

TABLE 1.5. Interaction-Related Goals and Simulation Types

| Goals | Face-to-Face | Cyber |
|--|--------------|-------|
| Couple policy formation with world politics | ✓ | ✓ |
| Stimulate search for new solutions and leave room for innovation | ✓ | ✓ |
| Provide practice of international cooperation, real-life events, complex negotiations, models, and paradigms | ✓ | ✓ |
| Simplify complex situations | ✓ | ✓ |
| Replicate diverse activities, from secret to open or informal diplomacy | ✓ | ✓ |
| Draw players to respond to the theatrical setting and take part in the drama | ✓ | ✓ |
| Replicate human aspects of interpersonal activities | ✓ | |
| Use multiple human senses to interpret activity and political moves | ✓ | |
| Allow gradual and prolonged interaction with both asynchronous and synchronous contacts | | ✓ |