Tips for Running the World Climate Simulation Game Online

Overall

- Just do it. It works really well.

Preparation Tips

Materials for Participants

- We recommend assigning your participants to their teams ahead of time – either randomly or choosing groups intentionally. Explore our World Climate Simulation Teams & Materials Google Sheet to:
  - Assign and communicate participant role assignments ahead of time
  - Allow participants to read their briefing sheet before the event
  - Have participants download their group’s virtual background
  - Provide access to the proposal form that groups will fill out
  - Provide access to an online version of the proposal summary, which the facilitator can use to fill out during the event
- Please copy/paste the contents of our Google sheet templates (both the “Teams and Materials” page and the “Proposal Summary”) to create your own editable version.
Virtual Meeting Software

- Choose an online platform you have access to that has the “breakout room” feature – our team has found that Zoom Meetings work well for this.
- Familiarize yourself with the controls and features of your virtual meeting software. Make sure to learn where any important controls are beforehand – chat boxes, muting/unmuting participants, virtual background controls, etc.
  - If you have a co-facilitator(s), we suggest you both practice your virtual meeting software controls together. Depending on the type of account you have, only one person may be able to control certain features, such as breakout rooms.
- If you are using Zoom and your audience is unfamiliar with this software, add these supplemental slides to your slide deck to orient them to the webinar mechanics at the beginning of the event.
- Be aware of the audio and video settings for both facilitator/hosts and the participants. If you want participants muted at the beginning of the presentation, be mindful of this going into your event, and set up your virtual meeting preferences beforehand. Given the size of your group, you may choose to allow your participants to unmute themselves or manually unmute them if they would like to speak.

Facilitator Roles

- Decide on your team’s facilitation roles beforehand – an ideal set up would include two or three people to cover the following roles, especially with a large group (one facilitator may be able to cover all of these roles with a smaller audience):

| “Facilitator” or “Presenter” [recommended: 1-2 people] | - The facilitator(s) will lead participants through the event by presenting all of the game slides, simulator dynamics and role-playing as the UN Secretary General.  
- The main facilitator should be the one who shares their screen in order to show presentation slides and the C-ROADS simulator.  
- If you have two people interested in co-facilitating, you can divide these roles up.  
  - For example: One facilitator could roleplay as the UN Secretary General and welcome participants to the game and lead participants through the debrief. The second facilitator could roleplay as the UNFCCC Executive Secretary and lead participants through the simulator dynamics during the proposal rounds. |
| --- | --- |
| “Host” [recommended: 1 person] | - The host is responsible for ensuring the virtual meeting software is running smoothly.  
- The host’s responsibilities include things like:  
  - Assigning and managing participants in breakout rooms  
  - Managing participants’ questions and controls (mute/unmute, hand raising, etc.)  
  - Ensuring the presenter’s audio and video are working properly  
  - Monitoring the chat box and raising any questions being asked.  
  - Generally keeping track of time  
- The host may also serve as the second facilitator. |
• **Come prepared.**
  o If you are a facilitator who will be role-playing as the UN Secretary General, we encourage you to have a change of clothes accessible to quickly “switch” from a regular facilitator to your role. No matter your role, it is best to look presentable and be ready for improvisations.
  o Test your backdrop, lighting, and audio beforehand. If possible, you’ll want to sit in front of a non-distracting or “plain” background. If you plan to use a virtual background, blank walls behind your seat often work well. Make sure to have lots of light in the room you are in to illuminate your face and avoid shadows.
  o Have a list of links easily accessible to send to participants (links to the materials, news articles for the debrief, etc.)

**Gameplay Tips**

**Introduction**

• When participants arrive, the host should begin organizing the breakout rooms (you do not need to open the breakout rooms to do this in Zoom). You have the option to manually create groups (if the participants have been pre-assigned to a group) or automatically/randomly create groups (if the participants have not been pre-assigned to a group). This can be done while the facilitator(s) are introducing the game and delivering opening marks.

• Early in the game (usually after the introduction and before the official opening of the UN Summit) – take a few minutes to allow participants to go into their breakout groups to introduce themselves, upload their virtual backgrounds (if applicable), and change their participant name to reflect their role.

• *Bring the drama!* We encourage the facilitator role-playing as the UN Secretary General to do their best to fully commit to this role. Do what’s needed to immerse participants from the beginning – this will make for a more engaging and rewarding experience.

**Breakout Rooms for Negotiation Rounds**

• When you send participants into their breakout rooms, set a clear time frame: “We will be meeting back in the main room at 1:15pm”. Send occasional time updates and reiterate the deliverables they will need: “You have 5 minutes left. Please remember to assign a spokesperson who will be presenting your proposal to the group.” In Zoom, this is done with the ‘Broadcast message to all’ feature.

**Tips for using breakout rooms with Zoom:**

• Encourage participants to use the “ask for help” button if they have a question while in their breakout rooms. This will allow you to go visit them in their breakout room. If you have more than one facilitator, it is best if someone can stay in the main room at all times. You can
also send a facilitator or host to any breakout room to check in and see if anyone needs help or has any questions

- During the second round of negotiations (and forward), we encourage you to allow for teams to cross-negotiate with other stakeholder groups. This is especially useful for the ‘Additional Groups’ such as Fossil Fuel Lobbyists and Climate Activists who are not able to submit official proposals. To do this, participants can leave their breakout rooms to return to the “main room.” Here, they can ask the host to manually move them into other stakeholder rooms. The host can do this through the ‘Breakout Rooms’ feature.
  - **Pro-Tip:** While in the main room, after the host manually moves a participant from one breakout group to another (if a clean tech rep wants to speak to someone in conventional energy), be aware the participant will **not be prompted by Zoom** to join the new room. They will need to click the “breakout rooms” button in the corner of the screen to prompt their entrance to the new room.

### Plenary Proposals & C-ROADS Simulator Use

- Allow one group representative to unmute and propose their pledge – keep an eye on time and limit speeches to 1 min max.
- Be sure to take time to orient participants to features of the C-ROADS simulator interface if you haven’t done so already.
- While entering pledges in the simulator, be sure to use verbal cues for where participants should be directing their eyes – e.g. “Look at the red line for US emissions.”
- When showing simulation scenarios, go back and forth between the previous decision and the current to demonstrate the impact of the pledge.
- Consider enlarging your cursor so participants can see clearly what you are pointing to on your screen.
- Encourage the use of the chat feature to ask participants for their input on simulation experiments, their questions, their emotional reactions, and so on. This is especially important for large groups in order to include more participants in the discussion.

### Improvisation

- The format of the World Climate Simulation provides many opportunities to be creative and improvise. Have fun with it, and encourage improvisation from both facilitators and participants if you are comfortable with it. A few examples that have worked well:
  - “Leaking” the [link to the C-ROADS simulator](https://example.com) halfway through plenary rounds
  - Hosts taking on new roles part way through – such as the “UN Security Detail” to mute participants who are protesting other groups’ actions
  - Encouraging good-spirited banter in the chat box (be sure to keep things friendly and fun!)
  - Bringing in other topics relevant or current events to shake up the game-play or change pledges

<table>
<thead>
<tr>
<th>From Ravi J to Everyone</th>
<th>02:17 PM</th>
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<tr>
<td>That is a punishable offense under 415B :)</td>
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<tr>
<th>From William Keys to Everyone</th>
<th>02:18 PM</th>
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<tr>
<td>That looks like photoshopping work. I would need to see more tangible proof. FAKE NEWS</td>
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<thead>
<tr>
<th>From Cary Volpert to Everyone</th>
<th>02:27 PM</th>
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<tr>
<td>greta! stop that!</td>
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<tr>
<th>From Kenneth Haas to Everyone</th>
<th>02:28 PM</th>
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<td>That was awesome</td>
<td></td>
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<tr>
<th>From Will Hayman to Everyone</th>
<th>02:28 PM</th>
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<tbody>
<tr>
<td>Wow, way to mute the will of the people, Caroline SMH</td>
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<tr>
<th>From Cary Volpert to Everyone</th>
<th>02:28 PM</th>
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<tr>
<td>classic greta</td>
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<tr>
<th>From I am Greta to Everyone</th>
<th>02:29 PM</th>
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<tbody>
<tr>
<td>Exxon Rexxon would like you to believe there is no harm to their actions. We must reinvent our economy. We can not sit idly by while our futures are robbed from us.</td>
<td></td>
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Debrief & Wrap-up

- Change the pace and intensity of the session – have participants remove their virtual backgrounds and try using the 60 seconds of silence after creating a desired future.
- Use breakout rooms to create small groups (recommended 3-5 people) for discussion and reflection during the debrief.
- Use the “Unmute” feature for collective participation and camaraderie – e.g. ask a specific question to participants and ask them all to share their experiences and thoughts.
- At the end of the game, take a group photo of participants and share the photo on social media with us! @Climateinteract
- Always register your events on the Climate Interactive Website!