemics. More dangerous than ever, as we are more numerous, closer and more mobile than ever. The mutation of an animal virus with a long incubation period and fast, deadly development for humans would be enough for the consequences to be worse than with the Spanish flu or the plague. Scientists are taking action. They are carrying out simulations which they test with people in the field: ministers, hospital managers and security forces. All professional, yet all ignorant when it comes to managing the unmanageable.
We have accessed the scenarios used for these simulations. We copied them, and from there develop a simulation game, in collaboration with scientists in the field and game developers.

You have the responsibilities of a minister, police chief, hospital director, and have a cabinet, collaborators and a flow of people to manage. You receive guidelines for your professional duties. The starting point is the arrival of around thirty ill people who appear in a short amount of time. Do you close the borders? Your GDP will drop. You don't close them? New cases will be identified. Following the scenario, with each decision you make, the number of ill people and deaths augments - or not. You may lose half of your collaborators, your entire cabinet, or perhaps your own life, and find yourself out of the game. Along the way, you learn the basics of crisis management needed to contain the outbreak, and the survival principles of a society - or group of players - on the brink of explosion.
At the end of the simulation, will you have managed to save your skin? Will you have been able to collaborate to save humanity?

the original simulation

At the end of June 2018 a doctor friend, who works for the WHO and the French Department of Defence, organised a simulation of a pandemic (in the framework of a project to improve management of epidemic crises in West Africa, called project48) with the governments and hospitals of Morocco, Mauritania and Senegal.
As a starting point, participants were given a fictitious situation based on real elements.

An international dromedary fair takes place from 15 to 18 June 2018, at Nouakchott in the Islamic Republic of Mauritania, attracting around 5,000 participants from 19 countries (from Bahrain to Mongolia, via Egypt and India) and 12,000 dromedaries, for a beauty competition, a Grand Prix 6-km distance race the sale of livestock.
In the following days, the majority of the participants as well as the livestock depart. But the 23 June, 5 people fall ill in the vicinity of Nouakchott, all of which having had contact with the dromedaries. Other people fall ill in the following days and from 26 June on, people start to die. The World Health Organisation issues an alert for a public health emergency at level 3 (out of 3) on the WHO scale and phase 5 (out of 7) for a pandemic.

In the presentation of the simulation, the participants are called "players".
They will be asked to fill management positions in the following sectors:
- Human health - Department of Disease Control
- Interior Security Force
- Armed Forces
- Civil Security
- Agriculture - livestock farming
- Border police
- Foreign Affairs
- Civil Defence
- WHO

Then, several scenarios are possible, with "injects" coming from the scientist guiding the exercise. These "injects" add unforeseen elements which must be managed: a demonstration of farmers protesting the slaughter of dromedaries, or an international press conference to be organised in record time. A *tree-scenario* - genealogical tree of possibles - opens the simulation and allows for multiple outcomes. The WHO-simulation takes place over an entire day, focussing on three distinct moments in time (beginning of the alert, the day after the alert, then fifteen days later). It is preceded by an afternoon of information and followed by a morning for debriefing.

Funded by the European Union

EXERCICE - EXERCICE

FICHE ANIMATION EXERCICE					
DATE	26 JUIN 18	HOUR	13H30	ACTOR	HEALTH

Epidemiological and public health bulletin
Alert and monitoring of outbreak
Ongoing event in Senegal

Message Number: 1		Date : 26/06/2018
Object	Exceptional epidemiological situation Saturation of sanitary capacity	URGENT
Number of pages	2	

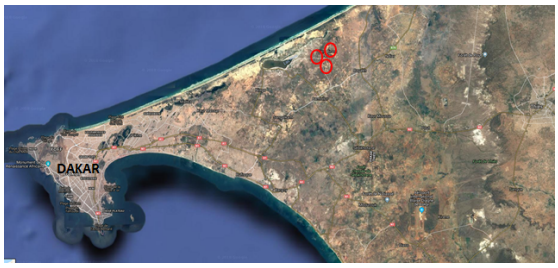
Object: Alert bulletin broadcast following an exceptional epidemiological situation:

Situation on 26/06/2018

Three grouped cases of patients presenting respiratory difficulties associated with a high fever, of which half of the respiratory distress necessitates intensive care,

All of these cases were reported in the municipality of BAMBILOR (village of Deni Biram Ndao).

The majority of these patients have a direct link with an international event related to dromedaries, having taken place at Nouakchott, Mauritania (persons coming back from Mauritania since 18 June).



Equally of note: grouped cases of pneumonia among the herds of dromedaries.

Mauritania – Morocco - Senegal	Animation file	CNCMFE NRBCE EDITION 2018

Excerpt of the original document of the WHO simulation, called *Exercice P48*

adaptation

What comes out of scientists' analyses is that only good collaboration can contain a pandemic. If the "players'" reactions are good, in other words, fast, concrete and flexible in relation to the needs of different groups, the pandemic can be controlled. On the other hand, if everyone just works for themselves, it is highly probable that human conflict will be added on top of the epidemic crisis, rendering any efficient action difficult if not impossible.

Our adaptation will particularly work on this deeper meaning: that of being together and being in solidarity with others. Aside from the pleasure of *ludens* - of play - the pleasure of collaboration is put forward in this adaptation.

With this intention, and starting from existing material, we create our simulation, limiting it to a two-hour evening event, a reasonable length of time for a piece of this sort, and which can take place in any level room large enough to accommodate around one hundred *spectators* playing in small groups.

For this, we add elements from the world of games: cards, guidelines, set of rules, secret missions, dice, multiple choice, rewards. So *Virus* is a simulation game but with added elements from board games. Working with an experienced game developer we can ensure the technical aspect of a good game, one which we feel like playing and want to win.
Multiple challenges are posed: learning must be an intrinsic part of the game; it must be brief and good from the first round for each player; it must contain predefined elements yet leave room for improvisation and creativity on the part of the players.

Then we add elements from the world of theatre. Stage elements: projections, lights, music, banners, curtains; and identifying props: hats, t-shirts. By working with a set designer and a costumer we ensure the aesthetic aspect of our proposal.

agenda

Autumn 2018 - Winter 2019
Constitution of the crew and start of production work
- Finding the game designer and the set designer
- Organisation of the concrete working schedule with the game designer and the scientist of the original WHO simulation
- Finalisation of the production budget and research of the coproducers and hosting venues for the residences.

Spring 2019
Implementation of the production:
- Work with the set and the costume designers, to assure a coherence between content and form
- Finalisation of the coproducers' research.

Over a year and a half (spring 19 > autumn 20)
Work of adaptation and finalisation of the scenarios during:
- 6 sessions of 5 days of work in residencies
- With public tests during each residence.

Autumn 2020
Première and touring

TEAM

Concept: Yan Duyvendak
Game developing: Antoine Bauza, Corentin Lebrat, Ludovic Maublanc, Théo Rivière / Kaedama
Scientific Council: Dr. Philippe Cano
Set design: TBC
Stage Management: Eric Mutel
Video documentation: David Daurier
Management: Marine Magnin
International development: Judith Martin / Ligne Directe
Production & communication: Charlotte Terrapon

Production: Dreams Come True, Genève
Coproduction (at present): ARSENIC - Centre d'art scénique contemporain, Lausanne
Supports (at present): Ville de Genève; République et Canton de Genève; Pro Helvetia – Swiss Arts Council

A game to save humanity.
A game where we play for *our* lives.