

Resilience Engineering: why, what and how and the art of connecting theory to practice 26-27 January 2016

The course will use a combination of traditional lectures and innovation games. Innovation games are about creating “game worlds” specifically to generate a rich understanding, to explore and examine business challenges, to generate new insights about the way the world works and what kind of possibilities when practicing Resilience Engineering we might find.

Program

26 January

10.00 - 10.30	Coffee/tea and registration
10:30 – 10:45	Game 1: Presentation of participants
10:45 – 11:45	Lecture 1: Why and how of Resilience Engineering - History – Vision This session aims at presenting and discussing core concepts in Resilience Engineering
11.45 - 13.00	Lunch
13:00 – 14:00	Lecture 2: Everyday successful operations and operational capability in terms of the abilities to monitor, anticipate, respond and learn.
14:00 – 15:00	Game 2: The 4Cs. The topic in this session is the four abilities of resilient systems
15.00 – 15.30	Coffee/Tea
15:30 – 16:30	Game 2 (cont.): The 4Cs. Presentation of group findings and clarifying questions.

27 January

09.00 – 10:00	Lecture 3: Extreme situations, resilience concepts and practices for crisis management (e.g. hidden interdependencies, cascade effects and the ability to sustain operations and its capacity of maneuver).
10.00 - 10.30	Coffee/Tea
10:30 – 11:15	Game 3: Affinity map: The participants will explore actual stories for identifying and mapping resilience concepts and practices for managing crisis
10:15 – 11:45	Game 3 (cont.): Affinity map: Presentation of group findings and clarifying questions.
11.45 – 13:00	Lunch
13:00 - 15:00	Lecture 4: Resilient performance. Presentation and discussion with participants about the evolution and current status regarding performance monitoring. The lecture will cover every day successful operations, crisis management and new technologies.
15.00 - 15.30	Coffee/Tea and discussion