APPENDIX 1. Structure and rules of the Simulation Community of Practice (SCoP)

Structure of the community

As shown in Fig. A, The SCoP is structured as followed: First, 3 participants form a core group. They take care of the different tasks related to the community's life: helping the members to organize the sessions, updating the website, etc. Secondly, there are 5 regular participants, probably as they are both interested in the topics of the sessions and the life of the community itself, as they have participated in more than half of the sessions (that is to say almost certainly on more topics than those of prior interest to them). Thirdly, 21 participants participated in at least 2 sessions, and are probably more interested in the topics than the community itself (as they probably do not come if the topics do not directly interest them). Fourthly, 39 participants only attended one session and so do currently not seem interested in following the community through time. However, the number of participants registered on the website of the community (62), who voluntary asked to be informed about the sessions, as well as the specificity of some members (living in foreign countries) should balance this last assumption. Some participants are probably also waiting for the opportunity to be involved in more ongoing projects with feedback from the field, rather than once-off testing events, as mentioned in the evaluations.

![Figure A: 68 people participated in the 20 first sessions of the SCoP. In blue are the number of times each person took part in a session as a participant, and in red as the organizer (or co-organizer) of the session.](image)

Main rules

All the SCoP sessions have been organized following the framework of the principles as defined at the community’s creation in 2007:

- Sessions are open to all people who are interested;
- Sessions are optional and flexible (themes, participant presence, ...);
- Sessions should be focused on the practical rather than academic debate (but the theory is also an interesting subject of study to test, adapt, ...);
- Sessions may have different forms (demonstration, simulation, discussion, reflection, ...) as long as they provide:
  - Interaction and sharing;
  - Participation / animation / facilitation;
- Sessions are evaluated: mutual feedback allows participants to learn about their own behaviors, dynamics of the group and the strengths or the weaknesses of the tested approaches.