


S4D4C Training Material for Workshops on Science Diplomacy

"The Common Pot" Simulation Game

<p>Background</p>	<p>This training material is an output of the project S4D4C – Using science for/in diplomacy for addressing global challenges (www.s4d4c.eu). S4D4C has received funding from the European Union’s Horizon 2020 research and innovation programme under grant agreement No 770342.</p> <p>The project S4D4C selected and developed training materials (presentations, methods, exercises, games, etc.) for trainings on science diplomacy for different target groups (mainly diplomats, scientists and science diplomats). These materials are open source under creative commons licences (see below for the applicable license).</p>
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<p>Details on the attribution</p>	<p>Basically, you are free to share and adapt for any purpose with attribution (more information about the licence is provided at the end of the document).</p> <p><i>You must provide the name of the creator(s) and attribution to the S4D4C project as well as a link to the project:</i></p> <p>Creators: S4D4C (Horizon 2020 project 770342). <i>Cristina Fernandez-Garcia, Ana Elorza, Lorenzo Melchor and Izaskun Lacunza</i> Fundación Española para la Ciencia y la Tecnología (FECYT) www.s4d4c.eu www.fecyt.es</p> <p>We are happy if you drop us a line when re-using the materials to learn about their dissemination.</p>
<p>Short description</p>	<p>Simulation game to agree on a joint research framework programme</p>
<p>Learning objectives</p>	<p>This game is suitable to develop skills in:</p> <ul style="list-style-type: none"> • Negotiation • Effective verbal communication • Problem-solving



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	<ul style="list-style-type: none"> • Decision-making • Assertiveness • Working under pressure and short deadlines • Trust building
Material type	<input type="checkbox"/> presentation <input type="checkbox"/> method <input checked="" type="checkbox"/> simulation game <input type="checkbox"/> exercise <input type="checkbox"/> other: _____.
Overall content category (if adequate and applicable)	<input type="checkbox"/> What is science diplomacy? <input type="checkbox"/> Who are the science diplomacy stakeholders? <input checked="" type="checkbox"/> How does the European Union practice science diplomacy? <input type="checkbox"/> Which thematic and regional approaches of science diplomacy do exist? <input type="checkbox"/> What set of skills do I need to be a good science diplomat? <input type="checkbox"/> Which are good examples where science diplomacy has proven to be successful?
Target groups (1)	<input type="checkbox"/> Mainly for scientists <input type="checkbox"/> Mainly for diplomats <input checked="" type="checkbox"/> For any of the groups
Target groups (2)	<input type="checkbox"/> Mainly for beginners in science diplomacy <input type="checkbox"/> Mainly for trainees with basic understanding of science diplomacy <input type="checkbox"/> Mainly for advanced science diplomats <input checked="" type="checkbox"/> For any of the groups
Group size	<input type="checkbox"/> For individual learners <input checked="" type="checkbox"/> For small groups (up to 20) <input type="checkbox"/> For large groups (between 20 and 100) <input type="checkbox"/> For any group size
Duration	<i>From 25 minutes to 3 hours</i>
Level of interactivity	<input checked="" type="checkbox"/> high <input type="checkbox"/> medium <input type="checkbox"/> low
Preparation and material needed	<p>The "Common Pot" game can be played in person or online:</p> <ul style="list-style-type: none"> ○ Online playing: online game setting with 6 flashcards (see the link below), good internet connection for all participants, and platform viability to create breakout sessions/rooms of up to six people. ○ In-person playing: 6 flashcards as hard copies (see the flashcards for printing below), an open space where participants can be split up into groups of up to six people. ○
Recommended use case and guidance for the trainer	<p>The "Common pot" game is based on the European research Framework programmes, the main funding instrument for research and innovation in the European Union (EU).</p> <p>The game has been conceived for up to six players. Depending on the number of trainees and the setting of your course you could</p>

	organise as many working groups as possible. Each working group must include at least two and maximum six players with different roles. However, for the game to work, at least one player must represent "The Commission" and another one a country. See guided note below.
Further resources and links	<p>There is an explanatory video of the game in the S4D4C YouTube Channel that you can reproduce to your players for explaining the game dynamics: https://www.youtube.com/watch?v=nCcdnQGvZFc&t=10s</p> <p>Izaskun Lacunza, Ana Elorza, and Lorenzo Melchor. 2020. How Does the European Union Practice Science Diplomacy?. In: S4D4C European Science Diplomacy Online Course, Module 4, Vienna: S4D4C.</p> <p>If you are interested in further recommendation for preparing training courses in the field science diplomacy, please check also the S4D4C toolkit for trainers: https://www.s4d4c.eu/toolkit-for-trainers/</p>
Evaluation and assessment	There is no correct assessment of the game. Either if participants come to an agreement or if they do not find joint research priorities, the game will be successful. The main goal of the activity is to get a test of the demanding, time-consuming and ambitious task that the European Framework Research programmes are.

Guided Note:

Background

Eight Framework Programmes (FP1–FP8) have run between 1984 and 2020, all of them approved by EU Member State governments and the European Parliament.

The European research Framework Programmes rely not only on the successful negotiations among the 27 EU Member States but also on collaboration with Associated Countries or Third Countries, making this agreement a perfect example of international scientific cooperation and potential for science diplomacy.

Game Setting

The aim of "The Common pot" game is to establish a realistic negotiation situation for developing a new Framework Programme. Max. six players will represent five different fictional countries and an executing body ("The Commission"), which have decided to join forces to put together a common pot for a joint programme with several research priorities.

The crucial player in the game will be the one portraying "The Commission", whose role will be to moderate and to get the negotiating countries to agree on the highest research budget possible. "The Commission" tries to resemble the

role of the European Commission during the research Framework Programmes negotiations.

The remaining players will represent (maximum) five countries negotiating to work together in the common framework. If you have less participants in your course, you are flexible to reduce the number of involved countries.

The final deliverable and main challenge of the negotiation should be an agreement where all involved countries and "The Commission" itself decide on a common budget and common research priorities.

Workflow (in each group)

1. **Roles:** Distribute and assign the roles (represented as flashcards) among the different players. The roles could be distributed randomly, a prior knowledge is not needed. Each player receives a role in the form of a flashcard (either a hard copy or an online card).
Time: 5 min.

2. **Preparation**
 - A. Countries:** In the back of the flashcard, players will find the instructions they need to play the game, i.e. the maximum and minimum contribution they can make for the common research framework programme, and what spending would most benefit their fictional country. Each player should read the cards and develop a strategy what she/he would like to achieve.
Time: 5 min.

 - B. "The Commission":** It will not be directly contributing to the common pot. On the contrary, it will be moderating and getting the negotiating countries to agree on the highest research budget possible. "The Commission" will also have its research priorities: Therefore, this player should also prepare arguments why the countries should invest as much as possible and why digitalisation and green deal are important for the future of all countries.
Time: 5 min.

3. **Game:**
 - A. Explanation of Rules:**
 - All players should flip their own flashcard only.
 - All players should remain a respectful dealing with each other.
 - "The Commission" should record and verify the results.*Time: 5 min*

 - B. Negotiations**
 - Each player starts a negotiation based on the information from their flashcard.*Time: 20 min*

C. Presentation of results (some options):







- in plenum
- exchange among two groups
- moderated discussion: challenges and similarities, strategies and tools







Time: depending on chosen option and number of working groups

Resources:

Link to the online flashcard: www.bit.ly/science_diplomacy_flashcards

Hard copies of the flashcards:

	ALVONIA		Minimum spending: 12 millions Maximum spending: 35 millions Priorities: - Investments in space infrastructure - Aquaculture - Wind power development
	KINGDOM OF ANGOSIA		Minimum spending: 20 millions Maximum spending: 40 millions Priorities: - Researchers mobility scheme - Artificial intelligence - Tackle climate change - Open Science
	KARISTAN		Minimum spending: 10 millions Maximum spending: 12 millions Priorities: - Photonics and Electronics - Carbon neutrality - Food safety and transgenics

 <p>CALADONY</p>	 <p>Minimum spending: 35 millions</p> <p>Maximum spending: 50 millions</p> <p>Priorities:</p> <ul style="list-style-type: none"> - Scientific exploitation of comets, and planetary data - Sustainable growth in the marine and maritime sectors - Climate change
 <p>FELDENBERG</p>	 <p>Minimum spending: 7 millions</p> <p>Maximum spending: 15 millions</p> <p>Priorities:</p> <ul style="list-style-type: none"> - Large scale research infrastructures - Artificial intelligence and cybersecurity - Agroforestry
 <p>THE COMMISSION</p>	 <p>GOAL: Achieve the maximum budget possible</p> <p>Priorities:</p> <ul style="list-style-type: none"> - Green deal: to make the economy sustainable by turning climate and environmental challenges into opportunities - Digitisation: Development of technology that makes a real difference to people's daily lives