TABLE 3.3. Simulation Costs

Platform	Face-to-Face	Cyber
Depend on logistics and budget	✓	✓
Necessitate physical attendance	✓	
Make it difficult to keep records and monitor the simulation	✓	
Reduce human touch and personal relationships and lack body language, eye contact, and rhetoric skills		✓
Require technology skills and depend on smooth running of technology		✓
Some projects charge for participation		✓
Lack physical presence, so commitment to the simulation is lower		✓
Boundaries	**Face-to-Face**	**Cyber**
Require high time-investment	✓	✓
Require schedule modifications and coordination	✓	✓
Require adjustments to class size	✓	✓
Make intercampus cooperation expensive	✓	
Confined to a single locale and time slot	✓	
Limited time for breakthroughs, feedback, and debriefing	✓	
Leave room for participants to hide in plain sight	✓	
Extend spatial breath at the expense of depth		✓
Increase time pressure due to multiple and overlapping stimuli		✓
Political interactions	**Face-to-Face**	**Cyber**
Depend on personalities and group dynamics for cohesive team activity, so not all voices are heard	✓	✓
Limit complex bargaining, realistic outcomes, and make it hard to define clear-cut winners	✓	✓
Involve rigidity in assumptions, decision rules, preprogrammed moves, or formulas	✓	✓
Tend to be manipulated by players in order to win	✓	✓
Make coaching essential to prevent deadlocks at the cost of interrupting the simulation flow	✓	✓
Disagreements may deteriorate into hostility and violence among participants	✓	
Make back-channel and secret communications difficult	✓	
Lack visual contacts: hard to express one's feeling, "poker face" and related skills remain undetected		✓
Simultaneous interactions increase disorder		✓
Media participation	**Face-to-Face**	**Cyber**
Require a stage and time slot to publicize media products for consumption by political teams	✓	✓
Come at the expense of allocating participants to political teams, so require a large group of students	✓	✓
Lack transcripts on interactions, so coverage is dependent on reporting skills	✓	
Depend on technology and require professional skills to produce media products		✓