

L4S Knowledge Community provides to

- researchers
- security executives and crisis managers
- simulation designers
- vocational trainers and students

access to all L4S powerful simulation-based learning experiences components and research material



Visit the L4S Knowledge Community (http://l4s.fvaweb.eu) in order to:

- Access the L4S extended Knowledge Base on Collaboration Dynamics in Crisis Management and Security Topics in Transportation Industries
- Exchange ideas, expertise and know-how with an accredited pool of experts in the area of collaboration dynamics and technology enhanced learning within the security field of transportation industries
- Develop research and business synergies amongst researchers and transportation players in crisis management, security and edutainment domains.

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OESTERREICHISCHE STUDIENSELLSCHAFT FUER KYBERNETIK, Austria www.ofai.at



ALPHALABS SARL, France www.alpha-simulations.com



UNIVERSITAET DER BUNDESWEHR MUENCHEN, Germany www.unibw.de



ALBA GRADUATE BUSINESS SCHOOL, Greece www.alba.edu.gr



UNIVERSITA CATTOLICA DEL SACRO CUORE, Italy www.unicatt.it



FVA New Media Design SAS, Italy www.fvaweb.it



ATHENS INTERNATIONAL AIRPORT S.A., Greece www.aia.gr



CREUERS DEL PORT DE BARCELONA SA, Spain



FREQUENTIS AG, Austria www.frequentis.com



AKAD WISSENSCHAFTLICHE HO-CHSCHULE LAHR GMBH, Germany www.whl-lahr.de

Do you care about you and your organization's Crisis Readiness?



L4S project deploys technology-enhanced learning experiences aiming to strengthen organizations' competences in the following areas:

- High performance Collaboration during Crisis
- Individual Leadership during Crisis Incidents
- Decision Making in distributed and diverse teams facing crisis
- Barriers diagnosis to Effective Crisis Management

Web site: www.L4S-Project.info E-mail: contact@L4S-Project.info





Learning for Security Project (L4S) provides the opportunity to address and significantly advance the state-of-the-art in two relevant areas:

- Technology-enhanced learning experiences of collaboration dynamics and competencies development on crisis management in the transportation industries
- Design of Advanced Simulations based on models of human behavior under the specific conditions of crisis situations in the transportation



The project commenced in July 2009 and will end up in June 2011. L4S is an EU funded project with Security theme under the Cooperation objective of the 7th Framework Programme.

IMPACT: The Crisis Readiness Simulation

IMPACT provides an engaging experience based on a complex, multi-stage and multi-focus simulation



game in which the users/players practice the challenges of crisis management at the individual, team and organizational level.

IMPACT players gain insights on how to best address these challenges in their own contexts.

The game is designed to be played flexibly on-site or online and is articulated at 3 Levels, each of which addresses relevant competences and insights on Crisis Management.

CRISISTUBE Leadership Network

CrisisTube Leadership Network is a state-of-the-art Learning Network technology to support effective e-



xchange of Best Practices & experiences of top managers and decision makers related to crisis management in the Transportation sector EU-wide.

RECKON & CHOOSE! Tactical Emergency Collaboration

Reckon & Choose! provides a learning environment for individual trainees on the tactical level, that effectively serves as knowledge elicitation and collection tool.





Setting out from the starting event of an airplane crash into an airport building, players trace and follow the emergency response in a situation selected out of a range of realcase challenges during a crisis.

CRISIS TEAM



The Crisis Team simulation is primarily targeted to nonexperts in airport crisis management.

The learning goal is two-fold; first to engage participants with essential actions and the roles of key actors in crisis response and second

to immerse participants in the distressed work environment of crisis situations where communication is patchy, the environment is volatile and there are multiple conflicting demands in compressed time.