

# Game Tape Risk Assessment Process

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**FABICK** 

Acceptable

Vs.

Unacceptable

## Game Tape Definition:

“The filming and reviewing of work projects and tasks to proactively assess strengths and weaknesses that relate to *acceptable* and *unacceptable* risk”

“People alter their behavior in response to the implementation of health and safety measures, but the riskiness of the way they behave will not change, unless those measures are capable of motivating people to alter the amount of risk they are willing to incur.”

WILDE, 2001

## Rule #1

The process has to be established as an open and punitive free assessment and discussion about risk

# Logistics:

Coordination with frontline leaders

editing

Taping

**Viewing**

**After Action & Follow Up!**

# Equipment

You don't need high tech gear to have a successful GameTape:

- Some sort of video camera
- Computer video editing software
- Some sort of display to review it on



# YOUR ROLE

- Clearly communicate your expectations and the process before filming
- Stop taping and address any immediate unsafe actions
- Look for the Positive and Negative when you edit
- Facilitate the review but let them drive
- Collect the after action notes and coordinate action with deadlines
- Share



“Test Run”

After Action

# What I have seen

Over 9 years of conducting GameTapes

- Became completely integrated into operations
- Buy in from all levels
- Leaders began conducting their own GT's
- Reduction of incidents and injuries
- Many new best practices, innovations, engineering controls, employee engagement at all levels

**Drive employee engagement and focus on the Leading Indicators and the Lagging will follow!**

Mike Rowe

“If you think you can  
or you think you can't,  
you're right”

Henry Ford



**"TO EVER SERVE OUR CUSTOMERS BETTER"**



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