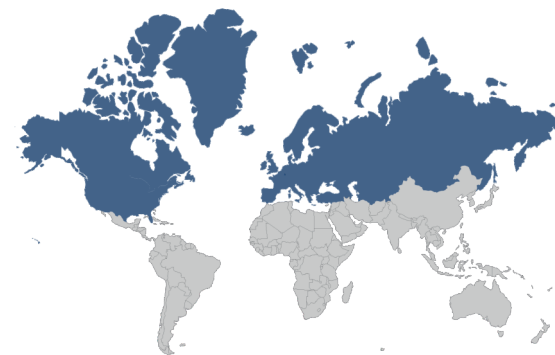




Ministry  
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# FROM VANCOUVER TO VLADIVOSTOK

## WORKSHOP ON MULTILATERAL DIPLOMACY

# MARSHAL'S PROFILE

# FROM VANCOUVER TO VLADIVOSTOK

## WORKSHOP ON MULTILATERAL DIPLOMACY

The Marshal conducts and controls the game, and makes the final assessment based on the matrix of assessment of convergence/divergence of positions and negotiation strategies prepared during the game.

The Marshal divides the activity group into teams, each of which represents one group of stakeholders. The Marshal also decides on the number of stakeholder sheets to be used depending on the group size. 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.

Once the group has been divided into teams, the Marshal presents the rules of the game described in **the Manual** and asks the teams to read the Introduction to the Game with the general context of the Organization functioning and, if necessary, provides the teams with necessary information and explanations.

*The Marshal may decide to introduce a “random event” into the game in Stage Three, which will force the teams (a part or all of them) to review their position and change their negotiation strategy. Attention should be paid to the fact that this decision will extend the game time as teams will have to redefine their goals and strategies. Examples of random events: Russia's decision to withdraw from the OSCE; proposal/request issued by President of Ukraine V. Zelensky to exclude Russia from the OSCE; change of power in Russia - the fall of the Putin regime and its replacement with democratic authorities. The Marshal may introduce another random event, taking account of current affairs in the international arena and their consequences for the OSCE.*

**The Finale:** The Marshal closes the consultations and sums up the proceedings. The Marshal prepares a matrix of assessment of convergence/divergence and based on it, assesses the strategies and negotiation success of individual teams. The Marshal discusses the strengths and weaknesses of the team's argument line, asks the participants for their feedback on the gameplay, including the assessment of the argument line and the negotiating commitment of the other teams.

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The game time depends on the adopted variant (with or without the introduction of a random event). The time for individual stages is decided by the Marshal, who controls the course of the game and can consult with the teams in this regard.

An example game timetable:

**Stage One: 20 minutes** – individual teams read the Introduction to the game and the Stakeholder sheets, and prepare their initial position in accordance with the goal specified

**Stage Two: 3-5 minutes** - the priorities of individual stakeholders are presented - each team informs the others about one priority that teams must address in their agendas

**Stage Three: 15 minutes** - a position on the reported priorities of the other teams is prepared

At this stage, the Marshal may decide to include a random event – if such a decision is made, the Marshal informs the teams after 10 minutes of Stage Three and extends the negotiation time by 10 minutes (this stage will last 25 minutes in total in this variant).

**Stage Four: 20 minutes** – a plenary session, during which each team is given the same time limit in which they present their own agenda taking account of the goal specified in the stakeholder sheet (considering the consequences of a random event if it was introduced in Stage Three) and priorities reported by the other teams

**The Finale:** 15 minutes – a summary provided by the Marshal and discussion

**Total:** 75 minutes (no random event); 85 minutes (with a random event)