

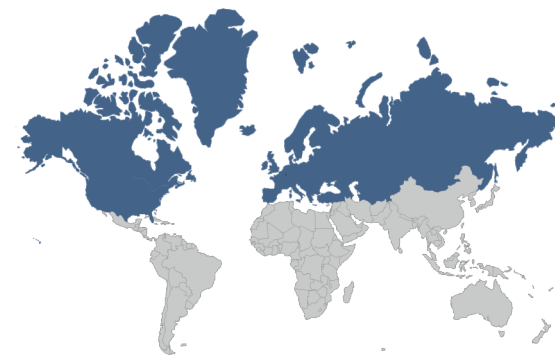


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FROM VANCOUVER TO VLADIVOSTOK

WORKSHOP ON MULTILATERAL DIPLOMACY

MANUAL

MANUAL

PLAYERS

TEAMS representing stakeholders interested in the OSCE reform. The game is comprised of six stakeholder sheets. Whether all the sheets will be used or just a few selected is up to the Marshal, based on the overall number of participants. The size of each team depends on the number of participants as well. The teams are split according to the Marshal's decision. The teams draw a "Stakeholder Sheet", whose position they will prepare and negotiate throughout the game. The number of players per team should be equal or roughly the same. Either everyone registered for the class or a part of the group can participate in the game (up to the Marshal), the rest will take on the role of the jury and support the Marshal in the final game assessment. To maintain the integrity of the game, the final decision on the game form is made by the Marshal, in agreement with the teams.

THE MARSHAL– the game host. This role is held by the lecturer/teacher who conducts the class and has sound knowledge on the functioning of the OSCE and the current international events, as well as the political and economic situation throughout the OSCE territory. The host decides upon the division into teams, explains the rules and the goal of the game, presides over the debate once the consultation has closed, can introduce a random event, summarizes the debate and assesses the teams' negotiation strategies as well as controls the time during each stage of the game.

THE GOAL OF THE GAME

The goal of the decision-making game *From Vancouver to Vladivostok- Workshop on multilateral diplomacy* is to reach a common position on matters which are the subject matter of the debate.

GAMEPLAY

The game consists of the following stages:

Stage One: The teams get to know the Introduction to the game sheet, which describes the main goals of the OSCE and the reform projects specified by the Organisation itself – the Corfu Process and the Helsinki +40 Project. Next, each team picks its leader, serving as the presidency representative, who will act as a liaison between them, the other stakeholder groups, and the Marshal throughout the debate. The Marshal then asks the leaders to draw sheets containing the agendas of represented groups of stakeholders. These describe the general context of the OSCE operations in a given field and the goal of the reforms that the group is supposed to develop in order to increase the transparency and efficiency in that field. During Stage One, the teams work separately, attempting to develop their own positions.

Stage Two: The team leaders inform the other teams of their themes and expectations. Each team formulates one priority from its own agenda which the other teams have to refer to in their own proposals while maintaining the integrity of their positions.

Stage Three: The teams work on taking the priorities of the other teams into account, maintaining the integrity of their own agenda. At the halfway point of this stage, the Marshal can introduce a random event (examples can be found in the Marshal's Sheet); the Marshal informs the leaders, who forward this to their teams. The teams must adjust their positions in accordance with the new circumstances.

The Finale: After the time for Stage Three runs out, the Marshal announces the end of the group work. The finale starts, during which the teams present the positions they have formulated and refer to the priorities declared by other teams. The Marshal assesses the positions based on their compliance with the agenda, including the random event, if one was introduced during the debate and their coherence with the priorities of other teams.