



PLANNING FOR EMERGENCY CAMPUS COMMUNICATIONS

#MPD10

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CREATING THE NEXT®



OVERVIEW

- 0. Background
- 1. Have A Plan
- 2. Test The Plan
- 3. Don't Let Your Server Melt



BACKGROUND

- Why me?
- Define emergency?
 - Slow emergency
 - Fast emergency
- Is there a doctor elephant in the room?



BACKGROUND

- Why present?
 - Different people involved
 - Different design goals
 - Different server architecture
- Where we began



Get the right people involved and planning before an emergency happens.

- Police/Emergency Responders
- Communications



Desired result: a written plan and checklist for emergency communication scenarios, outlining actions to be taken by all involved.

This should include actions to be taken before and after an emergency, as well.



Categorize Your Emergencies

- Shooting
- Bomb threat, Fire, Chemical spill
- Riot
- Severe Weather
- Others? (traffic, epidemic, etc.)
- Determine who will establish an emergency in each category.
- Determine who will author the communications for each category.
- Establish templates for each category.



Enumerate Your Channels

- SMS/Push
- Phone
- Email
- Main campus website(s)
- Social media (Twitter, Facebook, etc.)
- Others: electronic signage, cable TV, outdoor sirens



Channel Details & Synchronization/Convergence

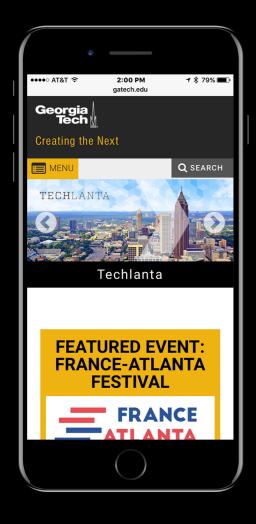
- Establish who will publish to each channel.
 Where will these people be and how will they access each channel (even if your campus network is not available)?
- Enumerate any special limitations for each channel (e.g. 140 char limit for Twitter).
- Have a plan to keep the channels in sync.
- Our choice? direct all channels to web

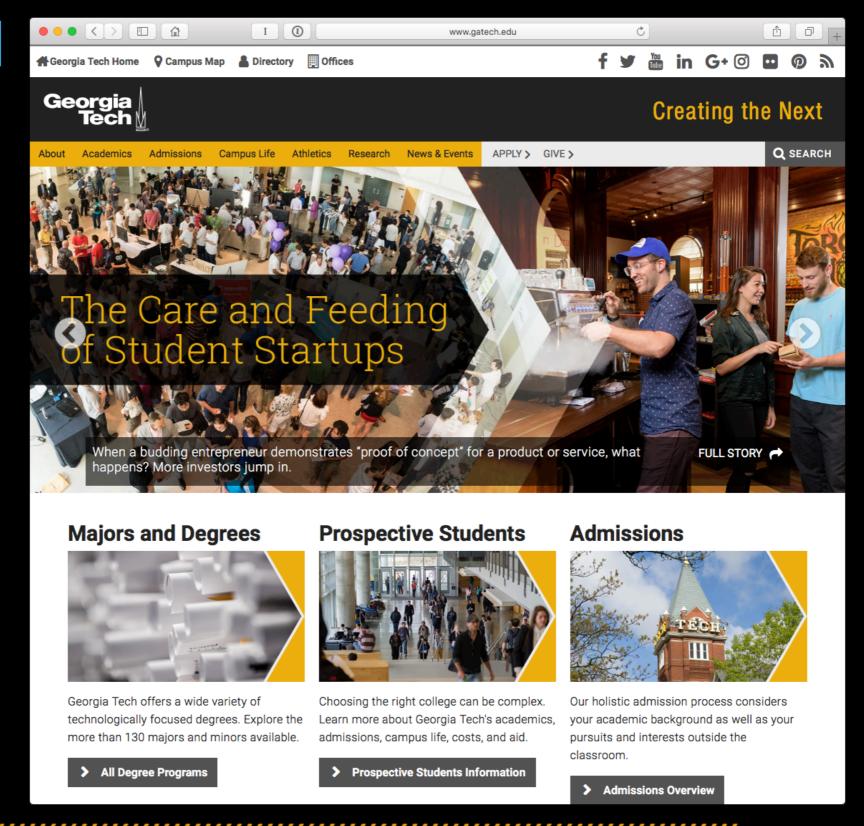


Web Design For Panicked Users

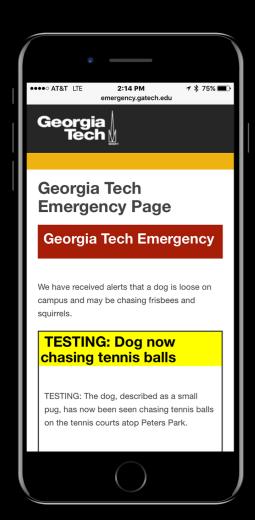
- Plain text/quick-loading website
- Mobile-friendly/mobile-first design
- Summary/Context of the event so far, timestamps for each message
- Access to additional information (maps, directory, etc.)
- Access to other humans (phone numbers to call)

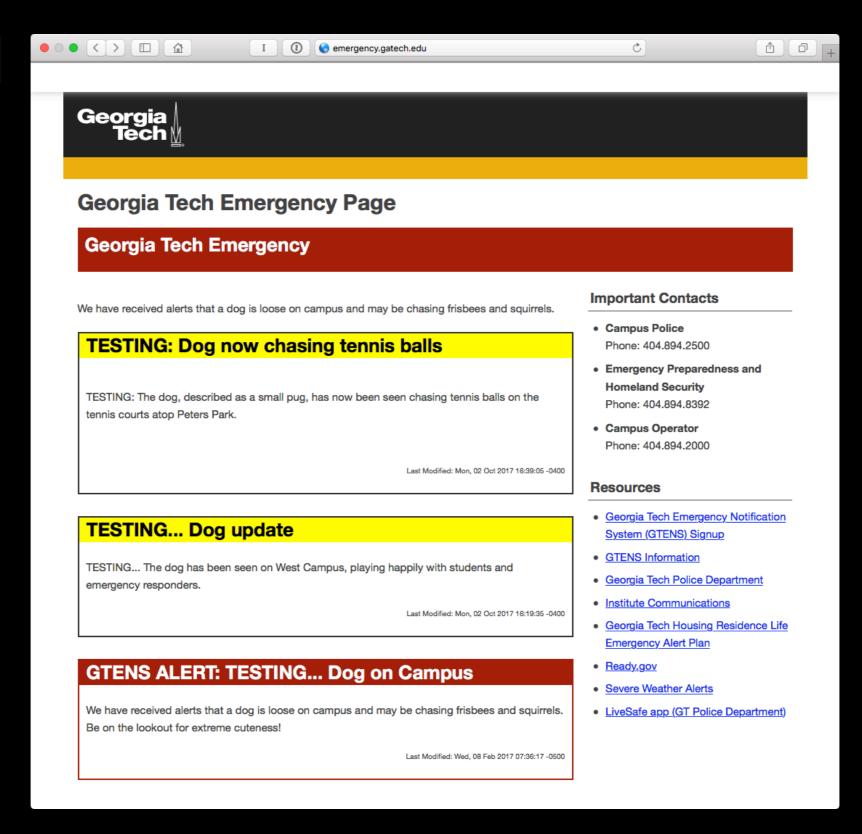














Timing Of Communications & Specificity

- Intractable problem of when to push the first notice (the cry wolf problem)
- Made worse by repeated use of the same template
- Combat by "burning" used templates and authoring a larger number of more specific templates
- People crave specificity. Templates can be vague, but follow up as soon as possible with appropriate details.



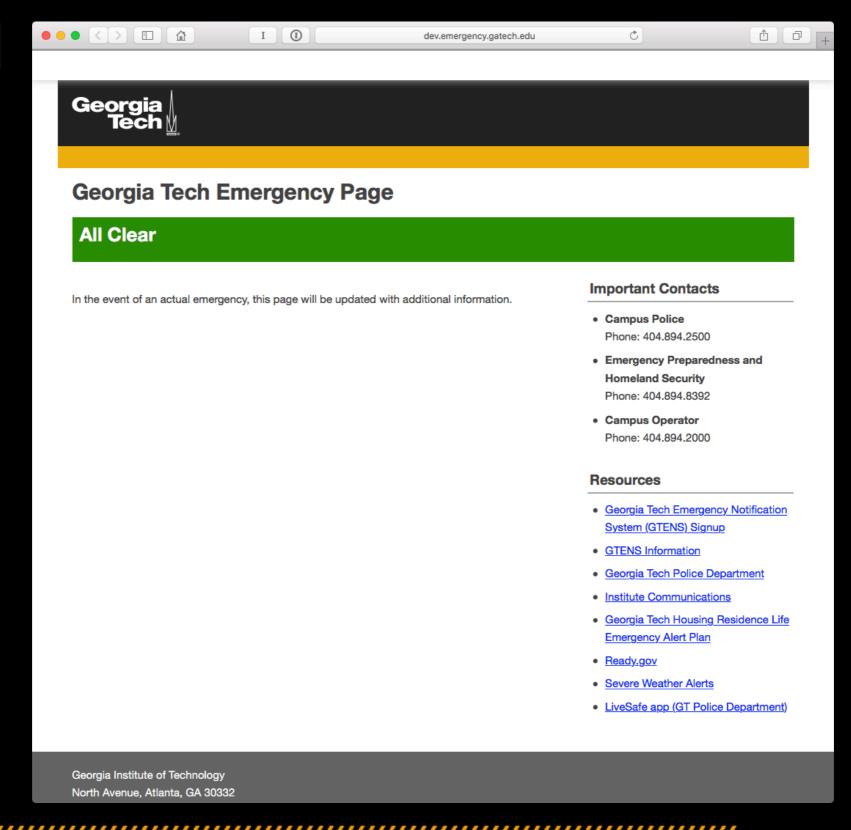
Frequency Of Communications

- Establish minimum & maximum time required between postings (by technological limitations, policy, or acceptable noisiness)
- Establish expectation of next message (explicitly or implicitly).
 Don't avoid non-informative messages.
- Time and/or lack of communication drives users to other channels (social media). See Amy Well's "Tragedy, Pitchforks And Twitter" talk (Google for "highedweb 2015" video).
- Post-event communication

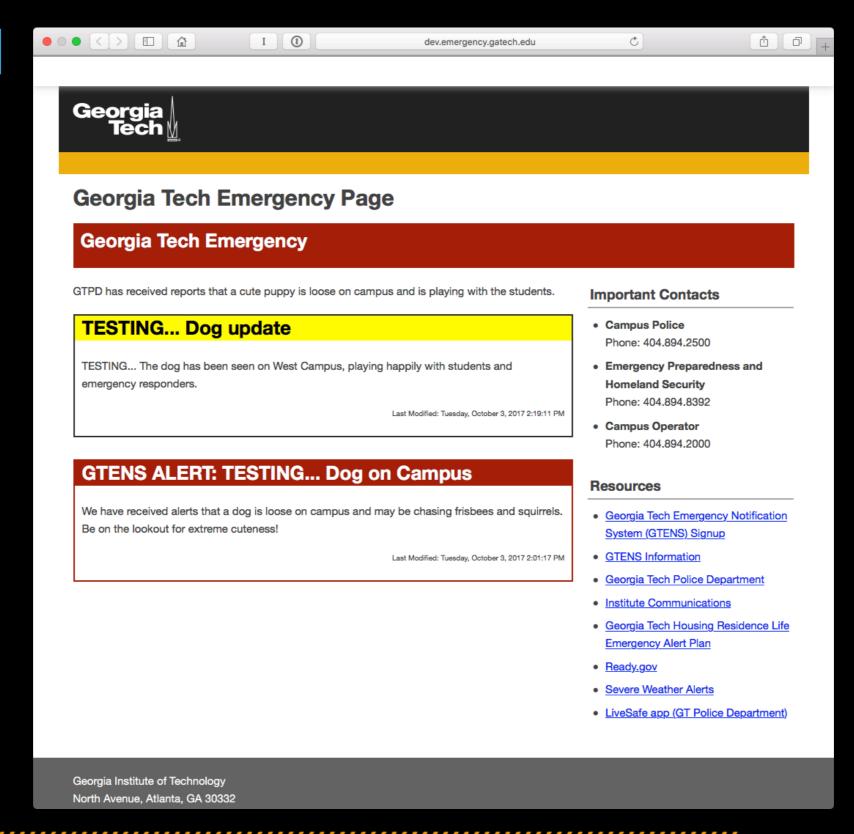


- Normal
- Emergency
- Post-emergency

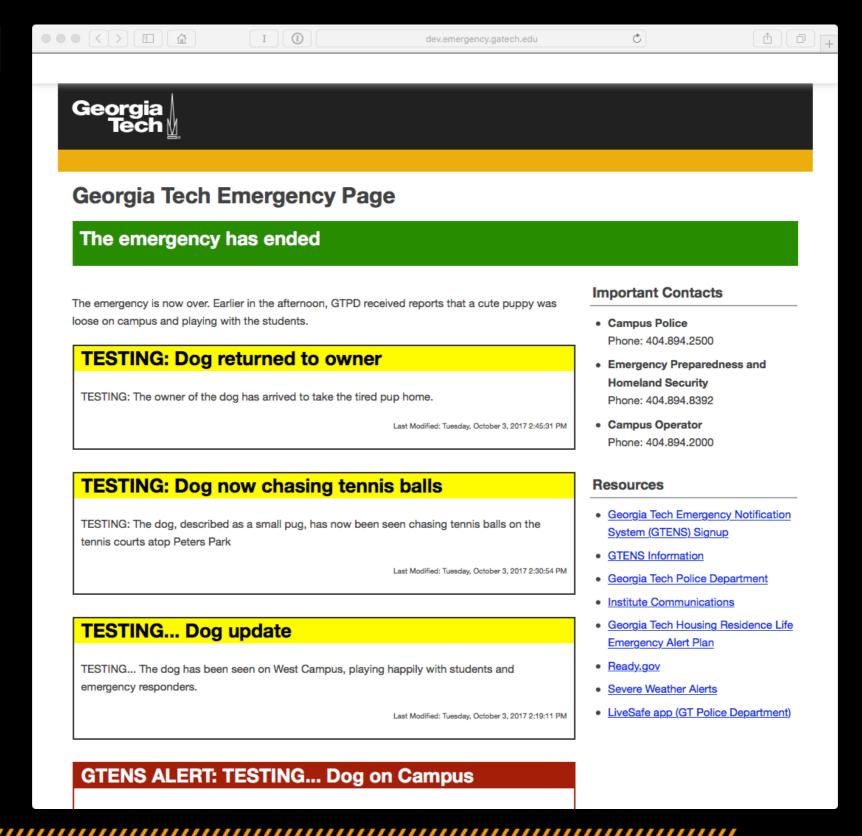














- Normal
 - ↓ automated (the 2am problem)
- Emergency
- Post-emergency



- Normal
- Emergency
 - ↓ manual
- Post-emergency



- Normal
- Emergency
- Post-emergency
- Normal



TEST THE PLAN

Don't wait until an emergency to test. Test repeatedly.

- Involve all partners and go over the whole plan each time.
- ▶ Tabletop exercises vs "live" testing...
- Test as many categories, channels as feasible.
- Prepare the test audience ahead of time.
- Every message should begin with "TESTING" and use non-threatening text.
- Seek feedback from campus after test (and real event!)



DON'T LET YOUR SERVER MELT

Fast emergencies place extreme stress on web server architectures.

- Stress in the form of:
 - Network traffic
 - DNS
 - Web Server/Caches
- All of this made worse during fast emergencies by repeated reloading by users seeking additional updates.



DON'T LET YOUR SERVER MELT

Possible solutions:

- (Over) provisioning
- Scale-on-demand locally
- CDN (but remember, caching is tricky)
- Host or Redirect somewhere else (off-campus Cloud: laaS/PaaS/SaaS)
- Make sure that your publication channel is unaffected by load



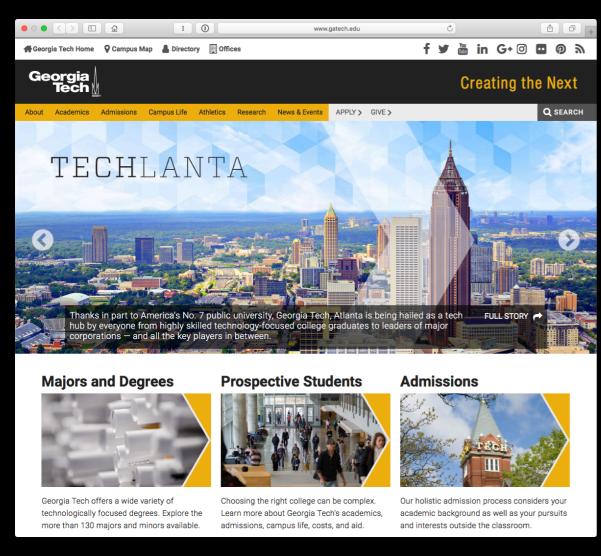
DON'T LET YOUR SERVER MELT

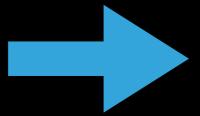
- Make sure system can run without relying on any campus resources.
- Establish alternate DNS/short URLs
- Make sure login supports federated and local accounts (with password(s) escrowed somewhere)
- Log everything, creating an audit trail for who said what, when

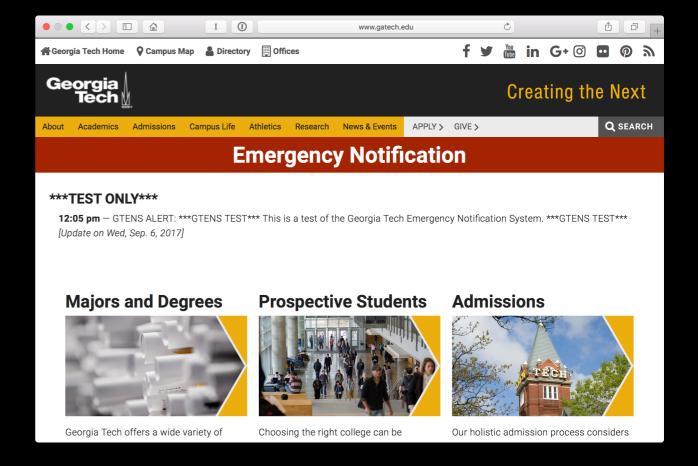


- Slow and Fast emergency posts fed from push vendor to main campus website (via RSS feed)
- Slow emergency: posts displayed in place of home page's main carousel





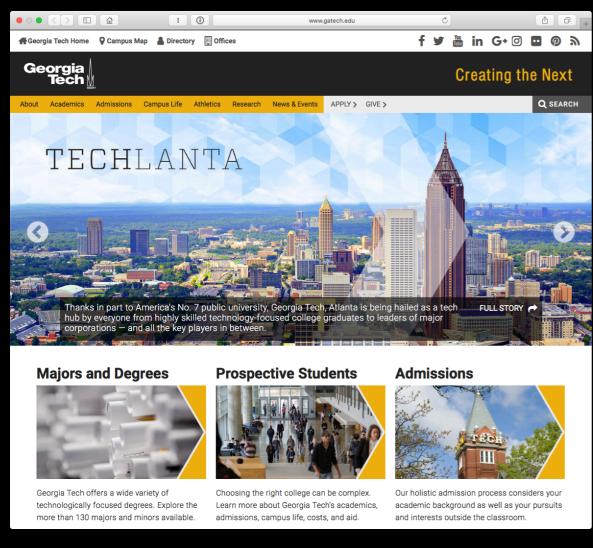


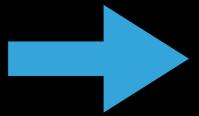


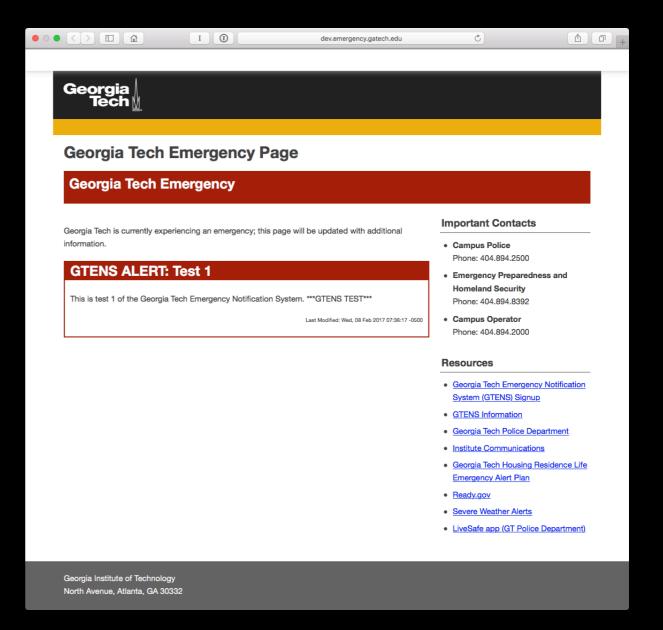


Fast emergency: redirect to site hosted on Amazon Web Services (AWS), triggered by tag in RSS feed





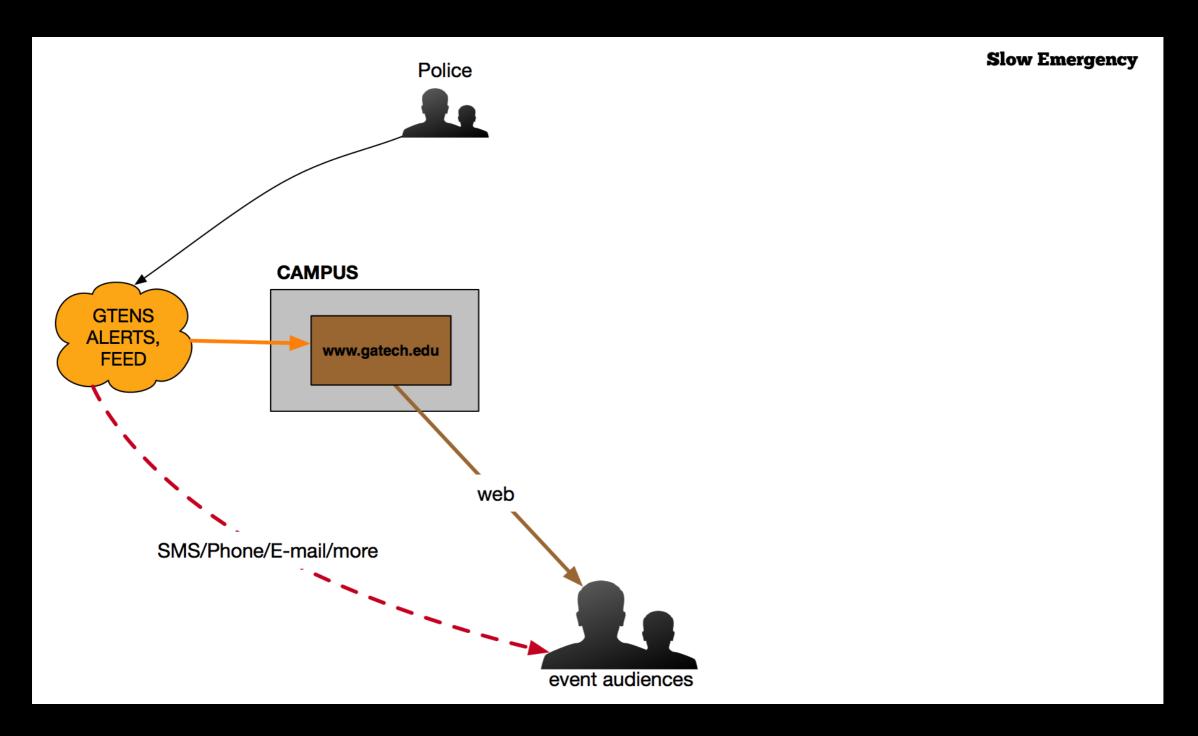




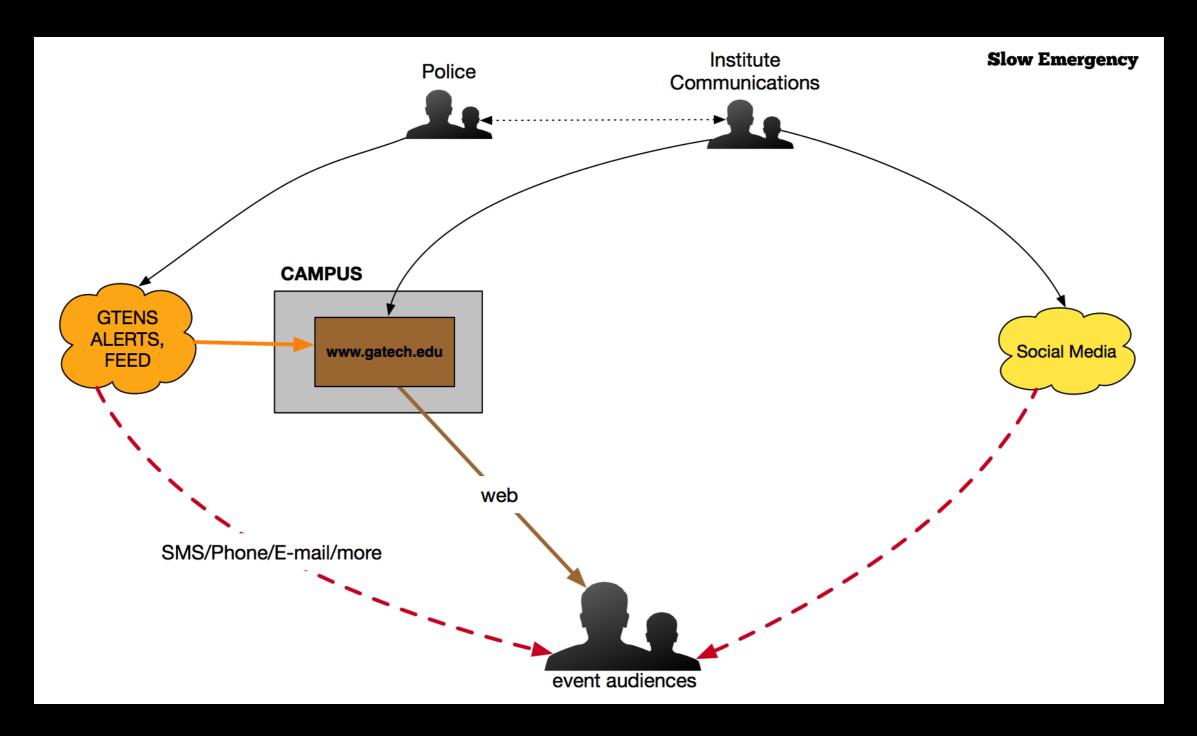


- AWS S3 web bucket serves a static page, images, css, etc.
- Load-balanced set of EC2 VMs admin console web app that is used to editorialize the feed items
- Auditing via logging, S3 versioning
- Super affordable: \$16-\$50/month stand-by, ~\$30 for a three-hour, 30k audience emergency (reloading every 20 seconds).

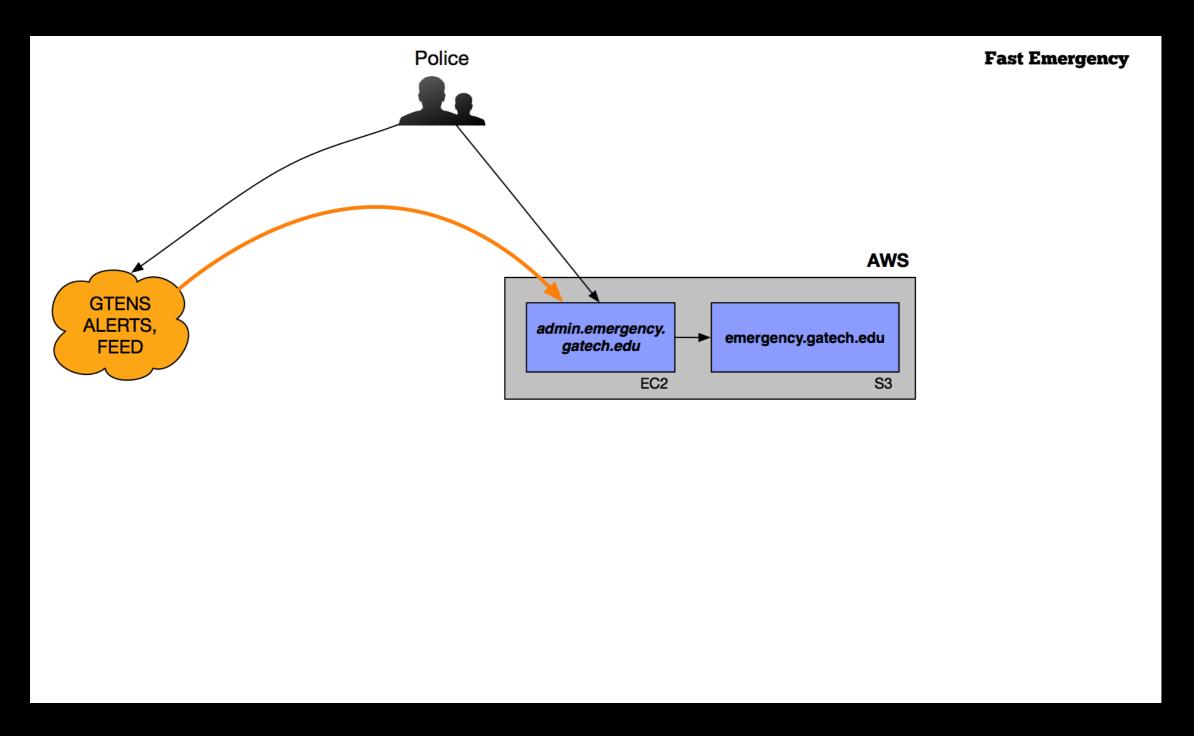




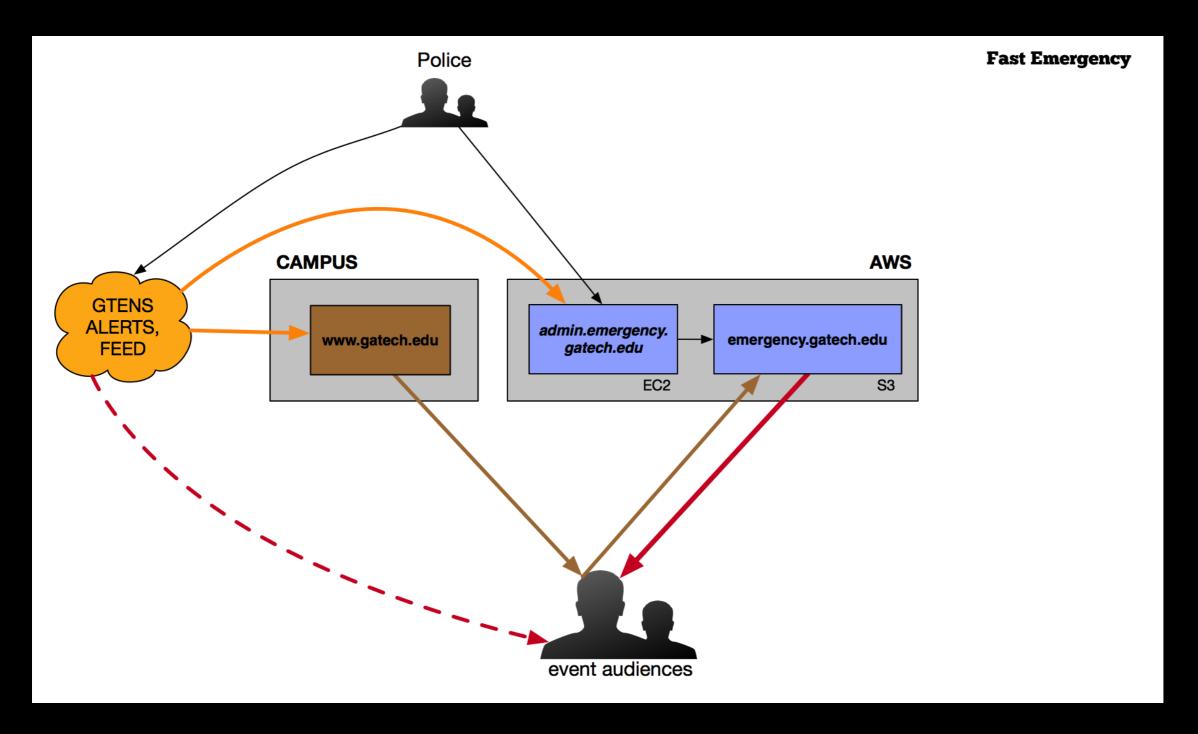




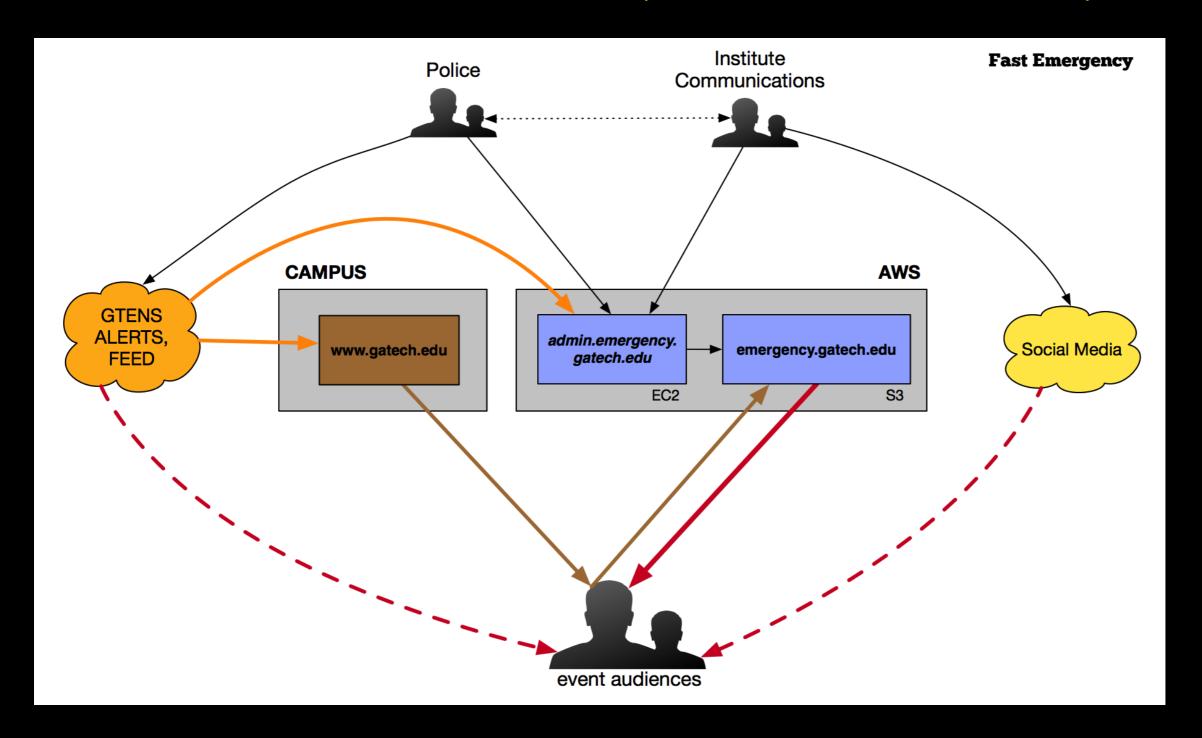














SUMMARY

- 1. Have A Plan
- 2. Test The Plan
- 3. Don't Let Your Server Melt





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http://mirage.oit.gatech.edu/highedweb2017