



Global Simulation Workshop
Guide for Observers

Welcome! We are delighted that you can join us for the Global Simulation Workshop, the unique and powerful networking event that helps participants explore global dynamics while developing their decision-making, leadership, and communication skills. In the next three hours, the players in this room will simulate 30 years of future global development and try to solve the world's most urgent problems. Please use this guide to help you follow the important events and concepts in the game. We hope you find your game experience enjoyable and thought-provoking.



Rules for Observers

To ensure the quality of the Global Simulation you are about to observe, o.s.Earth thanks you in advance for following these rules:

- ❖ After the game begins, please refrain from talking with the Facilitators, even when they look unoccupied. They will be happy to answer any questions from you after the game ends.
- ❖ Please refrain from interacting with players except during the breaks between rounds. Never try to talk with the players or intervene in the game during trading rounds. The players have very little time to make a lot of things happen for their team, so be sure not to intrude upon their game play!
- ❖ Please turn off your cell phones and any other devices that could cause a disturbance during the game. Many parts of the game require silence and undivided attention from all players.
- ❖ Please do not photograph or videotape any portion of the game without explicit and written permission from o.s.Earth. The Facilitator or the host may ask you to leave if you photograph or videotape the event without permission.

Game Schedule *and suggested activities*

Below is a minute-by-minute game schedule to help you stay on top of important game events. The time specified is approximate, so be sure to be in the room a few minutes early so you don't miss anything!

0:00 – 0:30 Introduction, Explanation of Rules

The Facilitator introduces him/herself and provides a brief introduction to the game. Players separate into teams and congregate by their team station. The Facilitator briefs the Global Foundation and WSN reporters on their roles in the game while other players get to know one another, read the game instructions, and familiarize themselves with their team resources. The Facilitator then calls everyone together and explains the rules to the entire group.

Suggested Activities:

- ❖ “Shadow” a team as they review their instruction card and other game materials.
- ❖ Visit the Global Foundation Table and examine their materials.
- ❖ Listen carefully as the rules are explained.

0:30 – 0:35 First Strategy Round & Wealth Calculation

With the help of the Culture-Strategy Specialist, each team begins setting goals and determining how to reach them. The Finance Specialist from each team calculates the starting wealth score for his or her team and puts the team icon on the Wealth Meter.

Suggested Activities:

- ❖ Look at the wealth meter and notice how wealth is distributed between the different teams.

0:35 – 1:00 Trading Round 1

It's New Year's Eve, 2008! Teams begin trading wealth and resources with each other in an effort to increase their overall wealth and advance their development levels.

Suggested Activities:

- ❖ “Shadow” a team of your choice to see how its players are working together, devising strategies, and interacting with other teams.

1:00 – 1:05 Calculating Wealth Scores

After Round 1 ends, teams return to their team stations. Finance Specialists from every team calculate the new wealth score and adjust the team icons on the Wealth Meter accordingly.

Suggested Activities:

- ❖ Ask a few players about their experiences in Round 1. What did they do? What was their strategy? What is their goal in this game?
- ❖ Look at the Wealth Meter and note how each team did in Round 1. Which corporation team is the most successful? Which organization team is the most successful? What is the secret of their success?

1:05 – 1:15 News Report

The WSN News Correspondent reports on the state of the world and the noteworthy news stories of the past round. The News Report may include cultural expressions created by Culture-Strategy Specialists in the past round.

1:15 – 1:20 Strategy Round 2

Players discuss with their teammates which ideas worked and which did not in the last round. The teams revise their goals and strategies for the second round.

1:20 – 1:40 Trading Round 2

The second decade begins. Teams plunge into trades and negotiations again and try to reestablish relationships, form alliances, correct the mistakes they made in the last round, while increasing their wealth even more.

Suggested Activities:

- ❖ Visit the Culture Center. What types of work are the Culture-Strategy Specialists producing?
- ❖ Visit the Global Foundation table and look at what its members are doing. How are they facilitating (or failing to facilitate) the needs and demands of different teams?

1:40 – 1:45 Calculating Wealth Scores

Suggested Activities:

- ❖ Ask a few players their impression of Round 2. Were they successful? What kind of trades have they made and are they happy with them?
- ❖ Look at the Wealth Meter. Which teams seem successful, and which teams are struggling?

1:45 – 1:55 News Report



1:55 – 2:00 Emergency Broadcast

The Facilitator plays an Emergency Broadcast that warns the world of an impending disaster unless the players raise a certain amount of wealth in a short period of time in order to avert a global crisis.

2:00 – 2:05 CRISIS ROUND and Final Strategy Round

The teams have five minutes to raise a lot of wealth as a world. Players discuss the decision with their teammates, then move to the Global Foundation table to make a contribution for their teams. The donation of each team is shown on a game board for the world to see.

Suggested Activities:

- ❖ Stay around the Global Foundation to see how much wealth and resources teams are donating. Are the players taking the warning seriously? Which team is the top contributor and which team's contribution is missing from the board?

2:05 – 2:20 Trading Round 3

The final decade begins immediately after the Crisis Round. The world resumes normal trading activities as the Global Foundation members tally contribution results, which will be announced by the Facilitator at the beginning of the debriefing session.

Suggested Activities:

- ❖ Look at what different teams are doing in the aftermath of the Crisis Round. Which teams are now suffering the consequences of their generosity, or their lack thereof?
- ❖ Look at the regional infrastructure screen in the front. Which team has advanced in the past decades? If there are more than one worlds in the game, which world seems more successful?

Did you know?

- ❖ More than 350,000 people from 35 countries have played the Simulation.
- ❖ There are 10 region teams, 4 corporation teams, and 4 organization teams in the game.
- ❖ Total trading time is 1 hour and 5 minutes.
- ❖ Each Simulation can accommodate up to 600 people simultaneously.
- ❖ The Simulation is a direct descendent of R. Buckminster Fuller's famous World Game.



More Information

For more information on hosting a workshop, please contact an o.s.Earth Workshop Coordinator:

p: 800-220-4263

e: workshop@osearth.com

❖ o.s.Earth offers Student Games that are appropriate for fifth graders through college students and Corporate/Professional games that are suitable for all adult audiences.

2:20 – 2:25: Final Score Calculation

Suggested Activities:

❖ Ask a few players how their teams did in the Crisis Round. How much did they contribute towards the crisis and why? Would they make the same decisions again?

2:25 – 2:35: News Report

2:35 – END: Discussion, Wrap-Up

The Facilitator announces the result of the Crisis Round and plays a short movie depicting the results for the world. He or she then moderates a discussion about the experiences, strategy, and lessons in the Global Simulation. Depending on the players and the schedules of the host organization, the discussion may last from 20 minutes to an hour. To wrap up the game and the discussion, the Facilitator shows a final, short movie at the end.

The discussion by the players is often the most fascinating part of the game. No matter what their age group, the players are likely to offer many insightful, interesting, and often surprising responses and reflections on the game. For a list of possible questions and themes during the discussion, please see our guide to post-game discussion, available from your Workshop Coordinator

