

Survey - Immediate Follow - Up

Form Approved
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Thank you for participating in an exercise with This is a T.E.S.T. Your voluntary participation in this survey will help CDC evaluate and improve the quality of this exercise tool and learn how to better implement future designs. Your responses to the survey are anonymous unless you would like us to contact you for additional follow up. If you would like additional follow up, you may provide your name and professional email at the end of the survey.

1. My position in a radiation emergency response is,
 - a. Communications/ PIO (Public Information Officer)
 - b. Emergency management
 - c. Fire/ Police/ Hazmat
 - d. Hospital
 - e. Public health
 - f. Radiation control
 - g. Volunteer Organization
 - h. Other, please specify

Please provide your background prior to this exercise:

2. My knowledge of radiation emergency response was,
 - a. no knowledge
 - b. some knowledge
 - c. moderate level of knowledge
 - d. significant level of knowledge
3. My experience with radiation emergency response was,
 - a. no experience
 - b. some experience
 - c. moderate level of experience
 - d. significant level of experience
4. My knowledge of Community Reception Centers (CRC) operations was,
 - a. no knowledge
 - b. some knowledge
 - c. moderate level of knowledge
 - d. significant level of knowledge

Public reporting burden for this collection of information is estimated to be 20 minutes per response, including the time for reviewing instructions, searching existing data sources, gathering and maintaining the data needed, and completing and reviewing the collection of information. An agency may not conduct or sponsor, and a person is not required to respond to, a collection of information unless it displays a currently valid OMB control number. Send comments regarding this burden estimate or any other aspect of this collection of information, including suggestions for reducing this burden, to: CDC/ATSDR Reports Clearance Officer; Paperwork Reduction Project (0920-0527); M.S. D-24; 1600 Clifton Road NE, Atlanta, Ga. 30333.

Attachment B

5. My experience with CRC operations was,
- a. no experience
 - b. some experience
 - c. moderate level of experience
 - d. significant level of experience
6. My participation with tabletop exercises consisted of, (Select all that apply)
- a. no experience
 - b. participating as an observer
 - c. assuming one or more roles
 - d. planning and facilitating

Note to reviewers that questions 7-9 will be skipped if participant selects no experience.

7. I am satisfied with my previous tabletop exercise experiences.
- a. Strongly disagree
 - b. Disagree
 - c. Neutral
 - d. Agree
 - e. Strongly Agree
8. Tabletop exercises generally are engaging and keep my attention.
- a. Strongly disagree
 - b. Disagree
 - c. Neutral
 - d. Agree
 - e. Strongly Agree
9. I feel more prepared for an actual response or full-scale exercise after a tabletop exercise.
- a. Strongly disagree
 - b. Disagree
 - c. Neutral
 - d. Agree
 - e. Strongly Agree

10. My general impression on the usefulness tabletop exercises is: (open)

11. My experience with full-scale exercises is,
- a. No experience
 - b. Some experience
 - c. Moderate experience

Significant experience
Note to reviewers that questions 12-14 will be skipped if participant selects no experience.

12. I am satisfied with my previous full-scale exercise experiences.
- a. Strongly disagree
 - b. Disagree
 - c. Neutral
 - d. Agree

Attachment B

- e. Strongly Agree
- 13. Full scale exercises generally are engaging and keep my attention.
 - a. Strongly disagree
 - b. Disagree
 - c. Neutral
 - d. Agree
 - e. Strongly Agree
- 14. I feel more prepared for an actual response after a full-scale exercise.
 - a. Strongly disagree
 - b. Disagree
 - c. Neutral
 - d. Agree
 - e. Strongly Agree
- 15. My experience with actual response is (this includes but is not limited to COVID-19, natural disasters)
 - a. No experience
 - b. Some experience
 - c. Moderate experience
 - d. Significant experience
- 10. In general, I enjoy board games.
 - a. No
 - b. Yes
 - c. Depends on the game
- 11. A board game that I enjoy and why is: (Open)
- 12. My experience with cooperative board exercise/games is,
 - a. No experience
 - b. Some experience
 - c. Moderate experience
 - d. Significant experience
- 13. Prior to this exercise, had you heard about This is a T.E.S.T.? If so, how did you hear about it?
 - a. No
 - b. Yes, STLT partner
 - c. Yes, conference or webinar
 - d. Yes, Other, please specify

Please provide feedback on the gameplay and exercise

Satisfaction and Applied Learning

- 14. Now that I've played the exercise/game my confidence in my ability to anticipate needs at a CRC has,
 - a. Remained the same
 - b. improved by 20%
 - c. improved by 40%

Attachment B

- d. improved by 60%
 - e. improved by 90%
15. I am satisfied with the exercise/game.
- a. Strongly disagree
 - b. Disagree
 - c. Neutral
 - d. Agree
 - e. Strongly Agree
16. I felt I was able to apply previous CRC knowledge in the exercise/game.
- a. Strongly disagree
 - b. Disagree
 - c. Neutral
 - d. Agree
 - e. Strongly Agree
 - f. No Previous CRC Knowledge

After playing the exercise/game:

17. I better understand my role (played) at a CRC.
- a. Strongly disagree
 - b. Disagree
 - c. Neutral
 - d. Agree
 - e. Strongly Agree
18. I better understand other roles at a CRC.
- a. Strongly disagree
 - b. Disagree
 - c. Neutral
 - d. Agree
 - e. Strongly Agree
19. I have a greater understanding of CRC operations.
- a. Strongly disagree
 - b. Disagree
 - c. Neutral
 - d. Agree
 - e. Strongly Agree
20. I feel more prepared for a full-scale CRC exercise or radiation response.
- a. Strongly disagree
 - b. Disagree
 - c. Neutral
 - d. Agree
 - e. Strongly Agree

Attachment B

21. I feel empowered to exercise a CRC after playing this exercise/game.

- a. Strongly disagree
- b. Disagree
- c. Neutral
- d. Agree
- e. Strongly Agree

Exercise Format

22. The exercise/game suited my learning style.

- a. Strongly disagree
- b. Disagree
- c. Neutral
- d. Agree
- e. Strongly Agree

23. This format for learning may be beneficial for training others.

- a. Strongly disagree
- b. Disagree
- c. Neutral
- d. Agree
- e. Strongly Agree

24. I feel this was a valuable experience that was different from a traditional tabletop exercise or workshop.

- a. Strongly disagree
- b. Disagree
- c. Neutral
- d. Agree
- e. Strongly Agree

25. In your opinion, what was gained from this exercise format that is different from other formats?
(open)

26. I would recommend this exercise/game to a colleague.

- a. Strongly disagree
- b. Disagree
- c. Neutral
- d. Agree
- e. Strongly Agree

27. I would like to play this exercise/game again.

- a. Strongly disagree
- b. Disagree
- c. Neutral
- d. Agree
- e. Strongly Agree

Attachment B

28. What other type of emergency response, if any, would you like this format to be used? (select all that apply)

- ☐ Wildfire
- ☐ Hurricane
- ☐ PODs (Vaccine and/or Pill Dispensing)
- ☐ Other, please list

29. What levels of government do you think this tool is appropriate for (select all that apply)?

- ☐ Federal
- ☐ State
- ☐ Local
- ☐ Tribal
- ☐ Territorial
- ☐ Municipal
- ☐ Other, (please specify)

30. What audience do you think this tool is appropriate for (select all that apply)?

- ☐ Emergency planners and managers
- ☐ Decision and policy makers
- ☐ Community reception center staff
- ☐ Other, (please specify)

Exercise Design and Engagement

31. The exercise/game design is attractive.

- a. Strongly disagree
- b. Disagree
- c. Neutral
- d. Agree
- e. Strongly Agree

32. This exercise/game was engaging and kept my attention.

- a. Strongly disagree
- b. Disagree
- c. Neutral
- d. Agree
- e. Strongly Agree

33. The exercise/game facilitated cooperation and collaboration.

- a. Strongly disagree
- b. Disagree
- c. Neutral
- d. Agree
- e. Strongly Agree

34. This exercise/game facilitated discussion among players.

- a. Strongly disagree
- b. Disagree
- c. Neutral

Attachment B

- d. Agree
- e. Strongly Agree

35. The exercise/game provided realistic scenarios and discussions.

- a. Strongly disagree
- b. Disagree
- c. Neutral
- d. Agree
- e. Strongly Agree

The exercise/game accurately simulated (*applies to Q36-Q38*):

36. Bottlenecks and resource needs

- a. Strongly disagree
- b. Disagree
- c. Neutral
- d. Agree
- e. Strongly Agree

37. Individual needs and population anxiety

- a. Strongly disagree
- b. Disagree
- c. Neutral
- d. Agree
- e. Strongly Agree

38. Limited staffing and fatigue

- a. Strongly disagree
- b. Disagree
- c. Neutral
- d. Agree
- e. Strongly Agree

39. The exercise/game addressed planning and knowledge gaps.

- a. Strongly disagree
- b. Disagree
- c. Neutral
- d. Agree
- e. Strongly Agree

40. I was able to identify gaps in my plans and actions I would need to take.

- a. Strongly disagree
- b. Disagree
- c. Neutral
- d. Agree
- e. Strongly Agree

41. What, if any, gaps were you able to identify by using TEST? (open)

Attachment B

42. How will you use the information you acquired from participating in the exercise/game? (open)
43. What did you find was the most valuable aspect of the exercise/game? What was your favorite moment or aspect of the exercise/game? (open)

Measures of Improvement for Future Design

Please answer the following questions to help determine if adjustments need to be made for the implementation of this tool.

In my opinion,

44. The length of exercise/game play was
- a. Not long enough
 - b. Adequate /Just right
 - c. Too long
45. The level of difficulty of exercise/game play was
- a. Very difficult
 - b. A little difficult
 - c. Adequate /Just right
 - d. Not difficult
46. I prefer to learn the rules and how to play using: (select all that apply)
- ☐ Rule book
 - ☐ Introduction video
 - ☐ Playthrough guide (Such as a step by step walk through document)
47. What information about the game would have been helpful before playing the exercise/game? (Open)
48. What materials would be helpful to you about CRCs or Rad/Nuc threats? (Open)

Closing Comments

49. Please provide any additional comments relating to exercise/game content or format so we may better identify areas of strength and those needing improvement. (Open)
50. Please provide any other comments of suggestions you would like to share. (Open)

Optional

51. Would you like to be contacted for additional follow-up on your experience playing the game/exercise via a focus group interview?
- a. Yes
 - b. No
52. If yes, please provide your name and email address. Your information will only be used to follow up with you to schedule a web call. (Open)

Thank you very much for providing us with your feedback and ideas. We value your input and will use it to enhance the trainings and their value to participants.