TABLE 3.2. Typology Applied

A. Human Players		
Physical Environment	Virtual Environment	Physical and Virtual Environment
Face-to-Face (N = 30, 38%)[a]	**Cyber** (N = 2, 2%)	**Hybrid: Face-to-Face and Cyber**[b] (N = 18, 22%)
Role-Playing and Board Games (8 items, 10%) Mason and Patterson (2013) – the Afghan PRT board game; Ansoms and Geenen (2012) – Monopoly revised board game; Glazier (2011) – Uganda conflict; Korosteleva (2010) – European integration; Fowler and Pusch (2010) – 53 culture-specific packages from the Arab Gulf to West Africa; Williams and Williams (2007) – Ocean Wind board game; Boyer, Trumbore, and Fricke (2006) – on International Political Economy; Shaw (2004) – Zodora and Colombia, foreign policy decision making and peacekeeping Case Studies (12 items, 15%) Bartels, McCown, and Wilkie (2013) – water conflict and Russian foreign policy; Taylor (2013) – UN; Rothman (2012) – Iranian nuclear, Chinese and U.S. economics, environment; Whaling and Myanmar human rights; Butcher (2012) – U.S.-Iran, Middle Eastern conflict; Asal and Schulzke (2012), Williams and Williams (2011, 2010) and Sasley (2010) – on ethical dilemmas in contemporary Iraq; Crossley-Frolick (2010) – UN model on AIDS conference; Siegel and Young (2009) – on terror in Lebanon against Americans; Chin, Dukes, and Gamson (2009) – Global Justice Game on the World Trade Organization; Switky (2004) – European Union voting rules Fictional (3 items, 4%) Ebner and Winkler (2009) – Pasta Wars negotiations; Enterline and Jepsen (2009) – on territorial dispute; Chasek (2005) – fictitious serious terrorist attack in Singapore Theory (7 items, 9%) Powers and Kirkpatrick (2013) – Take-a-Chance, prisoner's dilemma variation; Schofield (2013) – nuclear dilemmas; Dexter and Guittet (2014) – on terror; Goon (2011) – on peacekeeping and peace-building; Kelle (2008) – arms control simulation; Asal (2005) – prisoner's dilemma; Corbeil and Laveault (2011) – negotiations	Case Studies (1 item, 1%) Parmentier (2013) – OAS and Latin America, historical and contemporary Practice (1 item, 1%) Taylor, Backlund, and Niklasson (2012) – on coaching	Case Studies (13 items, 16%) Landwehr et al. (2013) – Cosmopolis applied to Sudan, avatar style with human interaction; Darling and Foster (2012) – OAS; Schnurr, Santo, and Craig (2013) – Convention on Biological Diversity; McMahon and Miller (2012) – Camp David 2000; Obendorf and Randerson (2012); Zaino and Mulligan (2009) – Middle East; Loggins (2009) – U.S. foreign policy decision-making; Stover (2007) – Cuban missile crisis; Simpson and Kaussler (2009) – multiple cases, with Middle East emphasis; On Model UN: Raymond (2010) and Raymond and Sorensen (2008) applied to the Middle East; Fowler (2009) – on peace processes in Guatemala, Hebron, and Armenia/Azerbaijan/Nagorno Karabakh; Shellman and Turan (2006) – transnational insurgency in Iraq, face-to-face and online role-play Fictional (4 items, 5%) Brynen (2010) – with active media organs; Kanner (2007) – War and Peace; Kuperman (2000) – human vs. computer in simulated fishing dispute; Bos, Shami, and Naab (2006) – ethical dilemmas in international business, face-to-face and online role-play Theory (1 item, 1%) Smolinski and Kesting (2012) – on negotiations

B. Machine Players		
Physical Environment	Virtual Environment	Physical and Virtual Environment
Software ($N = 12$; 15%) Case Studies (6 items, 8%) Morey (2011) – Second Greco-Turkish rivalry, 1866–1925, Testing the Conflict and Rivalry Model (CAR); Weir and Baranowski (2011) – Civilizations competing against one another in the Cold War, Middle East, Iran-Iraq War, Rebuilding of Iraq, India/Pakistan, and Korean War; Strand and Rapkin (2011) – UN; Wolfe (2010) – Taiwan Straits Crisis 1996; Geller and Alam (2010) – current Afghanistan; Blair et al. (2010) – U.S.-Russia Theory (6 items, 8%) Stoll (2011) – civil wars; Cioffi-Revilla and Rouleau (2010) – the RebeLand model; Yilmaz (2007) – computational multisimulation; Yilmaz, Ören, and Ghasem-Aghaee (2006) – multimodels and multisimulation; Rousseau and Van der Veen (2005) – identity, threat, and international cooperation; Stoll (2005) – realist theory and civil war computer game	**Cyber Software to Software** ($N = 1$, 1%) Case Studies (1 item, 1%) Earnest (2008) – U.S.-NATO	
C. Human and Machine Players		
Physical Environment	Virtual Environment	Physical and Virtual Environment
Human and Software ($N = 4$, 5%) Computer Games (2 items, 2%) *PeaceMaker* (2007) – the Israel-Palestinian conflict; Gonzalez, Saner, and Eisenberg (2013) – *PeaceMaker* Computerized Board Games (2 items, 2%) Mintz, Redd, and Vedlitz (2006) – counterterror policy; Mintz (2004) – poliheuristic decision-making theory	**Cyber, Human, and Software** ($N = 12$, 15%) Computer Games (7 items, 9%) Harding and Whitlock (2013) – COUNTRY X educational simulation; Lisk, Kaplancalo, and Riggio (2012) – Infiniteams and Eve Online multiplayer video game; Bachen, Hernandez-Ramos, and Raphael (2012) – Real Lives computer game; Earnest (2009) – counterinsurgency online role-playing games; Power (2007) – America's Army digital war games; Schut (2007) – Civilization, Total War, Sid Meier's Pirates and Battlefield historical games; *Statecraft* (since 2002) ICONS Applications (5 items, 6%) Boyer et al. (2009) – negotiations and gender; Blum and Scherer (2007) – European Security; Asal and Blake (2006) – the International Whaling Commission (IWC); DeGarmo (2006) – refugees and internally displaced persons, conflict resolution and peacekeeping, terrorism and public health; Lay and Smarick (2006) – U.S. Senate lawmaking	**Complex[c]** ($N = 0$, 0%) None

[a]The percentages in this table are rounded.

[b]Examples of hybrid simulations include face-to-face and cyber platforms in a single simulation.

[c]Advanced ICONS uses Internet connection between campuses and can be classified as a complex genre, but no articles in our review reported such simulations.