



POLITECNICO
MILANO 1863

Business Continuity Game

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EU-CIP Webinar
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Agenda

- **Business Continuity Game (BCG) overview**
- **BCG Live Demo**
- **Participants' feedback (online survey)**
- **Q&A**

Business Continuity Game (BCG)

Business Continuity – *“the capability of an organization to continue the delivery of products and services within acceptable periods at predefined capacity during a disruption”*

Business Continuity Game

- An online, simulation-based, serious game
- Interactive, hands-on approach to master BCP skills through realistic, interactive scenarios
- Engaging BC training, driving a culture of preparedness and resilience in organizations

Target Audience

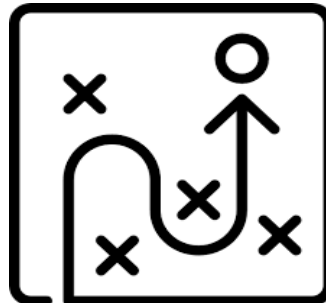
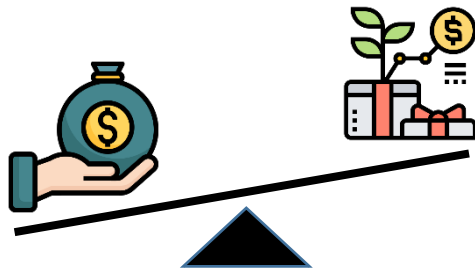
- Educational institutions, Businesses (CI Operators), Government agencies, First responders



Coordinated approach is fundamental to strengthen the resilience of CI (CER Directive)

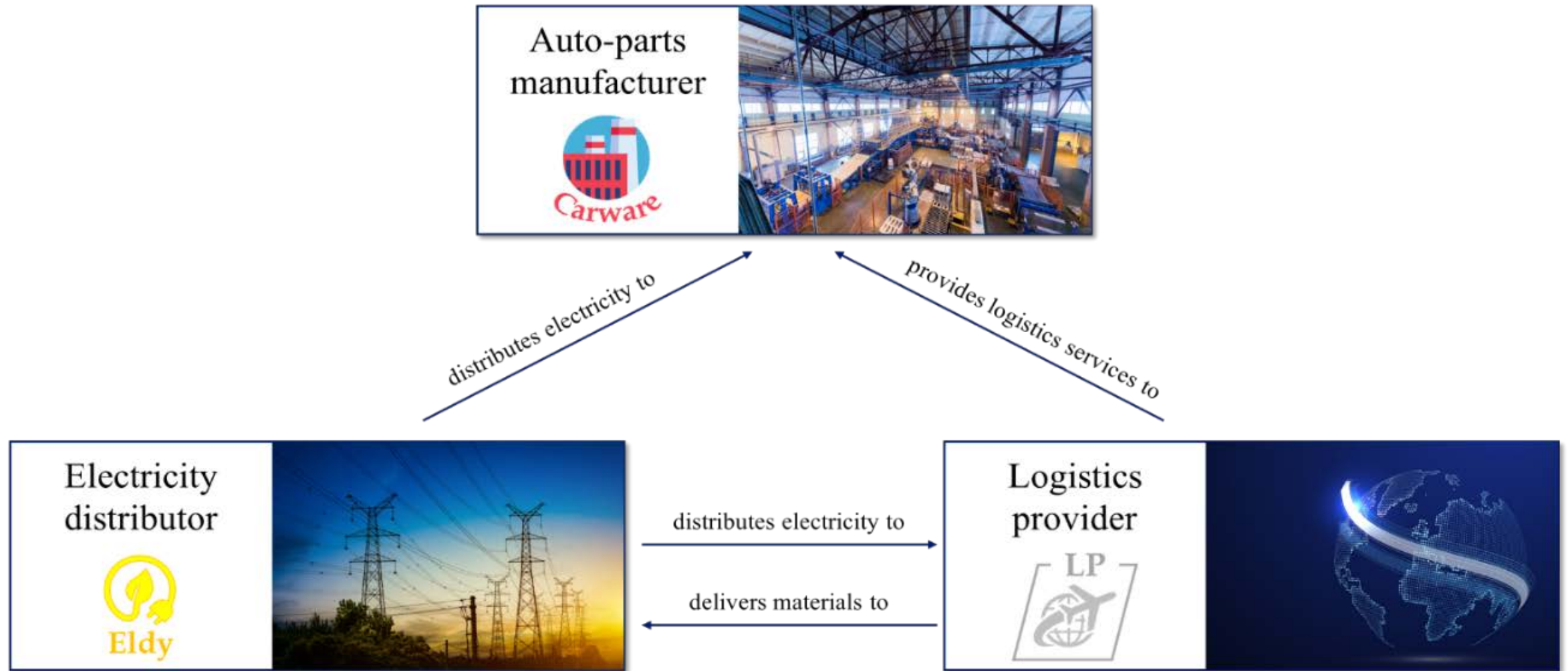
Learning objectives

- Understanding of the concepts and principles related to the BCM
- Knowledge and skills required for conducting Business Impact Analysis (BIA)
- Managing internal and external interdependencies
- Identification of recovery strategies
- Decision-making process and developing BCPs
- Adapting BC strategies to external factors

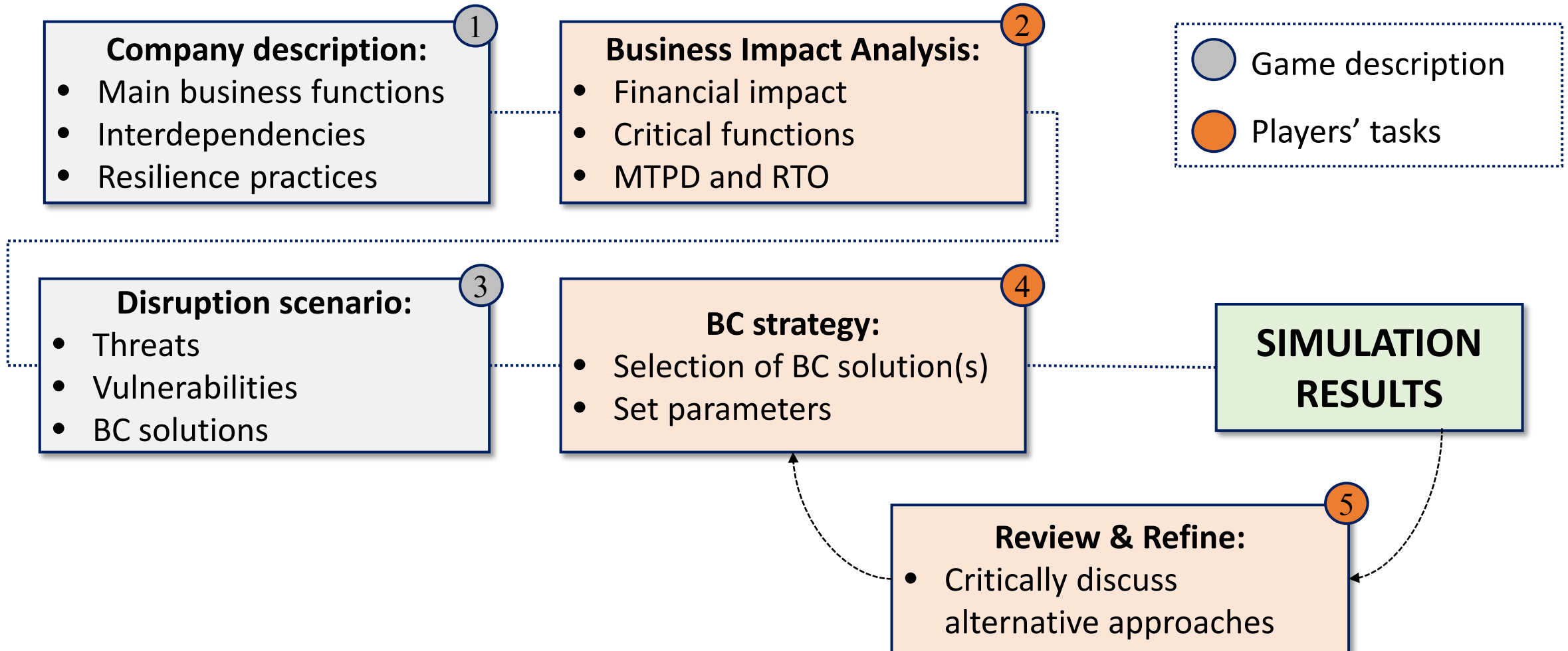


Facilities	Diversification
ICT systems and data	Replication
Equipment	Standby
People	Post-incident acquisition
Suppliers	Do nothing

BC Game Overview



BC Game flow



Summary

Key Features and Benefits

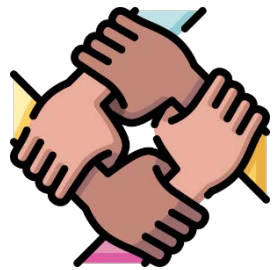
- Transforms traditional training into engaging and practical BC planning challenges
- Realistic and immersive scenarios
- Hands-on experience and interactive Decision-Making
- Time-Efficient, Cost-Effective and Scalable training
- Instant feedback and assessment
- Collaborative environment fosters teamwork

Current state

- **Tested and validated** with a group of 80+ MSc students at Politecnico di Milano University (Italy)
- **Available online** to try out: <https://www.remlabbcm.dig.polimi.it/> (requires credentials)

Further options

- Customization for different industries and organizations
- Introduction of alternative disruption scenarios



Training options

1. Full training delivery – Short (8 hours)

- BC gaming session; Single/Multi-player setups; Up to 40 attendees

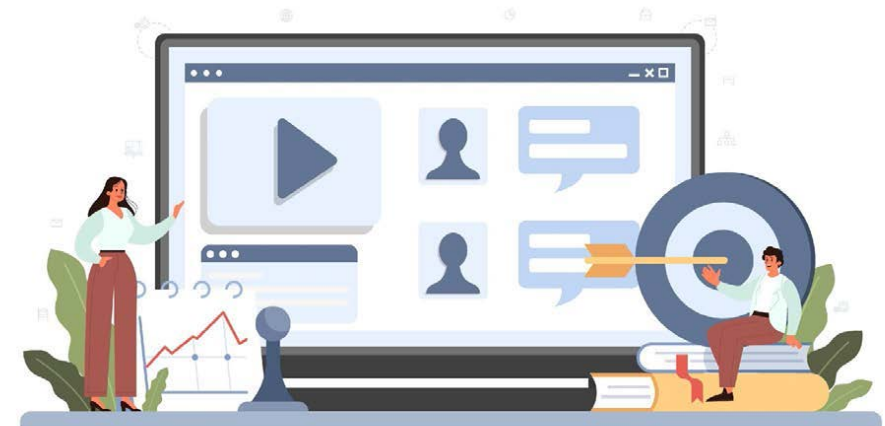
2. Full training delivery – Long (16 hours)

- Introduction to BC concepts
- BC gaming session; Single/Multi-player setups; Up to 40 attendees

3. Train-the-trainer course (8 hours)

- Training session about the usage of the BCG platform (up to 5)

4. Platform license





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Thank you!

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