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| Design Principle | Description |
| Mix communication modalities | Teams should work in situations in which members spend some periods collocated and others remote, which enforces the need for learning and practicing implicit coordination and overhearing. |
| Distribute information with uncertainty | Different members of the team should have different pieces of information, requiring team members to share and integrate information and enabling the formation of team cognition constructs. |
| Enhance situation awareness | Audible clues should supply information about the local situation and made available to other team members through a shared audio system, engaging team members in processes of developing situation awareness. |
| Engage developing intelligence | Team members should make informed decisions about how to collect information and need to make judgments of its authenticity and value to identify essential elements of information. |
| Create emergent objectives | Emergent objectives may be discovered and lost as a scenario of a disaster plays out, team members may identify new objectives through gathering information. |
| Support collaborative planning | Team members need to consider converging and diverging lines of activity that happen in the field, in which they should learn how to collaboratively plan for contingencies when activities enter exceptional states. |

**Supplemental Digital Content Table 1.** A summary of the design implications and game design patterns

(122) Alharthi et al., 2018