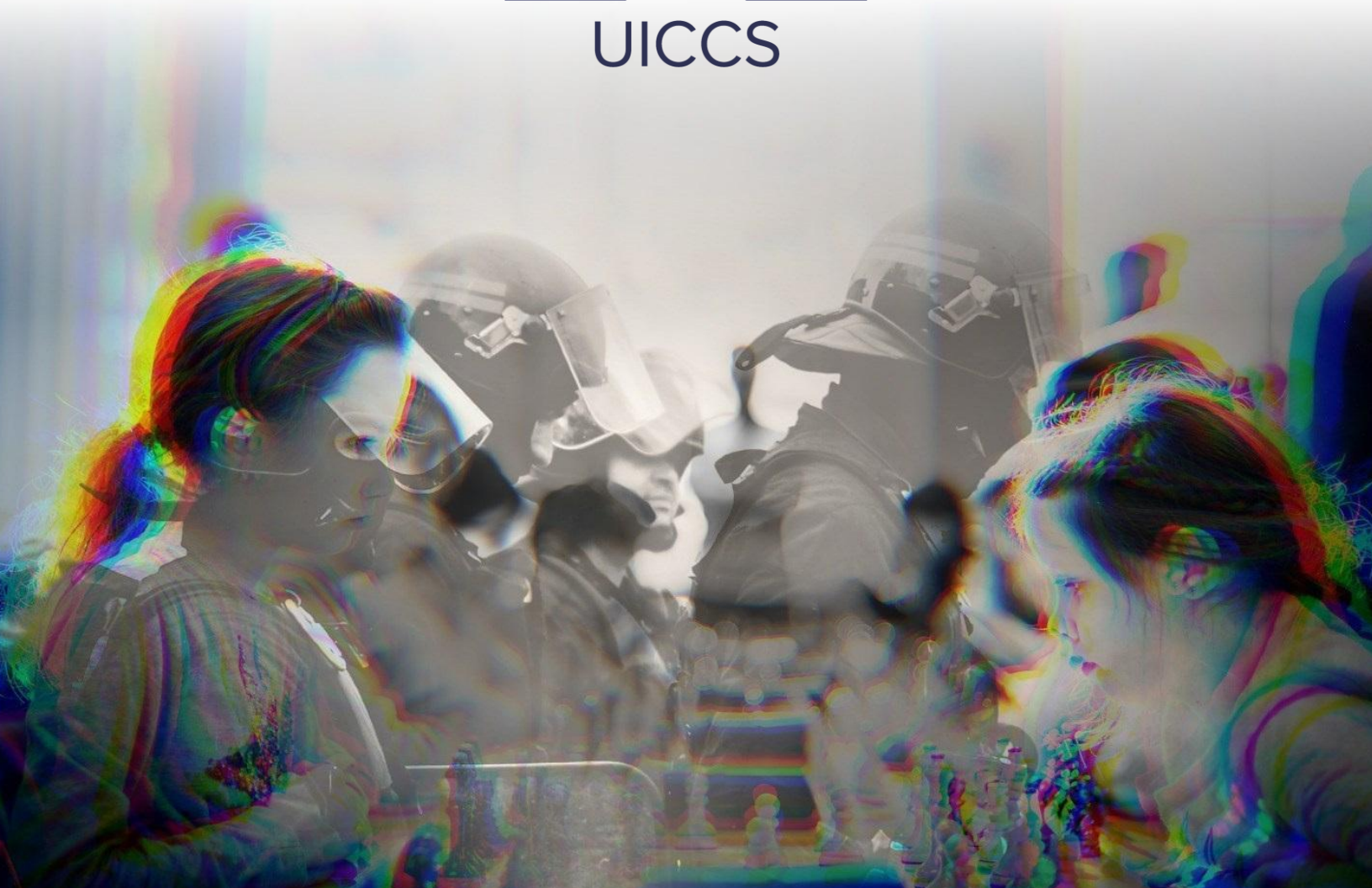


CONFLICT SIMULATION & NEGOTIATION

A historical & philosophical
yet practical and playful course
on (methods of) war and peace



UICCS



Play is battle and battle is play.

Johan Huizinga

In the whole range of human activities, war most closely resembles a game of cards.

Carl von Clausewitz

This is not a game! [Wargaming] is training for war! I must recommend it to the whole army.

Karl von Müffling

War is a matter of vital importance to the state; a matter of life or death, the road either to survival or to ruin. Hence, it is imperative that it be studied thoroughly.

Sun Tzu

[A prince] ought never, therefore, to have out of his thoughts this subject of war, and in peace he should addict himself more to its exercise than in war; this he can do in two ways, the one by action, the other by study.

Niccolo Macchiavelli

Wargaming is an act of communication. Designing a wargame is more akin to writing an historical novel than proving an algebraic theorem.

Peter Perla

The condition of man [...] is a condition of war of everyone against everyone.

Thomas Hobbes

Oorlog/Niet geschoten is altijd vrede.

Loesje

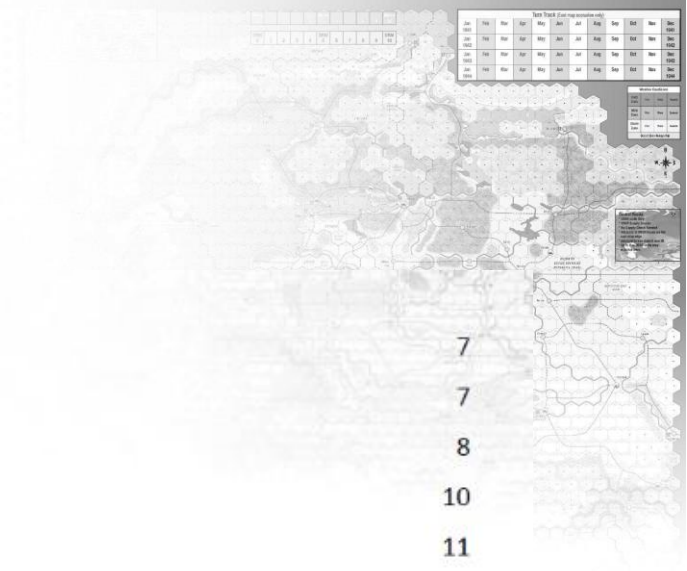


Table of Contents

Objectives of the course	7
About the lecturer	7
Assignments & Deadlines	8
Common (online) difficulties you need to avoid	10
Jan 26 & 28: Why Play Games?	11
Feb 2 & 4: Why Play/War?	11
Feb 9 & 11: Why Game War?	12
Feb 16 & 18: What's in a Game?	13
Feb 23 & 25: What is War?	13
Mar 2 & 4: Negotiation & Diplomacy	14
Mar 9 & 11: What is Conflict?	14
Mar 23 & 25: What is Security?	16
Mar 30 & Apr 1: International Security & Battle for Dnieper	17
Apr 6 & 8: Grand Strategy – Terrorism & Battle for Dnieper	17
Apr 13 & 15: Getting to Yes?	18
Apr 20 & 22: The South China Sea	19
Apr 27 & Apr 29: What is Peace?	20
May 4 & 6: No Class	21
May 11 & 12: Playtesting	21
May 18: Game Over	21



Objectives of the course

After completing the course, you will have mastered the most important developments, principles, trends and theories regarding:

- Causes and types of violent conflict on the international, societal and interpersonal level;
- Conflict resolution and specifically negotiation and mediation at the international, societal, and interpersonal level;
- Peacebuilding activities at the international and community-level, and their importance to diplomats, militaries, aid agencies, non-governmental organizations, and the UN.

Methodologically, you will be able to:

- Use and execute conflict games and simulations as a unique methodology and tool for analysis and training;
- Use and apply a conflict resolution skillset: understanding and using the most important negotiator and mediator roles, tactics and habits.

Through interactive and simulated learning, you will develop an understanding of decision-making on different levels in complex contexts. You will practically experience and learn:

- **How to handle complexity without being overwhelmed, and communicate effectively and professionally;**
- **Complex decision-making, strategic planning, prioritization, and program design in conflict-affected states;**
- Conflict resolution through negotiation, and mediation;
- Peacebuilding through interpersonal and community engagement;
- Active listening, public speaking, negotiation, diplomacy, team and information management, coalition building, and professional written communication.