

Thinking Fast Thinking Slow Bridging the gap between research and practice in disaster recovery



SENSUM scenario planning game, Izmir Turkey, May 2013

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Chairman
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The people charged with disaster management have to make choices fast using experience, instinct and established protocols. They find it difficult to think about using the kind of information research scientists are able to provide. In contrast, the people charged with long-term planning need detailed and reliable information to make good decisions. This means two entirely different kinds of information are required - fast and slow information. Stephen Platt describes using a scenario planning game as a tool to improve communication between researchers and practitioners and to better understand what information disaster management decision-makers need.

Wednesday, 2 July, 2014
CAR Offices, 25 Gwydir Street
Drinks from 5.30 p.m. Talk at 6.00 p.m.

Please let Maria know by Tuesday, 1 July, if you will be attending (maria.sylvester@carltd.com).