

Talking points on Statecraft MUN

The Statecraft Model UN Simulation provides instructors with an array of scenarios - including dynamically updating crisis simulations - that allow their classes to simulate the United Nations Security Council and General Assembly while learning about major world issues. For those who have designed their own simulations in the past, the Statecraft system provides document management for position papers and resolutions throughout the drafting process (including working papers and amendments) in addition to preparation materials for students. Our simulations will be updated to reflect current events once a semester.

Instructors with limited Model UN experience

- This simulation provides an introduction to the workings of the United Nations.
 - The Security Council Simulation includes an introduction to the different types of peacekeeping the UN uses, the other tools at its disposal, and how the structure of the council shapes decision-making.
 - The General Assembly Simulation introduces students to the complexity of engaging in diplomacy when countries from all over the world with diverse resources, problems and political systems, attempt to address global problems.
- Whichever scenario you select will provide an introduction to the major topic at hand as well as an array of resources for you and your students to use to further explore the topic. While students may have heard of some of the topics covered, the scenarios used will guide them through a more intimate understanding of the geopolitics behind the topics.
- Students will learn how to engage in primary document research as they write their position papers.
- Students learn important concepts of diplomacy and working in group settings as they draft resolutions to address the topics at hand.
- Our dynamic simulations have realistic crisis components that, while fictional, are based on research to be as realistic as possible. Each update comes with a pedagogical note about how to incorporate discussion of the update into lessons about how the UN operates.
- If you are planning to attend a Model UN conference, or put together a Model UN team, this online simulation provides an excellent introduction to research, diplomacy and writing UN documents. Additionally, if the instructor uses the included rules of

procedure and guide regarding formal and informal debate, the simulation will closely replicate what students can expect at a conference.

For instructors with Model UN experience:

- Designing new and timely simulations is time consuming. We remove that work by giving instructors a range of simulation options that are routinely updated with new information.
- Our dynamic simulations have realistic crisis components that, while fictional, are based on research to be as realistic as possible. Each update comes with a pedagogical note about how to incorporate discussion of the update into lessons about how the UN operates.
- Our automated system provides a simple tool for students to turn in their position papers as well as to collaborate on and view working papers throughout the drafting process.
- The position paper format and resolution process mimics those used at most major conferences, making it possible to use the Statecraft simulation as a training tool for future conference participation. If used with the included guide on formal and informal debate / rules of procedure, it becomes even more effective as a preparation tool.
- In a future update, we intend to make it possible for multiple classes to participate in a simulation together.

Learning outcomes:

- Students participating the Statecraft Model UN simulation will
 - o Develop an understanding of the structure and function of major UN bodies;
 - o Develop an understanding of major events occurring the world;
 - o Analyze world events from multiple perspectives;
 - o Engage in both individual and group writing that includes primary document research;
 - o Improve their negotiating abilities.

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