

GAMING FOR PEACE



The GAP project offers an innovative training environment through the development of a Serious Game. This 21st century environment provides Conflict Prevention and Peace Building (CPPB) personnel experiences within scenarios through role-playing in their own organization and crucially by role-playing people from other organizations. In doing so, personnel increase their understanding, creativity and ability to communicate and collaborate with all participants in the field and within the networks of CPPB missions.



“Conflict Prevention and Peacebuilding (CPPB) personnel can experience a range of scenarios through role-playing in their own organization.”

The Primary aims of GAP are twofold

The Gaming for Peace (GAP) project aims to develop a novel training game for civilian and military peacekeepers.

The GAP project team is composed of researchers, army & police representatives, and various relevant SMEs. Using the combined expertise of this varied team, the project will develop a training experience that is realistic and highly tailored to various peacekeeping missions.

Using in-depth interviews with military, police and civilian peacekeepers, real-life experience of peacekeeping will be gathered. The team will also assimilate existing literature on the peacekeeping experience and current best-practice in training. Through these approaches the GAP team will identify training gaps.

Scenarios, based on real-life peacekeeping experience, will be developed as player scenarios to provide interactive training via a multiplayer online role playing game.

In response to identified training needs, we will develop an innovative and iterative curriculum and tool for learning delivery through the design of a multiplayer online role playing game.

The game will thus be both an innovative tool for delivering training and crucially, a new model in curriculum development, based on state of the art soft skills relevant for missions.

It will be continuously developed and refined as the game is played, during the GAP project, and after in real world training.

Consortium



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