

*Climate War Games: Individual Reflection #2*

I can definitely say that for this War Game experience, I felt much more prepared and eager for it in comparison to the last one. I think the content of this War Game suited more of my personal interests, which includes how nations depend on each other, specific powers for particular nations, the representation and misrepresentation of nations and their citizens, and much more. I represented the UN as an expert in non-elite India and developmental economy. Of course, I'm not a true expert in the field, but I researched a lot of interesting programs and initiatives that the United Nations Development Programme (UNDP) implemented, and I felt so much more informed about what the UN truly does, especially in India. My personal goals—also direct goals from the UNDP—were to implement lower carbon technologies for poor people in rural areas in India, set up climate-friendly policies and regulations within state governments, and to protect biodiversity so natural resources will be conserved for poorer families. One flaw for me, including my groupmates, is that when we were researching and developing solutions, we focused a little too much on India, and not so much on the other SAARC countries—I even remember that SAARC representatives asked us twice if their nations were even included in our game plan, but fortunately, we assured them that the UN recognized them and would include them in our solutions.

My group really worked well with each other—we seemed to be in agreement on different concepts and even when we debated each other on particular ideas, we found solutions that all of us could approve. I admire Rose in her efforts to present the 20-minute presentation while feeling sick, and presenting it amazingly; I'm grateful for Joanna and her dedication throughout the negotiations and presenting a well-formatted and well-spoken presentation, and also assisting with the debate afterwards; Matt showed off his policy-making skills throughout

the negotiations, and he really knew what it took to implement the best solutions possible; and finally, I'm appreciative of Thurston working with me during the debate and discussion and working together to allow the UN to please as many countries as possible, and helping me focus on specific issues that I would not have thought about if it wasn't for his help.

Towards the end of the War Game during the debate/discussion section, some of our main focuses were to implement an emissions cap for different nations that would please both the G7 countries (i.e. the USA), China, and the SAARC nations (i.e. India). SAARC and India were looking more for a curved per capita and trade policy that would allow developing nations to emit more carbon, while more developed nations would emit less. However, the USA was focused on a per GDP policy that included other factors, such as per capita and level of development. Also, the UN wanted to ensure that we could do inspections on different countries and their emissions, including those who are known for being opaque (i.e. China), to apply national pressure for countries to commit to mitigation goals, and to suggest consequences for countries if they don't live up to their emission limitations. Unfortunately, we weren't able to establish UN inspections, or come up with a clear development standard that would please both the per capita and per GDP countries. However, what we really wanted to make clear for the countries was that we needed to stay under 2 degrees Celsius, and since developing nations need to focus on developing (eradicating poverty, helping vulnerable citizens, etc.), developed nations have a responsibility to invest in renewable energy sources, both abroad and domestically. And we also wanted to ensure that the countries represented would implement a specific framework for their emissions so that they can follow through with their goals. Luckily, all of the nations agreed that the USA (and possibly other G7 countries) would invest in renewable energy sources, and that a framework would be established.

One aspect of the War Game that did make me feel uncomfortable was when we were discussing per capita and per GDP. It seemed that everyone was understanding these policies, and I was very confused on what they meant, especially when SAARC brought up the idea of a curved per capita cap and trade policy. Normally, I'm never afraid to ask questions, but it felt like I was the only one who was lost. However, my teammates explained these policies to me, and eventually, I got the hang of it. And also, I eventually found out that multiple people also felt lost throughout this facet of the game, so I definitely was not alone.

However, if I could choose my favorite part of the War Game, it would be the reflection that we did afterwards. It really helped bring all of the content together, showing us how important communication, interpretation, translation, and trust are, and also how misrepresentation feels to certain people and nations. I am grateful for this experience, because I love when activities really tie things together and gives me the big picture.