

World At War

Global Conflict: First World War



MAIN THEMES : Critical Thinking, Team Building & Negotiation

Outline

The World At War game is a political / military simulation of the start and early stages of the conflict that shaped the 20th Century. The issues of European power spilled over into a global conflict, and the political and military interactions that arose from that were complex and the outcomes unknowable at the time. In this game we use this complexity and uncertainty as the background for exercising critical thinking and negotiation around the issues raised. Hindsight doesn't help the decision makers, for as soon as even one team makes a new decision, the situation becomes fluid and open-ended.

Gameplay

Players form teams representing the major belligerents of the time, as well as neutrals who might have joined in the war. Teams reflect the political and social attitudes of the day, and are given information as to their resources and the National objectives that they start with.

Play then proceeds in the form of a series of negotiations and / or discussions and political player teams issue instructions to their military teams on how the war should be fought. The facilitators give feedback



on the results of any conflict, and the cycle begins again. Time is moved on at a fixed and pressured rate so teams must reach decisions, and seek to understand and analyse their situation quickly and efficiently if they are to have success in their National objectives. At the end of the game there is a debrief of the process and how decision-making, negotiation and communications worked both within and between the teams. Teams have the opportunity to reflect on how their decision making was affected by the constantly changing environment and the time pressure and how this might inform their practice and planning in future. They are also invited to look critically at their own negotiation styles and patterns.

Ideal Audiences

- Organisations wishing to practice critical thinking and organisational negotiation skills.
- Organisations seeking a team building challenge.
- Students looking at the First World War

Example game structures

World At War: For 12 players	
Team	Number in team
UK Team	3
French Team	3
German-Austrian Team	4
Russian Team	2
Total	12

World At War: for 30 players	
Team	Number in team
UK Cabinet Team	4
UK Military Team	3
French Cabinet Team	4
French Military Team	4
German Political Team	3
German Western Front Team	3
German Eastern Front Team	3
Russian Team	2
Turkish Team	2
Italian Team	2
Total	30