Virtual Peace
The Humanitarian Assistance Simulator

Duke ISIS–Visual Studies Initiative
Duke–UNC Rotary Center
Virtual Heroes
Virtual Peace: Project Origins

- Tim Lenoir Jenkins Chair for New Technologies in Society and University Professor at Duke works with video games and virtual worlds
- Kacie Wallace, Law and Film Video Digital faculty member teaches conflict resolution using video and other new media technologies
- Natalia Mirovitskaya teaches public policy courses in which (among other skills) students use role playing exercises to develop the analytical and communication skills of participants in order to undertake effective policy analysis.
THE OFFICIAL U.S. ARMY GAME

AMERICA'S

ARMY

EMPOWER YOURSELF
DEFEND FREEDOM
Special Forces: Adaptive Thinking & Leadership
Training Modules
Virtual Heroes: Adaptive Thinking and Leadership Training Environment

- Epic Games’ UnReal Game Engine
- Up to 32 players simultaneously
- Real-time in-game assessment & feedback
- Instructor and stakeholder-authoring interface
- After-action review
Turning Swords to Ploughshares
Learning by Doing

Educators in conflict-resolution recognize the value of simulation, role-playing exercises and game-based training for teaching skills in these fields.

“Learning by doing” bridges the gap between conflict-resolution theory and its practical application in a world of crises requiring complex strategy, advocacy, problem-solving, and adaptive thinking.
Learning by Doing

Conflict resolution currently taught with text-based role-playing scenarios for face-to-face exercises or live-action simulation.
$238,000 grant for Virtual Peace
Virtual Peace Training Simulation

Focuses on negotiation, conflict and cooperation between international, national and local organizations and governments in the aftermath of Hurricane Mitch.
Virtual Peace: Simulation
R&D

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Virtual Peace: Digital Assets

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Virtual Peace: Web Design & Video

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Virtual Peace Training Simulation

- 16 roles—avatars designed by Duke undergrads
- Focuses on negotiation, conflict and cooperation between international, national and local organizations and governments in the aftermath of Hurricane Mitch
- Students in training/simulation session “play” a role in the disaster
- Student performance can be compared to historical outcome of Hurricane Mitch relief efforts
Virtual Peace Training Simulation

Students practice negotiating skills in a 3D virtual world environment
Virtual Peace Training Simulation

Instructors and observers can monitor, comment, and aid in the discussions.
Simulation & Learning Environment

Supports:

- Discussion between stakeholders—UNDP, CARE, Doctors without Borders, USAID, local gov’t officials, NGOs

- Rotary fellows around the world can log in remotely to participate in the game
Virtual Peace  the humanitarian assistance training simulator