



Project

USDA Use Case

Continuity of Operations (COOP)
Scenario

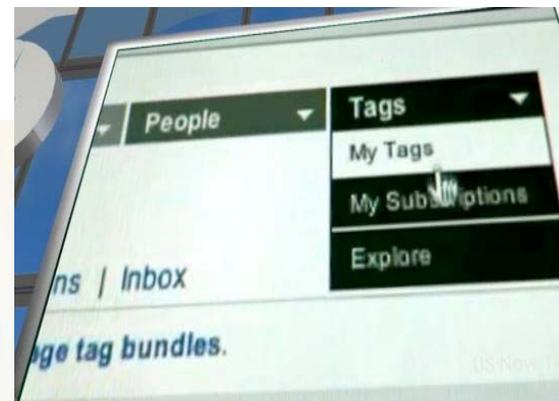
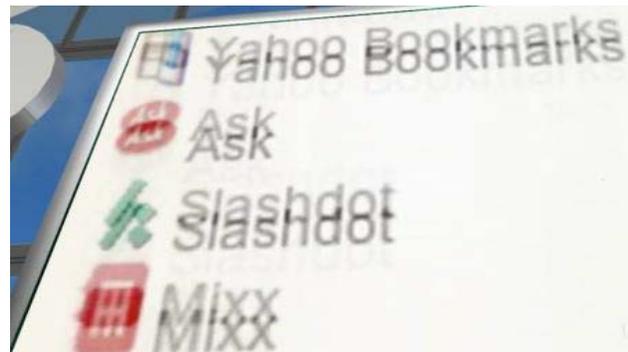
Presented by:

United States Department of Agriculture



Purpose of COOP exercises

- *The rapid pace of technological change* and the way business is conducted has necessitated that USDA's major systems, which support the day-to-day core business processes, are able to function in emergencies or disasters.
- *COOP focuses* on restoring an organization's (usually a headquarters element) essential functions at an alternate site and performing those functions for up to 30 days before returning to normal operations.





Using Virtual Worlds for Training

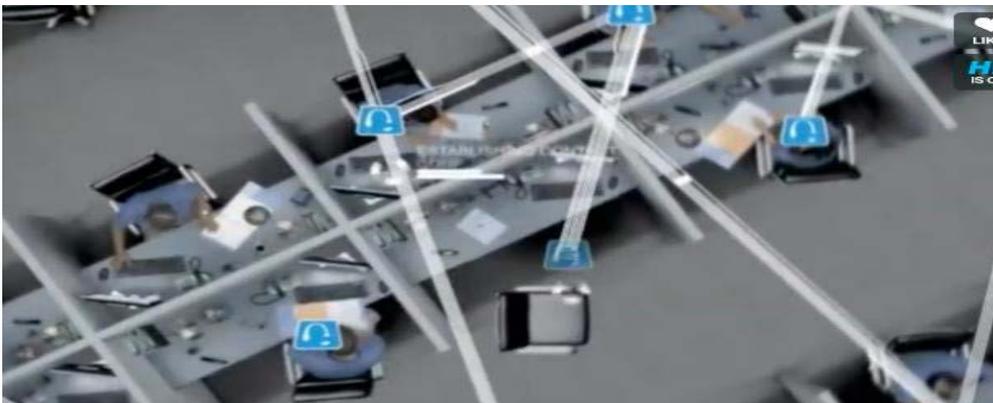
- *The USDA will immerse* into virtual worlds for Continuity of Operations team training
- *Can easily leverage* a variety of COOP factors for training scenarios in a virtual world:
 - *Natural* - hurricane, tornado, flood, fire
 - *Human* - sabotage, virus, operator error
 - *Environmental* - equipment failure, outage, and electrical power failure





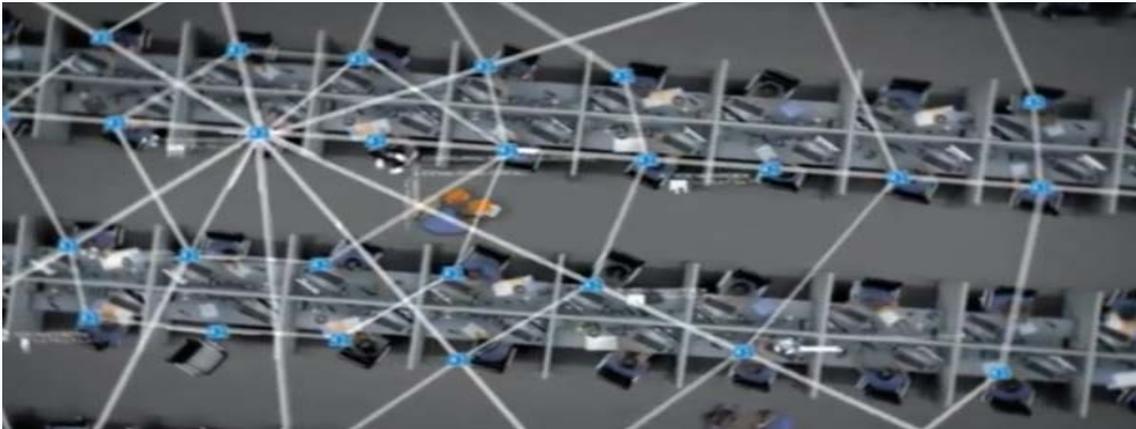
Immersing Teams in Virtual Worlds

- *COOP exercises* in virtual worlds will immerse teams into real-time phases of disaster recovery, remote operations, and communications solutions.
- *Teams deployed* to a virtual world will implement a suite of plans to properly prepare response, recovery, and continuity activities for disruptions affecting the organization's IT systems, business processes, and facilities.



USDA Immersing Teams in Virtual Worlds

- Virtual World experiences will provide highly valuable requirements for COOP training in real-time:
 - Limit access to the space to designated team members
 - Integrate voice, video, and text capabilities to communicate
 - Provide supporting presentations such as MS PowerPoint
 - Support display of desktop applications





USDA Immersing Teams in Virtual Worlds

The Future?

Cross Government Virtual COOP exercises