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Climate War Game 1 Individual Reflection

The first war game was very interesting and different from any academic experience I've had before. It reminded me of a Model United Nations session, though obviously on a much smaller scale, as the five teams were just different sectors rather than the almost two hundred member nations of the United Nations. Additionally, we went through an entire process of presentations, negotiations, and policy recommendation over the course of one day as opposed to being spread over multiple days at MUN.

For the first war game, I was part of the Industry team and my assigned part of the presentation was "US-India Collaboration". At the onset of preparations of the game, I was incredibly confused as to how industry was its own sector separate from the other sectors of energy, water, healthcare, and agriculture. In my view, there was the energy industry, which was responsible for providing energy for a price, with the same idea holding true for the other three remaining sectors. I did not understand how we were to formulate a presentation without overlap between the sectors, focusing solely on industry without accidentally incorporating facets of water or energy particularly. I managed to figure it out and found information on US-India collaboration to make my portion of the presentation. I think how it ended up turning out was that the majority of the material I used spoke a lot about US-India collaboration in general, and I simply pinpointed the sections of the articles or press releases that dealt more with economic collaboration or work on climate change to use in my slides. Although I felt that my slides

adequately addressed how the United States and India collaborated in regards to the industry sector, I still thought it was one of the more difficult topics as when researching US-India collaboration, diplomatic cooperation and policies often were more frequent results than anything concerning business or industry.

I was decently apprehensive going into the war game because I knew it would involve a lot of public speaking, which is not my forte at all. When the time for the war game finally came, I always found myself being reticent. Particularly during the question sessions for the other groups' presentations, I would spend too much time formulating a question and then worrying about whether I would fumble the articulation of it such that the allotted time for questions would always run out before I could get a chance to pose my own inquiry. I think that that is just a result of the fact that thinking on my feet has never been a strong point of mine, that I have always been the kind of person who needs to plan and deliberate with myself numerous times on what to do before I actually do it. I also will just end up feeling intimidated by the fact that other people are able to come up with such interesting and challenging questions that if I even *did* think of a question to ask, I heard everyone else's and would decide not to bother inconveniencing everyone in the room with my comparatively mundane and banal question.

When it was my group's turn for the question and answer, I expected someone to ask about US-India collaboration so that I could answer with all my knowledge of that topic in regards to industry. All the questions for us however seemed to be about just general topics like climate change and Industry's agricultural policies and the like, and I had really only anticipated having the knowledge to answer questions pertaining to Indo-US collaboration. I guess my interpretation of how the war game was supposed to work differed from the actual running of it; I envisioned it as each member would just know their area of expertise and answer questions on

their area. I am also just not adept at answering questions on the fly, and while I am certain my team members had the knowledge on the policies of Industry, I think a degree of their ability to answer questions was thanks to propensity for quick thinking and a certain amount of creativity.

I found our negotiations incredibly interesting, seeing everyone else assume the roles of their sector and argue effectively for what they had decided their sector would want from the others to combat climate change and advance India's status in the world. It was odd to consider that Industry's position on how to advance India was to push for more development, as in advocating increasing emissions to advance India first before eventually scaling back. Although it sounded very reasonable in this context, and it was what I went for as a member of team Industry, I wondered how intelligent a plan that would be in actuality considering the worsening condition of the global climate problem. Was it worth pushing the Earth to the brink to have India become a developed country in the near future? It was also curious to play "the bad guys" as Industry, considering in the long run, each sector should have India's best interests at heart, but to see how each sector had different priorities on how to ameliorate India and how their initiatives often seemed to clash with Industry's ideas for India's betterment.

As the team representative, my job in the second session of the war game was to listen during the negotiations to our demands with the other sectors with which we had met and create a short presentation. In the directions for the war game, it had said my presentation could take the form of a rough draft, so mine was just simple, just the notes I had taken during the negotiations in presentation form.

During the collective debates on policy, I thought it intriguing how adamant teams would get on certain desires such as collectivization or construction of dams. I also thought that some of our suggestions were drastically different from what the country actually would have gone for,

an example of which being the increase in usage of GMOs. It was very fascinating to see our perceived improvements for India considering our limited knowledge on India from our research on the multiple sectors and the different topics within each. Essentially it was a bunch of 18 – 20 year olds, *not* from India (besides Nikin), deciding what was best for India. I know at some point our decisions on GMOs and dams was said by Ganguly or one of the other professors we had met to not be in line at all with what India would have supported.

Overall, the war game taught me how negotiations necessitate cooperation between all the different parties in order to come to any sort of agreement. For some of our policy recommendations, even when we had the majority, if one sector disagreed at all, it threw everything off and caused problems for the progress of our talks. It also taught me that I should improve my ability to answer questions for which I'm not entirely prepared, to mix some parts my preexisting knowledge and other parts of creative thinking. I don't know if that's something I can really teach myself however; it strikes me as a quality you inherently have rather than one that can be self-taught. And it struck me how ardently people would assume their roles, and argue for policies they likely didn't have much personal investment in and that in the long run, would not affect them too much, and that probably did not accurately reflect India's actual position on such matters. It was certainly a learning experience unlike any other.