

**H.E.L.P.**  
**High Rise Evacuation Learning Platform**

Created by Columbia College Chicago

For

The Chicago Fire Department

# INSTRUCTION MANUAL

## Purpose

H.E.L.P. is an interactive simulation and game that is based on the Unreal Engine. It realistically simulates the scenario of a high rise fire. The goal is for the player to complete several scenarios of escaping a high rise during a fire and in the process to learn the proper plan of action to take in the case of a real situation.

H.E.L.P. is an educational tool that can be used to help teach high rise employees what to do in the case of a fire. It is also a test of the efficacy of games as a learning method, in contrast to more traditional methods such as video and written instructions. The theory is that a game's interactive nature will be more engaging than a passive media form such as those above. By requiring the user to participate actively in the scenarios, they will have to actively learn the correct action to take in order to complete the scenarios.

## Backstory

You are an employee of Columbia College Chicago. You work on the 6<sup>th</sup> floor of a 20 story building at 623 South Wabash Ave. You do not have a cell phone with you, and the building has no external fire escapes.

While working, you will find yourself caught in 4 distinctly different high rise fire scenarios, where you must react in a certain way to safely and successfully escape the building. If you do not follow the correct procedure, you fail at escaping and must repeat the scenario.

# How to Play

## Beginning

1. When you first begin the game, you will be presented with a short amount of educational text, called C.A.L.M. Read this Carefully!
2. Navigate forward by clicking the “continue” button in the bottom right of your screen.
3. You will then be taken to an avatar selection screen. Cycle through your choices by clicking the up and down arrows. Your currently selected avatar appears to the left of the arrows.
4. When you are satisfied with your avatar selection, click the “continue” button in the bottom right of your screen.
5. The next screen shows you the 4 playable scenarios. Your current scenario will have a blue outlined image to the left of it.
6. To begin the scenario, click the image.
7. To unlock the next scenario, you must first complete the one previous to it.

## Scenarios

### 1. Burning the Midnight Oil

You are working alone at night and you smell smoke.

### 2. Follow the Leader

The fire alarm sounds and the floor marshal tells you to exit. A friend starts to panic.

### 3. Smoke in the Stairwell

You smell smoke and alert the authorities, but the stairwell is involved with smoke.

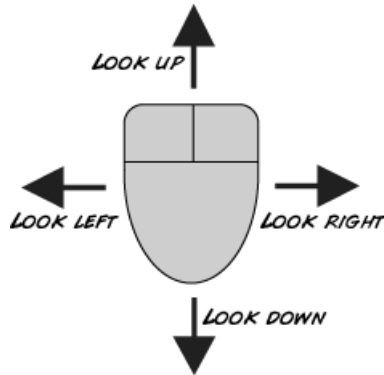
### 4. No Exit?

There is smoke and fire...in both stairwells.

## Controls

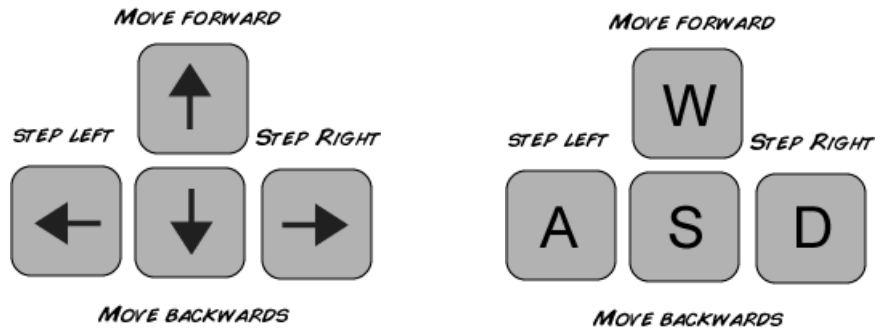
### 1. Looking Around

Use the mouse with one hand to look around. Slide the mouse up to look up, down to look down, left to look left, and right to look right.



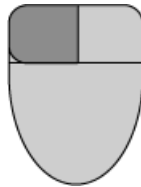
### 2. Moving

You may use either the arrow keys or the w, a, s, and d keys to move.



### 3. Interaction

When facing items you may interact with, your arm will extend towards it and "action" text will appear. Click the object with your left mouse button to interact.



# Helpful Tips

- Don't forget CALM!

## C Call 911

- Always call 911 when you see or smell smoke.
- call 911 before doing anything else.
- In the event you cannot safely exit the building, retreat to a safe spot and call 911 again to convey your location and situation.

## A Alert authorities

- Always call building security after calling 911.
- If available, alert floor fire marshal.
- In the event you cannot safely exit the building, retreat to a safe spot and call 911 again to convey your location and situation.

## L Listen to instructions

- Listen to announcements from fire marshal and other safety personnel.
- Do NOT get distracted by drama or panic.
- Focus on your task.

## M Move safely and quickly to exit the building

- Follow marked EXIT signs to safety.
  - Do NOT use elevators during emergency situations.
  - Feel door with your hand before opening and do not open warm or hot doors.
  - Retreat from areas with smoke or that are involved with fire.
  - If forced to retreat, find a safe room, call authorities, block the door from smoke with clothing and signal at a window.
- When you fail a scenario, the game will tell you what you did wrong.
  - Take some time during the first scenario to adjust to the controls.
  - When you are stuck, refer to CALM.