

Newsletter No 8

GAP NEWSLETTER

The GAP project has proposed that Serious Games offer a 21st century environment within which Conflict Prevention and Peace Building (CPPB) personnel can experience scenarios through role-playing in their own organization and by role-playing people from other organizations, and in doing so, increase their understanding, creativity and ability to communicate and collaborate with the other organizations in the network organization that is a CPPB mission.

The GAP project is now over. It has been a steep learning curve for both the project consortium partners, as well as all other stakeholders touched by the project. It seems apparent that the project has succeeded in bringing soft skills to the discussion, and the project has developed the 21st century gaming environment that it set out to do.

The GAP Web-site:

www.gap-project.eu



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The GAP soft skills summit

The GAP (Gaming for Peace) Soft skills summit was held in Dublin, from 10 to 11th January 2019. The objective of the conference was to present GAP project findings on soft skills, how curriculum and game development has progressed, and to bring other aspects of training needs and training delivery practices when preparing personnel to CPPB (Conflict Prevention and Peace Building) missions. The conference gathered more than one hundred experts working with training and education in peacebuilding from academia, policymaking and training institutes (civilian, police, military).

The diversity between organizations, such as militaries, police forces and NGO's as well as diversity between nations, gender and cultures makes it challenging to communicate and cooperate in conflict prevention and peacebuilding operations. Therefore, there is a need to promote communication skills, cultural awareness and gender sensitivity, and all this requires certain amount of empathy. Exercising these skills is essential and that is why GAP project has developed an innovative base curriculum and tool (game) to practice these skills. The game is an innovative tool

for delivering training and a new model of curriculum

The summit was fostering the knowledge created in the project and participants expressed their satisfaction to the summit in various discussions and workshops. Organisers and other consortium members see that there is a specific need and place to continue organizing specific events dedicated for improving soft skills. Peacekeeping practitioners buy this idea and therefore it could be further examined whether global Peacekeeping training summit: International Association of Peacekeeping Training Centres (IAPTC) would like to include this topic in its forthcoming annual conference. The conference programme consisted of plenary sessions and specialized workshops. The summit discussed on topics such as training needs on soft skills and utilisation of simulation and gamification to address the identified needs.

The Summit included an hour opportunity to test and play the GAP Soft Skills Game in Games Bazaar. Launch of GAP Trial Game ensured the possibility for summit participants to received fruitful learning opportunity.

Keynote Speeker Tom Digby:

Tom Digby's keynote speech was an illustrative presentation on how gender and militarism changes how masculinity and war are understood, based on his book, Love & War. How Militarism Shapes Sexuality and Romance. Mr. Digby's presentation employed a lot of visuals as he spoke of how cultural programming influences the understanding of gender and gender roles, and how cultural militarism and violence are learned ways of a culture.

Masculinity is reinforced by gaming. Patterns in cultural programming of masculinity increase the risk of war and conflicts.

Opportunity to play:







The aim of the GAP project has been to meet with the challenges to work more effective together in peacekeeping

environment



GAP summit content in brief

Project Coordinator Anne Holohan opened the first day of the GAP Soft Skills Summit with her presentation: Filling the GAP — A Model Using Real World Experiences to Develop Scenarios and Learning Objectives for a Serious Game which has Inbuilt and Standardized Assessment, which discussed the overall purpose of the GAP project, and how diversity between organizations (e.g. military, police, NGO) and between nations, gender and cultures can make it challenging to communicate and cooperate in conflict prevention and peacebuilding operations. The current training for peace-keepers does not emphasize enough the importance of soft skills. GAP is based on Holohan's field research on the personnel in UN missions in Haiti and Kosovo, on the role of gamification in citizen science, as well as on digital role-playing with implications for gender and culture.

Prof. Vincent Wade, Adapt Centre, Trinity College Dublin and Dr. Mads Haahr, CEO and Creative Director, Haunted Planet Studios also held opening presentations, before the field of participants divided into eight breakout parallel sessions:

- 1. A curriculum for the role of police in peacekeeping
- 2. Game-based soft skills learning in different sectors
- 3. Culture as a resource
- 4. Training needs in comtemporary peacekeeping missions
- 5. Assessment tools to improve organisational effectiveness
- 6. Gender: challenges and benefits
- 7. Curriculum for training civilians on complex missions
- 8. Exploring alternatives in learning through gaming design and skills









You approach the Indian officers with a smile, but they don't seem too happy to see you. They nod and then continue to speak to each other in Hindi.*



Many GAP thanks!

The entire project GAP team thanks everyone who have participated and contributed in all possible ways in project activities!

Soft skills — keep on gaming!

GAP Publications

Singleton, Sara., Holohan, Anne. The Case for 'Trust Awareness' as a Key Soft-Skill for Peacekeepers: A Study on how Trust Impacts Inter-Organizational Cooperation and Local Ownership with Military Peacekeepers Deployed to UNIFIL. Journal of International Peacekeeping (IN PRESS)

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Kuć, Kamil. 2018. "Preparation of military and police contingents for foreign missions - Kosovo case study". War Studies University: Warsaw, 2018 (M.A. thesis).

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Taitto, Petteri. 2017. "'When Diversity is the only Unity': How to Train for a Comprehensive Approach in EU Crisis Management". Seminar Publications on Contemporary Peace Operations - From Theory to Practice. Based on EAPTC Seminar, 2-4 May 2017, Helsinki, p. 93-99, Puolustusvoimat.

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