



ABSTRACT

This role play allows players to take on the role of different domestic and international actors involved in planning the post-conflict reconstruction efforts in Afghanistan.

KEYWORDS

Peacebuilding, negotiation, mediation, conflict resolution

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DESCRIPTION

This simulation is designed to promote a greater understanding of the complexities of peacebuilding in Afghanistan. Participants take on the role of domestic and international actors who are involved with peacebuilding tasks ranging from promoting security and economic development to advancing education and health and good governance. Players gain a greater appreciation of negotiation challenges and consensus building by drafting a Comprehensive Plan of Action to rebuild the country.

AUDIENCE/GROUP SIZE

This online role play has a total of 35 roles which can be played individually or with partners. A minimum number of approximately 15 roles is necessary for the best results. The simulation was designed to be used over a 12 week period, giving the players time to engage in external research for the exercise. The play time could be shortened depending on the other external commitments of the players, but should probably extend for at least four weeks to allow for maximum dialogue and debate between actors.

LEARNING OPPORTUNITIES

Players are responsible for researching the current conditions in Afghanistan and determining what their actors' key interests are. They must identify the most viable options to advance their actors' interests. Players gain a greater appreciation of the complexity of post-conflict situations, and recognize the negotiation and consensus building challenges present in drafting a Comprehensive Plan of Action.

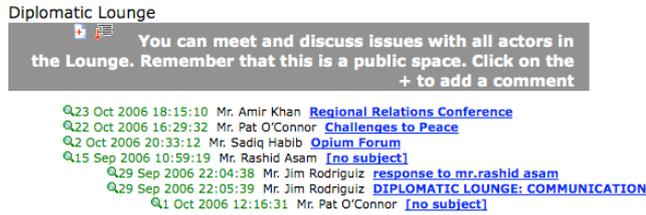
TIME AND SETTING

Players are provided with the following situation overview:

The Government of Afghanistan will be hosting the first meeting of the Afghanistan Consultation Group next month in Kabul. This is a major international meeting on Afghanistan and will include a broad cross section of governmental and non-governmental participants from Afghanistan and the international community. The purpose of the meeting is to develop a long-term, comprehensive Plan of Action (POA) for peace and reconstruction in Afghanistan. The POA is intended to help major donor countries, international financial institutions, United Nations agencies, individual states and non-governmental organizations guide their policies vis-a-vis Afghanistan in the years ahead. This document will not be a binding international agreement nor is it intended to secure any international aid commitments. It is merely a succinct policy document. President Karzai's vision is to bring together all parties with diverse interests in Afghanistan, to reach a consensus on the policy priorities for long-term peacebuilding in an effort to begin formulating a clear, comprehensive conceptual framework for long-term peace and stability in the country.

RESOURCES

The online role play is facilitated by Fablusi.com, which provides synchronous and asynchronous communication tools including discussion boards (Meeting Spaces), private communication among roles (simulated emails), and chat sessions. In addition there are a collection of web links to additional information on the conditions in Afghanistan. There is a separate assessment tool for instructors to record the completion of assigned tasks by each actor, and to track the level of participation.



LEARNING ACTIVITIES

Players are assigned to their roles in the following categories: Afghan government ministers (Defence, Justice, Finance, etc.), Regional Governors, Presidential Advisors, International Diplomatic Representatives (neighboring ambassadors, NATO liaison, World Bank representative, etc.), Intergovernmental and NGO Representatives (Amnesty, CARE, Senlis Council, etc.), and the Media (International Tribune and Kabul Times).

Players begin by establishing the profiles of their own actors, noting their public and private goals, and developing the persona of their actors. They then begin their preparation for the upcoming meeting of the Afghan Consultation Group. The Ministers and Regional Governors must prepare reports for the Presidential Advisors who respond to these reports. The Diplomatic, inter-governmental, and NGO Representatives prepare their own reports for their supervisors. Each actor is instructed to seek support from other actors for their proposed actions. The media seek interviews and prepare their own news articles on the policy preferences of the different actors and the alliances being formed between actors with similar interests.

After the initial research is complete, the players meet in the Afghan Consultation Group Conference. They divide into different Working Groups to draft plans of action on their issue areas. The Final Plan of Action will include only three of the five issue areas, so further negotiation and debate is necessary to determine which three areas should be the top priority for the future of Afghanistan.

Following the conclusion of the conference, players post an Official Delegate Response to the Final Plan of Action.

REUSABILITY

The outcome of the simulation differs every time it is run due to the changing nature of the negotiations and interests of the actor.

