

TABLE 1.2. Conceptual Framework of World Politics Simulations

Component		Attribute
Platforms	Infrastructure	Physical/Virtual
	Web platforms	Websites, e-mail, social networks, academic and media databases, other virtual applications and resources like YouTube
	Theatrical setting	Costumes and decor, language, rhetoric, intonations, body language
Spatial boundaries	Players	Human/Machine
	Academic level	Unilevel/Multilevel, ranging from undergraduate to professionals Single/Multiple fields of study: international relations, political science, history, media, area studies, conflict and security research, scientific study of international processes, methodology and active learning
	Assignments	Compulsory/Voluntary Actor portfolio, character biography, values, goals, policy plans opening initiatives and negotiation proposals, press releases, media products, intra/interteam interactions, concluding remarks, feedback form, debriefing insights and research projects
	Number of players	Planned and actual participants
	Geographic spread	Single/Multiple: regions, states, campuses, courses
	Geographic diversity	Locale: campus and off-campus, home, office and en route
	Number of teams	Planned and actual teams with planned and actual players per team
	Type of actors	Superpowers, great powers, regional states, international organizations, military alliances, nonstate actors and media organs
Temporal boundaries	Phases	A cycle from preparation, policy formation, world politics, feedback, debriefing, assessment, and research
	Duration	Single lesson, semester, year
	Tempo	Upfront speeches or dynamic communications
		Slow/Fast
	Timing and turning-points	Driven by initial and opening scenario, add-hoc events, political and media teams
Acceleration	Breakpoints create non-linear process initiated by simulation administration or teams usually before the simulation ends	
Interactions	Topics/Issues	Historical, current, nonfiction, or fictional on peace, conflict and war events in regional or global politics
		Single/Multi-topic in one or several working groups
	Type of contacts	Within teams: political/media teams formulate policy and initiatives
		Political teams: threats and promises between two or more teams
		Political and media teams: media management, public diplomacy and coping with media manipulation
	Level of contacts	One sided, bilateral and multilateral
	Synchronization	Asynchronous flexible login on virtual platform and upfront speeches on-campus Synchronous meetings in preset times with all participants active online or face-to-face on-campus
	Negotiation	Bilateral/Multilateral with or without observers, mediators and media
Formal/Informal		
Closed/Open to the media		
Mediation	By superpower, regional power or international organization	
Coaching	By educator to individual participants By participants within and among teams	
Study efficiency of teaching and learning	Cognitive	Achieve advanced and improved comprehension of theory, empirical realities, area studies, methodology, multiple actor types, media involvement and the complex domestic-international linkages
	Behavioral	Practice leadership and teamwork in fields, such as decision making, information processing, policy formation, strategic planning, negotiation, mediation, public diplomacy and media management. Gain training, feedback insights and adaption skills
	Affective	Experience and develop emotional skills: empathy, identification, fun, frustration, uncertainty, surprise, stress, patience, persistence, anger, happiness, failure and success