

Situation Room Table

Practice the hard conversation before it happens for real

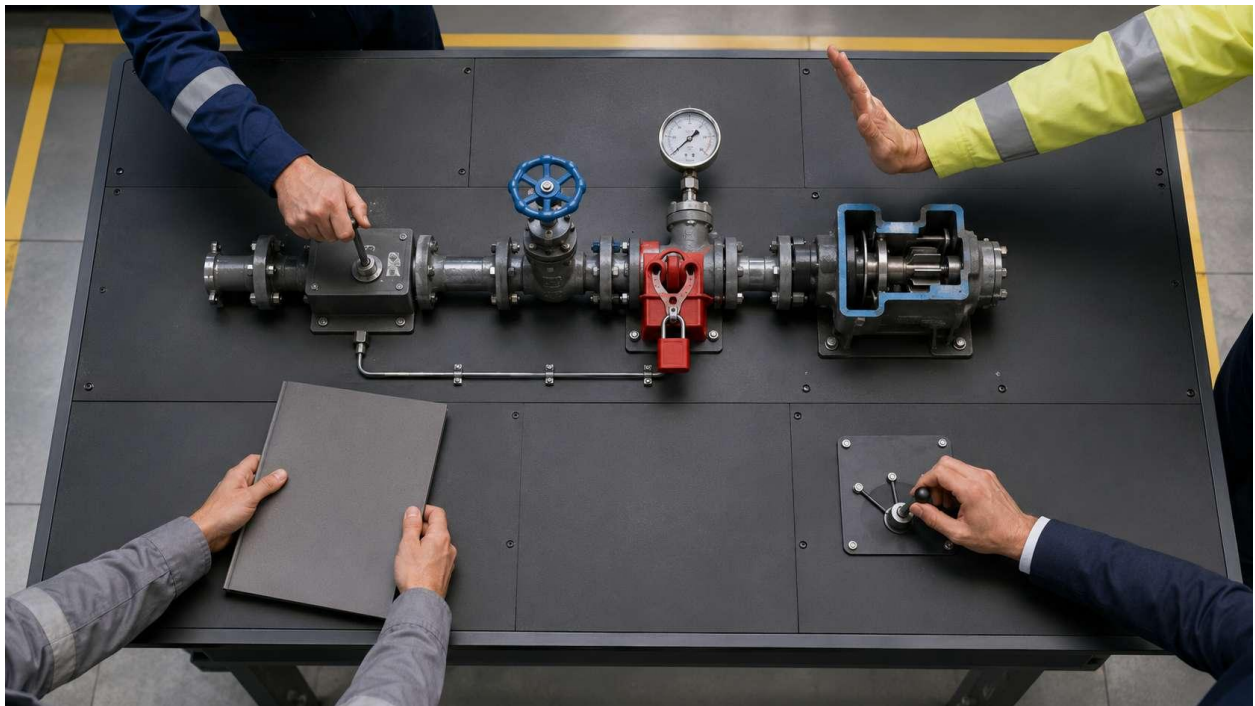


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Executive summary

Field	Value
Document type	White paper / product specification
Version	1.1
Date	25 July 2026
Status	Approved for Chunk 0 → Chunk 1 (pilot)
Owner	EON AI Ventures
Related products	Situation Room · Situation Room Voices · Brainy Soft Skills · EON Tacit
Corpus (pilot vertical)	Oil & Gas Situation Room — Groups 00 + 01
Companion deck	`Situation_Room_Table_v1.1_EON_Brand.pptx`
Companion press	`PressRelease_Situation_Room_Table_v1.1`
Engine	Brainy Soft Skills
Feed	Situation Room Voices + Situation Room courses

In one breath

Most soft-skills training happens in a classroom. The real moment happens when three people disagree, the board is blinking, and someone has to decide.

Situation Room Table lets you practice that moment safely: a virtual crisis table, AI colleagues who push back, decisions with consequences, and a score at the end — built from verified industrial lessons, not inventing a fake plant.

Voices help you ask the right seat. Table makes you decide when several seats collide. Real experts still own the deepest answers.

1. Why

1.1 The human problem (plain language)

When something goes wrong at a plant, the hard part is rarely one technical fact. It is people under pressure:

- Operations wants the unit back online
- Safety wants certainty
- The permit desk will not sign what they cannot defend
- Everyone is stressed
- Someone has to decide

Classroom workshops rarely recreate that collision. Learners practice **talking** — not **deciding** while seats collide.

1.2 What goes wrong with generic soft-skills AI

Many AI role-play tools invent a dramatic story. It can feel exciting and still teach the wrong plant, the wrong traps, or the wrong motives. That is worse than a dry fact: it feels like expertise.

1.3 What Voices alone does not solve

Situation Room Voices lets you listen to and ask a job seat about verified lessons. That builds interview habit. It does not force you to lead when three seats push at once.

1.4 The justification for Table

Situation Room Table closes the gap:

- Practice the *human* side of a crisis
- Use lessons drawn from real industrial failures
- Do it without inventing a fake plant
- Do it without pretending a chatbot was “there that night”

2. What

2.1 The product in everyday words

Situation Room Table is a training experience where you practice leading a short crisis with several AI stakeholders at once.

You:

1. Join a scenario grounded in verified industrial lessons (for example lockout/tagout, hot work, nitrogen hazards)
2. Speak with up to three AI colleagues in different roles
3. Make decisions under time pressure
4. See how a wrong track closes options — then review how you did

2.2 What each name means

Name	What it means for you
Brainy Soft Skills	The training app — avatars, scene, private coach tips, score report
Situation Room	Verified courses about real industrial failures — hard facts
Situation Room Voices	Listen + ask a job seat about those lessons (role interview, not fake eyewitness)
Situation Room Table	Act when those seats are in the room together and you must decide
EON Tacit (Anchor Interviews)	Real conversations with real experts — human ground truth

Brand line:

Situation Room Table — Soft Skills practice grounded in Situation Room Voices.

Do not rename the Soft Skills engine. Table is the Situation Room practice product on top of Brainy Soft Skills.

2.3 Value beyond Soft Skills alone

Gap today	Table closes it
Scenarios invent plant / trap facts	Course facts + cited role patterns feed the world
Stakeholders are generic crisis tropes	Seat briefs from the Voices cast
Coach tips can invent “wisdom”	Teaching stories → coach only; never rewrite the plant
Hard to scale trusted scenarios	Pipeline from courses + Voices → validated scenarios
Soft Skills brand alone doesn’t say “Situation Room”	Clear Situation Room practice SKU

2.4 Value beyond Voices alone

Voices	Table
One seat	Up to three seats collide
Listen + ask	Decide under pressure
No leadership consequence tree for you	Full Soft Skills scoring + consequence tree
Builds better questions for real experts	Builds muscle memory for crisis leadership

3. How

3.1 The simple flow

1. ****Start from verified lessons**** — Situation Room courses supply what failed, what traps look like, when you must stop.
2. ****Bring in the seats**** — Situation Room Voices supply role perspectives (maintenance vs permit desk vs HSE), carefully labeled.
3. ****Practice at the table**** — Brainy Soft Skills runs the live session: talk, react, decide, coach, score.
4. ****Keep trust visible**** — AI seats are labeled AI. Teaching color can whisper a coach tip — it does not rewrite the plant. Real experts stay available in EON Tacit.

3.2 Feed contract (no contamination)

From	Into Table as	Never
Course facts (spine / trap / stop)	Scene, events, decision consequences	Invented equipment / chemistry
Voices Cited Patterns (course-backed)	What agents “know”; scoring anchors	Auto-published as verified human knowledge
Voices seat personas	Agent goals, style, pressure points	Real worker or employer identity
Voices Story Layer (teaching color)	Whisper Coach hints only	Scene world or consequences
Anchor Interviews (real people)	Calibration / later premium scenarios	Confused with Voices brand

Hard rule: If a claim cannot be traced to a course lesson or a Cited Pattern, it does not enter the scenario world. The story may color the coach — never the plant.

3.3 Where the five pieces sit

Product	Learner verb	Trust role
Situation Room courses	Study	Hard-skill ground truth
Situation Room Voices	Listen + Ask	Seat-indexed patterns (Cited / Story labeled)
Situation Room Table	Act at the table	Practice with consequence trees
Brainy Soft Skills	(runtime)	Avatars, world, coach, scoring
EON Tacit Anchors	Capture real experts	Human verify → Trust Vault

4. Trust and honesty (still non-negotiable)

- Every AI seat is labeled synthetic
- No real worker names; no real employer as the AI’s company
- Famous incidents only as historical anchors tied to course lessons
- Advisory practice only — not live operational command
- AI proposes scenarios; a human reviews before the production catalog

Tagline:

Voices find the questions. Table forces the decision. Anchors own the answers.

5. Pilot scope (Chunk 1)

Aligned with Voices Chunk 1:

Dimension	Pilot choice
Groups	00 Flagship + 01 Safety/Isolation
Seed courses	LOTO, nitrogen asphyxiation, hot work
Voices feeding Table	Maintenance/Mechanical Lead · Field/Outside Operator · Permit/Isolation Coordinator · HSE/Process Safety Advisor
Scenarios	2 Table scenarios (Soft Skills–valid)
Agents per scenario	2–3 seats from the four Voices
User role	Crisis / operations supervisor (or shift lead)

Go/no-go: Ship only if every world fact and every agent “known” claim cites a course or Cited Pattern; Story never appears in world/consequence text.

6. Soft Skills surfaces Table uses

Unchanged engine capabilities:

1. Scenario catalog / intro (Training vs Assessment)
2. Split session: scene + multi-avatar conversation
3. Whisper Coach (Training mode)
4. Decision points with better / worse / neutral outcomes
5. Post-session radar + consequence tree

Table-specific product chrome:

- Badge: `SITUATION ROOM TABLE`
- Provenance strip: which courses and Voices fed this scenario
- Coach label when Story-sourced: “Teaching tip — not a verified plant fact”

7. Chunk plan

Chunk	Deliverable
0	Friendly pack v1.1 — white paper · deck · press · cover email · family map · coding spec
1	Two pilot Table scenarios from Voices + courses; load into Soft Skills
2	Catalog badge, provenance UI, Story coach labeling
3	Scale generator + human review queue

4	Optional Anchor-calibrated premium Table scenarios
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8. Success metrics (pilot)

- Both scenarios pass Soft Skills validation
- Zero Story Layer text in the scene / events / decision consequences
- Every agent “known” item maps to a course or Cited Pattern
- Learner can complete Training mode end-to-end
- Coach can fire Story tips without those tips becoming plant facts

9. What this product is not

- Not a replacement for Situation Room courses
- Not a replacement for Voices Listen + Ask
- Not a rewrite of the Brainy Soft Skills engine
- Not discovery of secret undocumented plant wisdom
- Not operational advice or live incident command

10. Document control

Version	Date	Notes
1.0	25 July 2026	Initial product lock
1.1	25 July 2026	Plain-language Why / What / How rewrite for broader audiences; technical rules preserved

Canonical visual: Cursor canvas `situation-room-family-map.canvas.tsx`

Coding contract: `SPEC\_Situation\_Room\_Table\_Implementation\_v1.0.md`

Press (friendly): `PressRelease\_Situation\_Room\_Table\_v1.1`