

Hi3112 International Organisations

“Lost Continent” Simulation Exercise & Final Essay

The purpose of this document is to brief students for the course simulation exercise and explain how it fits in with the end of term essay. This document shows how the simulation exercise breaks down into manageable sections, and provides guidance on structuring the work involved in order to avoid a last minute rush and to assist students in gaining maximum benefit (and marks!) from the simulation. This handout may be revised and expanded on in class.

Aims

Explicit learning outcomes for this module are:

- Survey the narrative of the development of International Organisations
- Study critical turning points in the development of International Organisations
- Understand how the process of diplomacy in International Organisations has developed and operates now.
- Enhance your understanding of how decisions are made in the arena of international organisations
- Explore how the historian works towards professional, objective judgments about contemporary historical issues

Of these, we have focus on the first three in the lectures and the mid-term group paper. The purpose of the simulation exercise is to focus on

- How historical and political factors limit the range of policy options seen as 'possible' at any given point
- Get 'inside the mind' of the political actors in International Organisations
- How policy options are formulated and presented
- How choices are made between available policy options
- Present a credible analysis of the position of a state
- Accomplish these while relying on sources which are sometimes incomplete, inaccurate, and dishonest.
- Reflect on how far we can generalise from existing crises to develop general models or rules which apply to other situations, and how far each crisis is a unique event.

A critical part of “historical understanding” is the ability to get inside the mind of historical actors and understand how they saw issues and how this led them to make choices which were, from their preservative, sensible ways to advance their particular agenda.

Key Dates

TBA

Simulation Scenario:

In the simulation, students will analyse policy options on a network of linked crises in a hypothetical continent which constitute threats to regional, global or human security. The simulation background will be created by amalgamating elements from a range of real world crises.

Students will be cast in the role of a participant in the crisis – the Secretary-General, the ambassadors to the UN Security Council, Regional governments, Humanitarian NGOs or armed ethnic groups. Players will draw on knowledge of real world crises covered during the course to outline the issues, aims and options of 'their' position in the simulation.

The position papers should identify major issues, constraints and options in each area which reflect the views of each of the state or NGO which your team represents. The paper should be informed by historical developments in each

area.

Initial position papers will be the basis for an opening statement and negotiation simulation in a class on Monday, November 23rd. The negotiation process will continue in class on Monday, 30th November, which should end with voting on 'resolutions'. During the simulation, participants are allowed and encouraged to negotiate 'in the corridors' by email or other method, as long as all communications are copied to me.

Since each session is a maximum of 120 minutes, time for initial presentations will be very limited. Position papers should be circulated before class, and preferably before the weekend before class. (ie by Friday November 20th) Oral presentations need to focus on the highlights of the paper - it is not acceptable to read the full paper or lengthy extracts.

The Initial scenario briefing is quite short, and covers only information which is general public knowledge. This puts the participants in the simulation in the position of having to approach this as a research exercise, in which you will need to identify what you know and what you need to know; and devise questions for further information which I may answer if I decide it is information which your position might reasonably have – and which I may answer with incomplete or inaccurate information if I feel it will enhance the learning experience!

You will therefore need to keep in mind this famous diagram

What we know and know we know	What we don't know and know we don't know Information which we don't know but can either seek out or we can <i>assess the risk</i> that it will alter our understanding of the situation
What we know and DON'T know we know Information we have but ignored – many military and political disaster come from this	What we don't know and DON'T know we don't know The stuff that will really mess up our plans

Initial Problem Definition Worksheet

Once you have been assigned a position/group, you should work through the questions in the initial worksheet which may help to start your thinking about the process;

Position:

Player:

What do you know about your position?

What sort of issues would your position have? What is your agenda?

Can you identify three real world cases where a similar position exists/existed?

- 1.
- 2.
- 3.

What parallels can you draw from those cases?

What attributes define your approach?

What tactics would your faction/group use to advance their position

What additional information do you need? Can you fill in the 4 Knows? (what we know, and know we know, what we know, but don't know we know, what we don't know, and know we don't know, what we we don't know and don't know we don't know it)

Fill out, paste into an email and return to m.cosgrave@uccie as soon as possible, and in any event by **November 7th**. Don't worry if it is incomplete – you will develop fuller versions of this as the weeks progress. You should save each major version so that you have a record of how your understanding developed to refer back to at the end. I will use the submitted versions to monitor preparation and, more importantly, provide additional guidance if needed.

The Position Paper

The Initial position paper represents the **public** starting position of your faction. It is the paper in which you lay out your case for public consumption. The initial draft position paper should be between 500 and 1,000 words in length, and should lay out major issues confronting your position in the simulation, and what public actions and options your position might adopt. The paper should lay out the options in an objective, neutral diplomatic style.

The initial paper should be available for circulation before the Simulation. You may revise it during the simulation, and you should attach the final version as an appendix to the final essay. (It **does** count towards the 4,000 word requirement!)

First Simulation Session:

In the first simulation session you will present your opening position, and endeavor to 'sell' your preferred option(s) to the group., while exploring the scope for compromise and consensus. Obvious, different players will have differing agendas (otherwise it wouldn't be a crisis, would it?) and you will need to take note of the positions and declared actions of other players.

Between Simulation Sessions

After the first simulation session, you should review your options to reflect the group reaction to your proposals. Rough out your reflections on the progress of negotiations for later editing into a final reflection. Consider what actions have been taken by the other players, and what reactions are appropriate for your role in the simulation. Consider what is 'in the frame' of the practical for your position, and what actions or positions you can adopt to advance

towards a resolution in which you “win”. Consider what constitutes “winning” or at least a satisfactory outcome for your position. You should rough out notes to document the development of your position -these will help you to finish the final essay.

Second Simulation Session

These will repeat the first session, allowing you to advance your cause and act through diplomatic and other means to secure approval of your preferred policy options.

Simulation 'Budget' – Finance and 'Political Capital'

There is no 'budget' as such for the simulation, but finance is a serious constraint on which options are agreed. You are not expected to cost out options, but you should be cognizant of the magnitude of costs involved, and the likelihood that they would or would not be funded.

Positions also need to show an awareness of the amount of 'political capital' you can expend on the issue, and that politics is 'the art of the possible'. Suggesting, as one UK player did in a non-proliferation simulation, that the UK would unilaterally disarm, however desirable that might be, reveals a poor understanding of the official UK government mindset, and represents a step well beyond what is politically possible.

The Final Analytic Essay (4,000 words)

The final submitted essay should include the initial and subsequent public statements issues by your position as appendices – which should be no more than 2,000 words.

Topics to be addressed in the body of the essay will include (but are not limited to)

Explaining the rationale behind your choice of options, and your reasoning for 'costing' them as you do; in other words, demonstrating that your policy options reflect an understanding of the historical and political limits on what is possible

Reflecting on the reaction to your initial position statement.

Explicating the reasoning for changes between the initial and final positions.

Reflecting on the process of the simulation and on how it has contributed to your understanding of the process of political decisionmaking.

Reflecting on how useful it is to draw generalised “lessons of history” from particular cases.

You will probably find it useful to write, or at least substantially draft, the essay in sections:

1. Prior to the first simulation session, when you lay out your approach to the position paper. This is not the same as the position paper, but represents your understanding of the thinking behind the public diplomatic position
2. Between the first and second sessions, and second and third sessions, when you reflect on the changes you make to your position, and the lessons learned from the first session.
3. After the final session when you complete your final reflection on the 'lessons learned' from the process.

The exact split between these will vary from person to person, but the first will usually be longer than the second and third. If you write along this pattern, after the final simulation session, you really should only have to finish off a few hundred words, polish the paper and submit it.

In the final submission, the layout should be clear – it should be obvious what part is the position statements, what part is the analysis and what, if any is the reflection.

What you might be doing:

<i>Time Period</i>	<i>Tasks</i>	<i>Writing Goals</i>
Tuesday November 4 th	Simulation topic and roles set; note your initial thoughts on topic; read background paper	Write short note on initial thoughts – up to 500 words? Use initial handout for guidance
	Note background reasoning on Initial paper – what options you are including and why; Research options, write Initial Draft Paper	Develop initial position paper, identify research needs and action them – c 1,000 words?
No later than Friday November 20 th	Email Initial Paper to Mike Cosgrave.	
Nov 21 st - 23 rd	Receive other papers by email and review them Note objections, agreements with other position papers, say why – support objections with valid arguments	Short notes – 500 words? Possibly more?
Monday 23 rd Nov	Simulation part I – present your position, defend it, support or criticise other papers	
	Reflect on the outcome of Sim I and on the reasoning behind any changes you feel you should make to your paper, negotiate and lobby support	Write reflection of 500-1000 words – consider points you would make in official diplomatic reports or press statements
Monday, 30 th Nov.	Simulation Part II - “Mid-game” - develop your position, build coalitions, negotiate towards your desired end state.	
	Reflect on outcome of simulation, review course. write final conclusions	
Mon 7 th Dec	Last class, opportunity to review/discuss simulation.	Write last 500 words, gather previous writing and polish it into a final paper
Tuesday 16th December, 3pm TBC	Submit Final Paper – 2 copies, to Secretaries Office, 5 Perrot Ave.	You may submit early; visiting students who will have left before the due date may submit by email and mail in printed copies.

Lost Continent

Autumn 2009

The “Lost Continent” is a hypothetical setting for a network of interlinked crises in a tropical continent in the Indian Ocean.

The continent is approximately 1,000 miles from North to South and 500 miles on its East-West Axis. There is a belt of jungle (see vegetation map) and some desert but the bulk of the continent is open, tropical grasslands.

The infrastructure is roughly comparable to central Africa; poor and underdeveloped, and has been seriously damaged by the civil war in zones of conflict.

There are six international positions in the simulation. These are the UN Secretary General and the 5 Permanent Members of the UNSC.

The UN SG will not only serve as “chair” of the peace process, but will also exercise his/her good offices to advance the process; and endeavor to advance the liberal internationalist agenda shared by most UN staff and supporters. The P5 will have various agendas which they will need to pursue.

SG
USA
Russia
UK
France
China

The continent is divided into 5 states

A Adaboran

Ethnically divided, with the bulk of the nations wealth controlled by the Orange people living in the Orange River valley, which is navigable as far upriver as X. The purple majority are poorer, and were systematically discriminated against since independence. Economy dominated by oil exports from the Orange River basin – Adaboran is a significant exporter of oil, historically providing 10%-12% of US oil imports; the economy is dominated by US oil companies, whose security staff were accused of being active participants in the recent Civil War.

Factions

1. Purple People Liberation Front – southern and coastal purple region, broadly Marxist/socialist in orientation
2. Purple Democratic Peoples Party – Royalist purple faction, strongest in mountains, harkens back to semi-legendary pre-colonial Purple Kingdom in mountains, supports return of exiled royal heirs, constitutional monarchy, has some support in US

B Brongoloand

Plans to address poverty issues and development needs by building dams on the Rivers N and M which will reduce flow downstream to Sambuca and Cardomon/Southern Adaboran. In dispute with multinational pharmaceutical companies and US based university research groups over biopatents.

Some govt officials accused of selling out on biopatents to pharmaceutical multinationals;

1. The Brongoland Labour Federation and the Popular Peoples Party accuse Government Brongoland Freedom Party of failing to push development fast enough, and of taking kickbacks from multinationals for engineering and defence contracts; significant numbers of poorly paid migrant workers brought in to work on infrastructure projects,

C Cardomon

In dispute with Brongoland over water rights on River M, Blue people of NE have historic links with Blue people in Southern Sambuca, disputes ownership of Blue Islands with Sambuca

Factions: Blue; spillover of Islamic factions from Darujistan, border dispute with Brongoland over desert Oases in western desert. Seeks to encourage Purple tribe to move north across Purple River and out of Cardomon. Purple population of N. Cardomon is swollen by c. 800,000 Purple refugees from Adaboran Civil War.

Exports copper, aluminum and rare earth elements used in microtechnology; controls 90% of world reserves of cardonmium, which is essential in mobile phones. Human Rights groups accuse the government of “practically exterminating” desert nomads to remove their claims to mineral rights.

All exports go through port city of Blue in blue region

Factions

Blue – Liberal Party, free trade, democracy, opposes Conservative, pro-military government. (not active in simulation)

S Sambuca

Socialist Islamic Republic under President XXXX, in conflict with Brongoland over water issues on the River N and with Adaboran over treatment of Orange minority south of River N. Blue People in southern peninsula have seperatist aspirations, some seek federal constitution for Sambuca which gives them more control, others seek seperation and federal republic with blue portion of Cardomon, small traditionalist Blue faction control holy city of G, and oppose seperatist/federalists in favour of asserting “historic” Blue rule over Sambuca, a claim which dates back to pre-Islamic period.

Regarded as sponsor of terrorism by USA, former Soviet Client state, threatens exports of oil etc from Adaboran through southern straits

Factions:

1. Federal Party (mostly Blue, opposition, strongest in Blue peninsula, which has xtian minority)

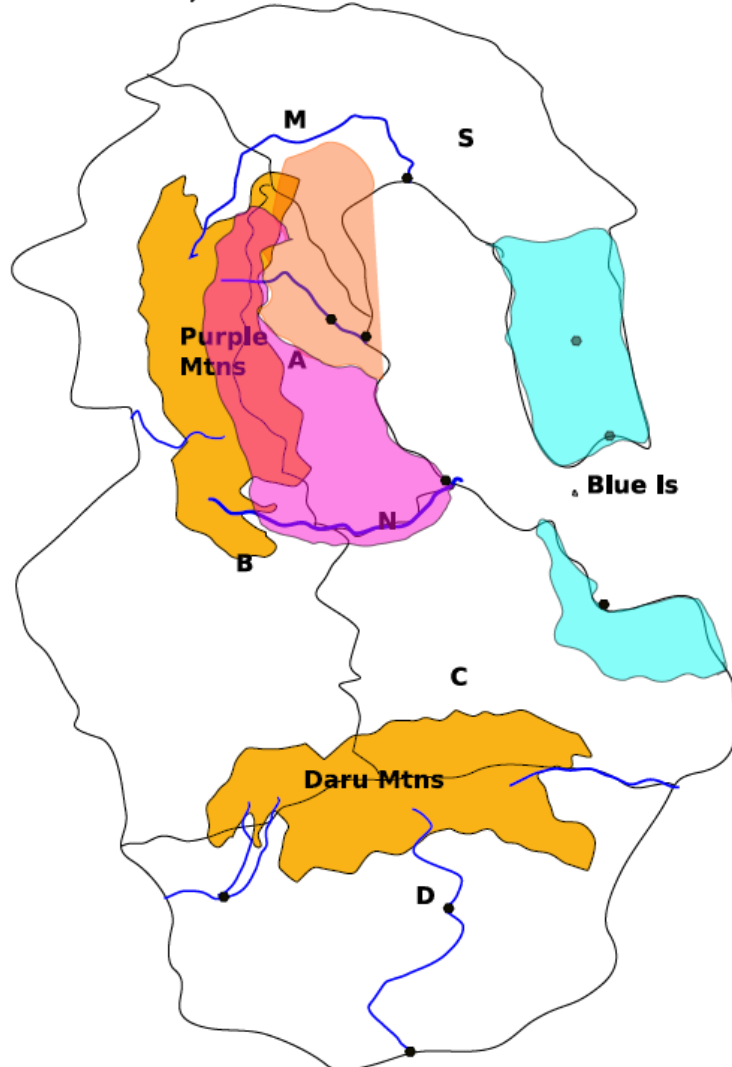
D Darujistan

A Pro-Western Military government provides bases for US navy in southern port; it faces internal opposition from a small Islamic Fundamentalist faction, which is strongest in highlands, where there is also a strong drug cartel growing and exporting opiates. Government forces focus on dealing with Islamicist fighters, while allowing drug cartels fairly free reign in return for occasional assistance in highlands. Drug cartels in cities deal with export of drugs and have links to international drugs gangs who also import weapons illegally. Drug related crime dominates crime in major coastal cities, and is linked to police corruption. There is internal political opposition by supporters of former democratic government (PPPD – popular peoples party of Darujistan) which was overthrown on grounds of corruption by military. This state probably has nuclear weapons (acquired from North Korea). Recently, elements in the military government appear to be moving closer to China – offering military basing and trade agreements. Military govt plans to copy Brongoland plans for major hydro-electric plants, which has provoked strong statements from Cardomon demanding negotiations about water rights in the East River region.

Factions

1. PPPD – popular peoples party of Darujistan

Lost Continent, 2008 Version



Not to Scale c 500 miles E/W; C 1,000 miles N/S