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### Individual Reflection on War Game 1

I didn't really know what to expect from the so called "war game". My initial thought was that we would be playing a board game resembling *Risk* to show the way countries interact with one another. Let's just say that I was in for a big surprise. As the war game was described in more and more detail, I got more excited.

I was assigned to Team Industry and was supposed to focus on critical infrastructure within the industry sector. Unfortunately for me (although I would later appreciate it), I had no idea what the industry sector or critical infrastructure entailed. Doing research for my team's presentation in Hotel Lemontree was difficult for two reasons: the Wi-Fi was being sensitive and that I had no idea what to research. I googled "critical infrastructure" and other versions of those two words several times, but still could not get a good grip on how the infrastructure related to industry.

I felt extremely unprepared for my part of the war game, but my team helped me to understand the meaning of "industry". During the war game, I felt my grasp on economic concepts strengthen. My father studied economics in college so he has taught me the common principles about how the economy works and has kept me up to date with US economic policies. This helped me to be a strong component of Team Industry, but at first, I didn't contribute much to talks or negotiations because I didn't fully understand what industry meant. Soon I found the

confidence to contribute, and I felt I became a very important part of Team Industry in the negotiation portion.

I chose to be team negotiator because I enjoy arguing and debating, and in that I also love winning. I felt that at some points during the war game, I was more concerned about winning an argument rather than actually coming to an agreement on a policy. After the war game, I realized the importance of compromising and the power that comes with being able to come up with agreeable compromises. The largest problem we have in the United States is the lack of ability of the two political parties to come to an agreement about policies. Bipartisanship is extremely powerful and reliable only when it is working correctly through compromise. This was something that I thought about more in preparation for our second war game.

I realized during this war game how every political decision can change so much about a country, and how difficult a job being a politician must be. I was amazed on how many factors were involved in changing current farming practices from subsistent to commercial. There were arguments for farmer's rights, pollution, money staying in the local economy, and many more. A common theme for me during the war game was being amazed because of how much economic and industrial decisions had on the other sectors. Changing of industrial practices often had an effect on the energy sector as many manufacturing processes require energy. Also many industrial processes create a significant amount of waste that is often dispersed in water. These are just two examples of thoughts that came to my mind during the war game.

After discussing the proposed policies, I realized that in order to benefit every sector, the policies were not good decisions for sustainability and for the conservation of nature. We had suggested commercialization of farming, increased urbanization, nuclear power, and the damming of rivers. Dams have huge consequences for water ecosystems and I was surprised that

on the topic of environmental conservation, Team Water had suggested a system of dams and redirection of the Mithes River through Mumbai. This showed me that often the best decisions for a sector often hurt other sectors or hurt the environment in ways that weren't initially perceived. It was interesting on how many decisions were only thought of from a "reduce emissions" perspective. There are a lot more factors to sustainability and the conservation of the environment than just lowering emissions. The Energy Sector suggested a move to nuclear power. Nuclear waste is a huge problem and also requires destroying a large area's ecosystem so that the waste is not harmful to humans. The solution of desalinization was brought up a few times during this dialogue, but after research we learned that this process used lots of energy (fuel) and caused more harm to the environment than good. These few examples showed me that climate change is an extremely sensitive field, as often one "fix" causes another problem.

I think an important concept that should have been discussed in the courses of this dialogue were ways to help save other organisms than just humans. Nature and respect of the environment are extremely important issues to me. Too often are humans cutting down trees, polluting water, and killing various species of animals and plants. These course focused more on humans and our interaction with the atmospheric conditions, but I thought that in order to talk more in detail about climate change it would have been helpful to talk about how humans are hurting other species besides ourselves.

I enjoyed this war game, even though I didn't agree with many of the policies adopted, because it showed how hard it is to come up with a solution that satisfies all parties with a hand on climate change policy. As stated earlier, I really didn't know anything about industry and what that word actually meant in context to climate change policy. In hindsight, I was lucky to be assigned to that sector. As a student studying engineering, I think it's extremely important to

understand how the industry sector operates. An engineer solves problems and in order to solve a problem, one has to look at the issue from all angles in order to draft and create a solution that satisfies all parties.