Hot Spot Project Specifications

Final Project – Creating a lesson in International Relations from a historical event
Approximately 5 – 10 pages, in addition to diagrams.
DUE JANUARY 21ST, 2005

The final project will involve choosing a historical concept from an electronic conflict database and breaking down what happened, and what could have happened based upon factual data and analysis. You will be given a game storyline template and asked to understand the conflict in this manner.

The larger idea of this project is to understand how small or confined conflicts affect local and global environments in the world over time. This effort will draw upon the student's creativity in constructing alternate paths through history, and realistically representing these paths through a designed game tree.
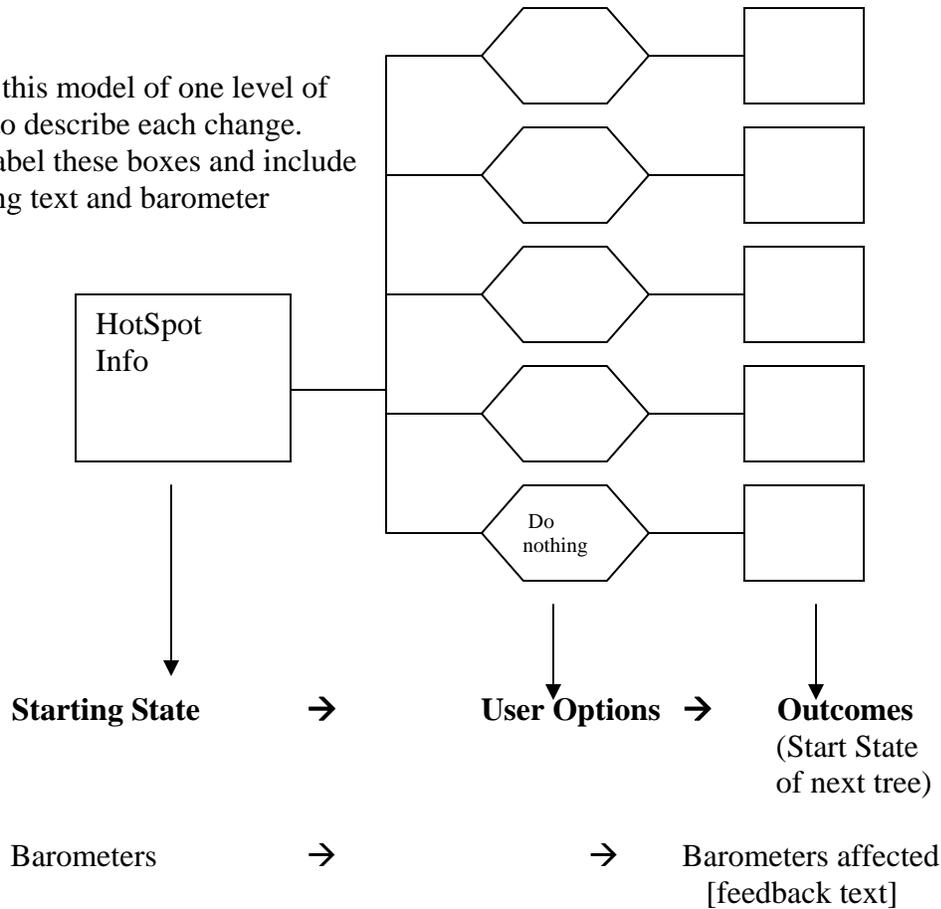
Clear and thoughtfully done projects will have the opportunity to be included in the set of scenarios being developed in our *Global Agenda!* IR Game project.

Key Deliverables:
- A.   Hotspot Title
- B.   Background and Significance of issue at hand
- C.   Game Tree with three levels of "States". This means you must describe one initial state of the world, a set of choices, a set of outcomes to match those choices, and for each outcome, one further level of choices and outcomes.
- D.   Overall advice for the issue at hand, presented from at least 3 perspectives (not for each decision, but for the entire Hot Spot)
- E.   Each State should have the choice of "No Action" along with its results. Each State should also have an additional 3 choices (minimum).
- F.   Each State should have details about how the barometers have changed given the action previously taken, including some description of magnitude and direction.
- G.   Each state should have textual feedback to describe what happened after you took your previous action. It should be limited to what would be visible to the player, and can be the descriptive part of the storyline.
- H.   Provide an example of a "Verdict/Report from History" for two examples at the end of your game tree, based on particular path choices
- I.   Sketch out/Design a possible interface for the visual medium through which the users make the decisions
- J.   Include at least 1 map/plot/other visualization that gives a better understanding of the issue at hand (It does not need to be made with real data, and it may be pre-made, but please include your source). This should be accompanied by a brief description of why YOU think it adds to understanding the hotspot.
- K.   Sources! Please list your sources.

Game Tree

You can use this model of one level of a game tree to describe each change. Number or label these boxes and include accompanying text and barometer information.

HotSpot Info

Do nothing

Starting State → **User Options** → **Outcomes**
(Start State of next tree)

Barometers → → Barometers affected
[feedback text]

Barometers for EACH State

Barometers at each state should indicate a magnitude and direction of change in these variables. You are allowed to use your creativity to decide how to describe them:
      i.e.,   Scale of 1 – 10, Bar graph, Pressure Gauge, Percent increase, etc.
Remember that you need to describe the INITIAL state of the world as well (starting conditions) and why your hotspot may erupt according to these levels of the barometers. Not all are required to change after each action. In this case, indicate which do not change.

BAROMETERS	**Your Nation-State**	**World**
Economy	i.e.,'Huge decline'	'improves'…
Population (#)		
State of Environment		
Healthcare		
Education		
Security		
Approval Rating		
Happiness (well-being)		
Technology level		
Others you believe are relevant…		

Starting State:
Describe Starting Conditions in terms of levels of barometers and text.

Advice:
Advisors/Advice Section should give at least 2 perspectives for the *overall* Hot Spot. It should give more general advice, and can include information that would help at any point in your full Game Tree. It will not be an "Action" in the game tree, but returns you to the original state that you were in, and you simply lose time

Choices:
Always include the option of "No Action", and how it will change the state of the world
Include 3 more choices at minimum.

Each **Action/Choice** Decision will lead to a new tree.