



PEACEGAMING

AN INTERACTIVE SIMULATION BASED ON REALISTIC CRISIS SCENARIOS

Peacegaming is an interactive learning approach that utilizes scenario-based simulations to model and address complex problems related to peace and conflict. Participants take on -semi-fictitious roles and interact within a structured framework to understand conflict dynamics and explore approaches to addressing them. Peacegames provide a setting that enables participants to test new and creative problem-solving strategies and to develop innovative solutions for challenging conflict settings, beyond merely crisis management and the negotiation of agreements. The lessons learned can then be applied to real-life challenges before, during and after live conflicts. Peacegames allow participants to evaluate the benefits and limitations of alternative approaches to building sustainable peace and constitute effective tools for strategy refinement and evidence-based course correction.

WHY PEACEGAMING?

The Principles for Peace Foundation (P4P) employs Peacegaming to work with specific constituencies and stakeholders to help focus their reflection on key decision points at different stages in the conflict resolution process, with the objective of supporting better decision-making, course correction, and sense-making.

Peacegaming further serves as a platform to socialize state of the art knowledge and insights, such as the Principles for Peace, among different audiences. It provides a lens through which participants can critically examine different scenarios and deliberate on potential alternatives and choices. Peacegames are also a tool to test and evaluate strategies of engagement in conflict contexts and provide a unique setting for stakeholders to come together and through simulation exercises gain a better understanding of the (unintended) consequence of their actions. The experiences made during the Peacegaming exercise allow for a critical assessment of different strategies and approaches, through the prism provided by the Principles for Peace, and provide a structured framework to better align strategic approaches to the realities on the ground.

CURRENT PEACEGAME VERSIONS

Mediators Edition

This Peacegame was tailored to the EU Community of Practice (CoP) on Peace Mediation to explore how the Principles can support conflict mediation work and help mediators build the foundations of more durable peace. This edition can be brought to high-level conferences to promote the principles and showcase their applicability for enhancing peace processes. Participants are immersed in a scenario which strongly lends itself to actual conflicts but remains semi-fictitious. Depending on the target group's needs, it depicts a pre- or post-conflict environment or even a live conflict. Players step into the roles of diverse stakeholders from government, non-state armed groups, civil society and international organizations. It depicts a peace agreement that despite initial positive developments fell short of expectations over several months and has been only partly successful in pacifying the conflict situation. Participants are asked to come up with a common analysis of the underlying causes and missed opportunities that contributed to the agreement's shortcomings. An important question to guide their reflection process after the game is: If the players had knowledge of the consequences of their decisions at key forks in the road, what would they have done differently?

Security Actors Edition

This iteration of the Peacegame is specifically geared towards security experts and puts emphasis on assessing and ensuring accountable security provision. The game introduces a selection of security actors and issues that help players explore prevalent themes such as DDR and Security Sector Reform in more depth. The scenario is made more complex by the additional variable of a regional power that deliberates to what

degree it should aid security provision efforts. The Peacegame simulates a closed-door meeting aimed at analyzing the weak points of a peace agreement in a setting of an emerging fragile peace. The meeting focuses on identifying the reasons why the peace agreement is failing in practice and focuses attention on steps to improve the operationalization of its implementation.



OUTLOOK

Peacegames can be designed for a variety of purposes and occasions. Below are some suggestions of how and with whom to apply new Peacegaming formats. Generally, we can develop the modular expansions for the Peacegame depending on the envisioned learning goals and knowledge base of the target group as well as the available time. We can introduce further actors and conflict variables depending on where you would like to focus thematical exposure, reflection, and learning.

International Community Edition

No conflict happens in a vacuum. The international community is heavily involved in front and behind the scenes, be it through the provision of humanitarian aid, geopolitical interests and path dependencies or outright military intervention. This module offers to break up the black box of regional conflict by introducing key international actors that influence the events on a global scale.

Military officer training Edition

We offer to adapt the Peacegame for the specific purpose of training military officers in countries that suffer from low security accountability. The Peacegame can be employed to socialize the Principles for Peace

as a lens for military decision makers to help solve dilemmas, protect human life and structurally aid peace processes. The goal of the game is to use the Principles for Peace as an analytic and action-based means for officers, and mainstream them into day-to-day professional decisions. The training also makes them easily explainable for rank-and-file military personnel.

Peacegame 2.0

To enhance engagement in conflict resolution training, we also design a 1-2 day Peacegame to immerse participants deeply in the intricacies of peace processes beyond negotiations for an initial peace settlement. The game introduces A.I.-simulated external stakeholders, whose reactions are based on the players' actions, mimicking real-world dynamics. After each round of negotiations, facilitators input results into these models, triggering realistic and dynamically evolving challenges that players must navigate. This Peacegame introduces probable (unintended) consequences of player decisions and creates the need to deal with them. This includes managing public opinion, strategizing against dissent from spoilers and antagonists, and balancing information flow. The game's adaptability ensures a unique experience each time, offering a rich, instructive environment for both data collection and the development of and sustainable peacemaking strategies.

