

AFSC AND GPPAC *PRESENT THE*

NORTHEAST ASIA PEACE GAMES

Facilitator's Guide

This guide provides facilitators with the materials, guidance, and outline needed for facilitating the Northeast Asia Peace Games simulation.



This guide is divided into the following sections:

- **Part I - Introduction:** The introduction provides an overview of the simulation's goals, structure, and the role of the facilitator.
- **Part II - Materials:** The third section includes a detailed description of the materials included in the simulation curriculum and how those materials should be used throughout the simulation.
- **Part III - Pre-simulation:** This section goes over the preparations facilitators will need to complete prior to the beginning of the simulation. These preparations include ensuring adequate participants, space, and time needed to run the simulation smoothly.
- **Part IV - Facilitation:** The fourth section includes guidance on how to structure the day and move between sections of the simulation.
- **Part V - Debrief & Certificates:** The final section includes guidance on how to end the simulation including a debrief and closing ceremony.
- **Appendix:** At the end of this guide is an appendix which includes additional resources including: facilitator checklists, draft emails, and other tools for facilitating the simulation.



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PART ONE

Introduction



What is a Simulation?

At their core, simulations are a form of role-play. In the roleplay, participants immerse themselves in various personas, either fictional or based on their own identities, within a defined scenario.

Unlike traditional acting, the aim of roleplaying in a simulation isn't to sway an audience but rather to gain insights into a process or undergo an immersive experience in order to better understand an event.

The level of detail within a simulation can vary. Participants may receive comprehensive briefings, explicitly laying out the nuances of the situation, or they may be left to imagine the specifics as they go along in order to promote creative problem-solving.

Peace Games Overview

The Northeast Asia Peace Games is a half-day, multi-party peace process simulation designed with university students and civil society practitioners in mind.

This interactive workshop is focused on a series of negotiations related to the Women, Peace, and Security agenda in the context of Northeast Asia.

The simulation can accommodate roughly 12-30 participants, each as part of a small group that will work together to negotiate with other groups. Groups larger than this may provide less opportunity for individual participants to engage actively in the simulation. The groups in the simulation are organized into six main groups - Japan, South Korea, North Korea, China, the United States, and the fictional NGO called Women for Peaceful Asia. Each participant is given a specific role to play, therefore active participation for the full duration of the program is vital to the success of the simulation.

This simulation asks participants to play state and civil society actors from the Northeast Asia region in order to imagine what these actors may do in a peace process scenario. This scenario seeks to create a situation that allows participants to consider the relations between these actors in a context other than direct geopolitical security competitions. The aims are to foster greater understanding about all the parties in the region and begin to think about the conditions needed for peace.

Objectives of the Simulation

The simulation is designed with **the following two broad goals in mind:**

1. Equip participants with a foundational understanding of Northeast Asia regional issues related to the Women, Peace, and Security agenda.
2. Expose participants to the unique challenges and opportunities of multi-track negotiating and peacebuilding.

The learning objectives for the participants of the Northeast Asia Peace Games simulation include:

- Encourage students and civil society practitioners to develop an alternative approach to thinking about the Northeast Asia region in a way that highlights cooperative solutions and processes of dialogue and exchange rather than preserving the status quo.
- Empower participants, particularly youth, to contribute their own thoughts and experience to the public discourse regarding the Korean Peninsula and broader Northeast Asia region, in particular around sanctions, peace agreements, and human security.
- Provide a well-scaffolded experiential learning opportunity for participants to improve skills reaching a consensus, drafting agreements, and negotiating conflicts among multiple stakeholders.
- Create a space for participants to engage in team building and mutual learning by facilitating group negotiations and debriefs.
- Encourage youth engagement with the network of civil society organizations in Northeast Asia through increased awareness of civil society's role in the region.
- Increase understanding of issues related to women, peace, and security in the Northeast Asia region through concise and informative simulation materials.

PART TWO

Materials

In order to run the simulation the following materials are provided along with this facilitator's guide:

- **Scenario:** This document includes a detailed description of the fictional context in which the simulation takes place, as well as the objective that participants will be working towards during the simulation. One copy of this document should be given to each participant.
- **Role Sheets:** Each of the groups in the simulation has a role sheet that gives some background on the actor and defines some positions that the actor supports and opposes. Each group should be given their corresponding role sheet (i.e. the North Korea group receives the North Korea role sheet). Each group should only receive their own role sheet and should not be given opposing groups' role sheets.
- **News Briefs:** The simulation packet also includes News Briefs which can be used by the facilitators to interject new dynamics into the simulation. Some News Briefs introduce a positive change that improves negotiation conditions, while other News Briefs introduce a negative change that increases the difficulty of negotiations. These News Briefs should be used at the facilitator's discretion to help participants break through an impasse in negotiations, or to add a layer of complexity when negotiations reach a consensus too quickly.
- **Participant readings:** Two short readings are provided to give participants some context prior to entering the simulation. The first reading is an article titled "How Can the Women, Peace and Security Agenda Be More Relevant in Northeast Asia?" by Kozue Akibayashi that provides a general context for the Women, Peace, and Security agenda in Northeast Asia. The second reading is a chapter from "The Little Book of Strategic Negotiation" by Jayne Docherty which gives a brief introduction to core concepts of negotiation. It is advised that, when possible, facilitators share the two readings prior to the day of the simulation in order to allow participants time to review the readings. Completing these readings is not necessary to participate in the simulation, but may help participants have a clearer sense of both negotiation concepts and Women, Peace, and Security agenda.
- **Facilitation Slides:** These slides contain visuals and brief cues for the participants at each stage of the agenda (included below). These slides may be used during the facilitation to help guide the participants through each stage of the Peace Games. Slides may also be edited to fit the facilitator's preference and desired flow.

PART THREE

Pre-Simulation Preparations

Registration

In the months or weeks leading up to the Peace Games, a registration link should be shared with participants. It may be useful to obtain basic information about the participants' familiarity with Northeast Asia regional issues and previous experience with diplomatic simulations in order to assist with dividing participants into even groups.

Preview Materials

Prior to the simulation the facilitators should make themselves familiar with the simulation materials and ensure they have a clear understanding of the aims and structure of the simulation. Depending on a facilitator's background knowledge on peace and security issues and historical conflicts in the northeast Asia region, it may be beneficial to review some additional materials to be able to help guide participants through negotiations should any questions arise. Optional readings can be found in the Appendix of this document.

Share Materials

In the week leading up to the Peace Games, facilitators should share the Scenario document with participants so that they have time to preview the materials before coming into the simulation. **If facilitators decide to also share Role Sheets prior to the day of the simulation, it is suggested that participants only receive the one Role Sheet they will be using in the simulation and NOT all six Role Sheets.** This will ensure that participants do not know the negotiating position of other groups before the simulation. A template for sending emails to participants can be found in the Appendix of this document.

Facilitators may also choose whether to share Participant Pre-readings with the participants. These readings will offer additional context for the WPS agenda in Northeast Asia and negotiations. If the simulation is being conducted as part of a larger university course or series of events, participants may be willing to commit the extra time to the additional readings. If the simulation is held as a standing alone half-day event, participants may be unable to commit the time to read the additional materials. Facilitators should use their discretion.

Simulation Groups

Prior to the beginning of the Peace Games, facilitators may prearrange the groups if they would like to ensure a balanced level of experience across all the groups. In order to ensure balance between the groups, each group should have roughly the same number of participants and groups should ideally have no more than 5-6 members so that each member has ample opportunity to engage in the conversation.

PART FOUR

Facilitation

Role of the Facilitator

The role of the facilitator(s) includes opening the simulation space by greeting participants as they arrive, distributing simulation materials to participants, and introducing the structure and goals of the simulation at the beginning of the day. The facilitator will then guide participants as they become familiar with the scenario document, their group role sheets, and complete the individual character sheet provided in the simulation materials.

After participants have had some time to look over their materials and familiarize themselves with their group, facilitators will invite participants to begin negotiations.

During the initial negotiations, one group meets one other group. Facilitators may organize the length and structure of the summits as they think best, or they may follow the sample agenda provided below.

Below is a sample agenda for the day of the simulation. Facilitators may adjust the agenda based on the time constraints and the audience. It is advised that enough time is given for introduction and settling in at the beginning of the day, and debrief at the end of the day in order to allow participants to smoothly enter and exit the proper mindset for the simulation. Beyond this, the structure is flexible.

EXAMPLE SIMULATION AGENDA

15 minutes	Participants arrive, check in, and receive materials
15 minutes	Welcome and introduction to the simulation; overview of scenario and the agenda for the day
15 minutes	Participants silently read their role sheets and scenario
15 minutes	Participants gather in their groups and discuss goals and positions. Prepare 1-minute Position speech
10 minutes	1-minute Position Speeches
10 minutes	Bilateral Negotiations round 1
10 minutes	Bilateral Negotiations round 2
10 minutes	Bilateral Negotiations round 3
10 minutes	Bilateral Negotiations round 4
10 minutes	Bilateral Negotiations round 5
10 minutes	Individual group strategizing (Groups discuss items to support & oppose)
10 minutes	"Roundtable" negotiations (Large group meeting to propose and vote Regional Action Plan items)
10 minutes	"Pull Aside" negotiations round 6 (Groups freely negotiate with other groups)
10 minutes	Individual group strategizing (Groups discuss items to support & oppose)
10 minutes	"Roundtable" negotiations (Large group meeting to propose and vote Regional Action Plan items)
10 minutes	"Pull Aside" negotiations round 7 (Groups freely negotiate with other groups)
10 minutes	Individual group strategizing (Groups discuss items to support & oppose)
10 minutes	"Roundtable" negotiations (Large group meeting to propose and vote Regional Action Plan items)
30 minutes	Lunch Break
15 minutes	Small group debrief (What went well, what is one thing you learned, what was challenging)
15 minutes	Large group circle debrief (sharing from small groups)
15 minutes	Issue certificates

Negotiation Rounds

As **the simulation example shows**, there are four types of meetings that the participants will go through. They are as follows:



BILATERAL NEGOTIATIONS

This is where one group sits down with one other group. These meetings take place in the first half of the simulation and provide an opportunity for participants to get to know the supported and opposed positions of each other group in greater detail.

INDIVIDUAL STRATEGIZING

This meeting is where each group meets by themselves in order to talk about what they have learned while meeting with other groups and plan their strategy for further negotiations or voting.

ROUNDTABLE NEGOTIATIONS

This is a gathering where all the groups are present. These meetings are the voting round in which each group will have the opportunity to propose one “outcome” for the Regional Action Plan, and have the optional choice to veto one proposal from another country. Regional Action Plan voting will be described in greater detail in the following section.

PULL ASIDE NEGOTIATIONS

In these meetings, groups are able to freely send and receive delegates at their own discretion. This is a “free for all” negotiation that allows groups to spend time negotiating where they think it will pay off the most. Groups may send individual delegates to different groups. Groups may also want to leave at least one delegate at their table to receive incoming delegates.

Note: Groups may need mini 2-3 minute “Individual Strategizing” rounds in between each negotiation. Facilitators may need to be flexible and shorten or extend the round based on the needs of the participants. The above segments should be taken as guidelines, but implemented with flexibility in mind.

Regional Action Plan Voting

The voting that takes place in the roundtable negotiations is the main component of the simulation. The objective of each group is to include an “outcome” or policy proposal based on the information on their role sheet and the information they have gathered while talking with other groups.

Each group will propose an outcome and the facilitator will write the proposal down. Facilitators may use the [Action Plan Template](#) included in the Scenario folder or simply write on a whiteboard or large sheet of paper.

NORTHEAST ASIA REGIONAL ACTION PLAN VERSION		Passed?
1. Outcome		v
2. Outcome		v
3. Outcome		v
4. Outcome		v
5. Outcome		v
6. Outcome		v

After each group has proposed an outcome, other groups may briefly ask for clarification about each other’s proposals. Each proposal must pass a simple majority vote (4 of 6 groups must raise their flag or hand in support). Then each group has the opportunity to cast one veto against an outcome. Each group can only use one veto per roundtable negotiation. Groups may also choose to not veto any outcome proposal. If there are no vetoes, the Regional Action Plan passes the roundtable and the simulation ends. If one or more of the outcomes does not pass a simple majority or are vetoed, the groups enter back into pull aside negotiations. This process continues until time runs out or an action plan is passed.

NORTHEAST ASIA REGIONAL ACTION PLAN VERSION		Passed?
1. Outcome	Emphasize cooperation and exchange programs in the region, specifically in the areas of STEM, peacebuilding and leadership for women. (China)	Passed v
2. Outcome	Establish international political and financial support for conflict related sexual based violence, specifically safe and legal abortions. Also, continued education and recognition of sexual harms in the region. (Japan)	Passed v
3. Outcome	Lift all sanctions that negatively impact the livelihood of women, beginning with economic sanctions (North Korea)	Vetoed v
4. Outcome	Apology and reparations for victims of wartime sexual slavery by Japanese Imperial soldiers.(South Korea)	Passed v
5. Outcome	Promote civil society growth and individual freedoms. (US)	Vetoed v
6. Outcome	Annual workshops for women’s groups from all participating countries. (WPA)	Passed v

Conclusion of the Simulation

The simulation concludes when either all the time has run out, or when all the outcomes of a Regional Action Plan have passed the roundtable negotiation. Passing all the outcomes is intended to be a challenging task—assuming participants follow their roll sheets and do not quickly compromise on items they’re opposed to. A challenge is the enjoyable part of any game! So, it is okay if participants do not successfully pass a Regional Action Plan. If they do pass a Regional Action Plan within the simulation’s time limit, it shows their diplomatic prowess!

PART FIVE

Debrief and Certificates

Debrief

Following the end of the simulation, facilitators should invite participants into a debriefing to close the Peace Games. The purpose of the debrief is to allow the participants to reflect on the simulation and share learnings they have gained. The facilitators may use their preferred debriefing structure, or follow the outline provided below.

Facilitators can invite the participants to break into small groups of 3-4 people for 15 minutes of small group debriefing. Invite the participants to mix with members from other groups to ensure participants are hearing diverse experiences outside their own group. The following three reflection questions may be shared on the screen or written on a board for participants to use as a guide to their sharing.

1. What went well during the simulation?
2. What did you learn during the simulation?
3. What was challenging about the simulation?

Following 15 minutes of debrief, invite participants to form a large group circle and share highlights or key reflections from their small group discussions. This time is an opportunity for the participants to learn from each other and share their own experiences with the group.

Certificates

After debriefing, facilitators can hand out certificates to the participants. A certificate template can be found in the appendix of this guide.

APPENDIX

Additional Readings Certificates

A blank copy of the Peace Games Certificate of Completion can be found in the Peace Games materials folders in the folder titled Misc. A template can also be [accessed on Canva by clicking here](#).

Email templates

Subject: Invitation to Join the Northeast Asia Peace Games

Greetings [Recipient's Name/Group],

I'm excited to invite you to the Northeast Asia Peace Games, a dynamic half-day simulation focusing on peace and security in Northeast Asia. This interactive workshop invites participants to role play various actors from the region at a fictional regional summit focusing on UNSCR 1325 Women, Peace, and Security.

Highlights:

- Role-play as delegates from key regional actors.
- Develop skills in negotiation, consensus-building, and diplomacy.
- Gain insights into Northeast Asia's peace and security dynamics.

Details:

Date: [Insert Date]

Time: [Insert Time]

Location: [Insert Location/Online Platform]

Register by [Insert Deadline] at [Insert Registration Link].

Organized in collaboration with [AFSC](#) and [GPPAC](#), this simulation is a great opportunity to have some fun while learning more about women, peace, and security issues in the Northeast Asia region.

Secure your spot soon and join us for an engaging experience!

Subject: Welcome to the Northeast Asia Peace Games!

Greetings everyone!

Thank you for registering for the Northeast Asia Peace Games simulation. We're looking forward to enjoying this event with you all on [date]!

Below is some info for our simulation:

- Please arrive at [location] by [time] so we have time to pass out materials and overview the simulation before we get started. There will also be some breakfast items, juice, and coffee, so feel free to arrive a couple minutes early and enjoy some food!
- Please take a minute to complete these six questions before the simulation tomorrow. This will help us get a sense of everyone's level of familiarity with the topics we'll be discussing during the simulation. No prior familiarity on any topics is required to join: [link to Pre-Simulation Survey]
- Attached is a PDF with the scenario and background info we'll be using as we play the simulation. We will have some time to read over the materials during tomorrow's session, but please feel free to skim over the scenario before you come if you want a preview. [Attach "Scenario" document]

Let me know if I can answer any questions you may have, and thank you again for joining the Northeast Asia Peace Games simulation. Looking forward to seeing you tomorrow!

Warm regards,

[Name]

Subject: Thank you for joining the Peace Games

Greetings all,

Thank you so much for joining the Northeast Asia Peace Games simulation yesterday. I hope it was a fun and meaningful time for you all. I definitely felt inspired to overhear so many thoughtful conversations taking place among the groups!

If you were not able to complete the Post-simulation Self Evaluation before leaving yesterday, it would be helpful for us if you could take a minute and share your responses: [link to Post-Simulation Self-Evaluation]

Also, if you would like to learn a bit more about some of the organizations sponsoring this event, I've included links below:

- [American Friends Service Committee \(AFSC\)](#)
- [Global Partnership for the Prevention of Armed Conflict \(GPPAC\)](#)

Thank you again for helping make this program happen!

Warm regards,

[Name]