

From the very beginning, this Dialogue of Civilization's syllabus included the completion of two war games. And by golly two war games would be completed, as things like a packed schedule, frequent changes in setting and low Internet connectivity could do little to deter this group of ever-motivated students (and their even more motivated professors). Find below an in-depth recap of war game number two.

Although the second war game was very similar to that which preceded it in format, its subject matter was quite different, and much more international in scale. Indeed, the war game's five teams now represented not sectors of the Indian economy, but rather global players, namely the United States, China, India, the rest of South Asia and the UN. The goal of the war game was to find ways to promote environmentalism and lower emissions, especially in the Indian context. To reach points of consensus, much negotiations and gives-and-takes would have to take place between the game's five players, as each would need to keep national interests in mind (except, of course, the UN) when considering the adoption of greener policies. As earlier referred to, the format of the second war game was identical to that of the first, with five teams having five members (each of whom had individual roles within the teams as well as individual "areas of expertise") and with a moderator ensuring that the war game transpired in seamless fashion (this time, the war game's moderator was Tricia Rudy).

Concerning my personal participation in the war game, I was drafted in the USA team and received Rural and Non-Developmental India as my area of personal focus. We had our first semi-official group meetings at the Windermere estate, where we decided on the general direction we wanted our presentation to follow (in essence, we settled on attempting to paint a picture to India about the many benefits it would receive if it attempted development in a green way while also being ready to go on the defensive if the US' participation, or lack thereof, in

international climate change treaties like the Kyoto Protocol was brought up). While at the Windermere, we also did our best to combat the wifi demons and conduct as much research as we possibly could. With the war game a mere two days away, it was clear we needed to get moving. A speed bump in our preparation, though, soon came in the form of a five-hour-long bus ride as we rode through the Western Ghats to reach our next location, and the place we would hold the war game at: the Spice Villlage Resort. After getting situated in our new hotel, team USA decided to meet at the wifi-possessing bar to finish researching and begin putting together our presentation's slides. After arduous hard work (and getting kicked out of the bar at 11 o'clock and relocating to the lobby) we each had five or six slides, which we all gave to Allison Traylor (our team's assigned presenter) who put them together in a coherent presentation early the following morning.

Soon enough, we were all huddled in the hotel's conference room, each seated with his or her team as the slide-shows were being set up. It was go time. One by one, the presenter from each team got up to deliver their respective slide-shows (with Allison going last). As, unlike last time, I was not a presenter, I employed the initial two-and-a-half-hours to take in-depth notes of each team's presentation and to ask pertinent questions to our fellow contestants (most notably, what I repeatedly asked for was clarification on each team's demands of its counterparts, so that we all could have a better idea of the playing field come negotiations). Of course, I also joined Allison after she'd finished presenting to field questions from the audience, helping diffuse some rather accusatory affirmations concerning the US' sometimes dubious environmentalist record. After a quick lunch break, during which we feasted on decidedly atypical cheese pizzas, the negotiation rounds kicked off. As one of the players with the most resources and power, the US received meeting requests from all the other teams, which we honored with 15-minute long

discussions with each of them, as we conversed on potential partnerships and deals that could be reached. After negotiations wrapped up, each team had around 10 minutes to prepare another (short) slide-show describing its stance post-negotiations. Each of those five slide shows were presented, and soon enough, we found ourselves mired in the sometimes contentious process of voting to agree on points of consensus. Over the course of the argumentation and voting parts of the war game, the US' and my personal goal was to muster strong interest in the creation of a "Kyoto 2," or a new international treaty to limit emissions that would be revolutionary in two ways. First, it would include major polluters like India and China in the group of nations that would receive mandatory regulations (as non-Annex-1 countries, they had been excluded before) and, second, it would set emission-reducing standards of realistic natures (over-ambitiousness and idealism were, after all, what led to the failure of the Kyoto Protocol and to its being spurned by nations like the US and Canada). Unfortunately, though, we couldn't obtain more than a mild, hardly committal show of support for the idea, which was quite bothersome. As it turns out, during a tea and coffee break, I got to voice my disenchantment related to the meek support for Kyoto 2 in a "TV interview" (which basically consisted of me spewing off my point of view to a camera-holding Manoj). Soon enough, though, consensus on a great deal of issues were reached (most controversially, an agreement was settled upon concerning the building of dams in China) and, just like that, the second war game reached its very eventful conclusion.

Ultimately, I felt the war game turned out quite well, especially considering the circumstances. On the one hand we had, of course, the experience of the first war game behind us. As we had done this before and knew to a dot how the whole process was supposed to unravel, much less time was "wasted" trying to figure it all out. Because of said prior experience, marked improvements were noticed in many areas. The game's moderator, for instance, had a

much clearer idea of what her role was, and thus was able to be extremely effective in, well, moderating the whole process (through the institution of things like a cap on the number of questions teams could ask each other, a very defined schedule for negotiations and more). I also felt the negotiations process went better as we all now knew how they were supposed to transpire for maximum efficiency (interestingly enough, I felt like we all also became a bit tougher negotiators this time around).

Yet while we had experience going for us and helping us produce a better final product, we also had an extremely hectic schedule having quite the opposite effect (in essence, we had only four or five days to prepare for the war game, and part of that time was used to travel through winding roads or to struggle against extremely slow, if present at all, Internet connectivity). As I referred to earlier we, of course, adapted to the situation at hand and made the best of it (I guess the Indian concept of *jugaad* had rubbed off on us by then). Still, I can only wonder at the quality the war game could have attained and at the heights we could have reached had circumstances been friendlier.

Still, the second war game, much like the first, was a uniquely valuable learning experience. Indeed, I now have a much better grasp of the international, environmentalist, emission-reducing regime (especially that concerning the US, China and South Asia) and of the many obstacles (often in the form of national interests) it faces. Of course, the simulation or modeling exercise that basically defines any war game proved very instructional once again, as we all emerged from the game better aware of the gives-and-takes that must be considered when international players converge. After having participated in two war games while on this dialogue, I've definitely come away with great respect and appreciation for war games as educational tools with great potential.

