

## Manage an Exercise with States

*Managing an exercise that uses SimsUshare States for incident evolution.*

'SimsUshare States' is an advanced method for creating and managing incidents that have evolving conditions. A 'state' is a set of conditions that reflect some phase of an incident, such as the incipient phase. The developer creates a 'state' by naming locations with a state marker, i.e., enclosing a state name (such as "incipient") within square brackets, for example, "Alpha [incipient]".

As an instructor, you create an exercise in the same way you do for simulations without states.

Simulations that have states will show in the dashboard as light and grey boxes. The light boxes show the locations in the current state. The grey boxes are locations in states other than the current state. In this example simulation, the states are "b" (for "better"), "w" (for "worse"), and "d" (for "defensive").

Almost always, your participants will move locations within the same state. When you want to change the state, you use the state dropdown in the center top of the dashboard.

To ensure all participants are seeing the proper conditions, SimsUshare changes each participant's view to the proper location and state when you change the state.

However, if you drag-and-drop any participant into a location with a different state, SimsUshare updates all participants to their respective locations.

In an advanced scenario, your simulation developer can add a navigation component to your simulation across states to have the participants change states, for example, putting water on a fire.

