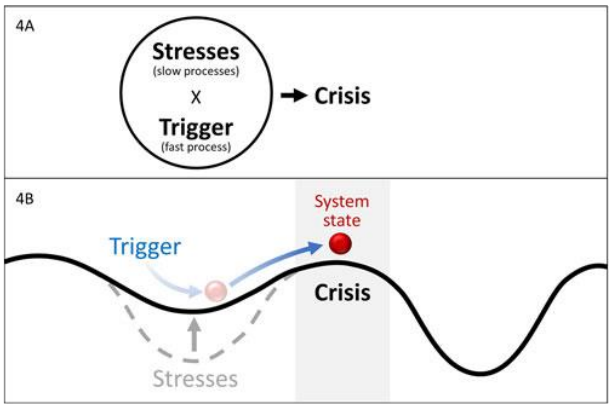
PolyUnderstanding BIP role-playing game of fragility vs. resilience tactics

a role-playing game inspired by Cascade Institute's theorization of a polycrisis grammar along triggers, stresses and crises:



(source: CI 2024-01)

in this game, BIP students would form two competing clans: the Fragiles and the Resilients

in a hypothetical scenario, the Fragiles would try to make an imminent polycrisis more likely/more impactful, by intervening in the systems interconnected in maleficent ways, whereas the Resilients would try to make this imminent polycrisis less likely/less impactful, by intervening in the systems interconnected in beneficent ways, both clans considering the polycrisis grammar of triggers and stresses, and their work judged by a jury; all components (scenario, clans, jury) would mix-up Europe and Africa people and domains

this game would be further developed taking stock of ideas from

- red-blue teaming simulations (link), where the Fragiles would be offending/red-teaming and the Resilients would be defending/blue-teaming the world, also considering purple-teaming flavors (link) where both clans could use a mix of offensive/defensive tactics to further fragility, resilience, respectively;
- analogies with Conway's game of life (link, link), considering domains/systems as cells on a grid that need enough, but not too many, neighbors to survive, thus leading the Fragiles to make competitive moves against, and the Resilients to make collaborative moves in favor of, a dynamic equilibrium of collective survival

in this respect, game tactics would encompass approaches like

- link-focused approaches, concentrating on the links of interconnectedness between different systems: in such approaches, the Fragiles would be trying to identify crisis-cascading links and enhance dependencies upon them, whereas the Resilients would be trying to identify such links, remove them if at all possible, or introduce alternative/redundant crisis-proof links to minimize the possibility of link-traversing crises;
- stress/trigger-focused approaches, concentrating on the stresses and triggers that appear within systems: in such approaches, the Fragiles would be trying ways to make stresses evolve in more subtle / less observable ways, and triggers appear in more sudden / more intense ways, in order to produce crises, whereas the Resilients would be trying ways to better monitor and minimize stresses through timely

interventions, and put in place early warning / fast mitigation mechanisms for neutralizing the impact of triggers

- risk-based approaches, concentrating on the identification and management of systemic risks; in such approaches, both clans would be trying to identify potential risks within and across domains, and then the Fragiles would be trying ways to increase the occurrence likelihood and impact severity of these risks, whereas the Resilients would be trying ways to achieve the opposite; and, last but not least,
- stakeholder/governance-based approaches: in such approaches, the Fragiles would be trying ways to remove from the governance structure of a domain critical stakeholders and mechanisms that increase the response capacity to crises, or at least weaken the information feeds, decision power and/or responsiveness levels of such stakeholders and mechanisms, whereas the Resilients would be trying ways to achieve just the opposite, i.e. introduce in the governance structure of a domain such stakeholders and mechanisms and make sure they have appropriate information feeds, decision power and responsiveness levels to confront crises within a domain / cascading across domains

on top of these game tactics, the whole gameplay experience of this activity will be built taking stock of

- gamestorming techniques (link) for opening up, exploring and closing discussions about potential winning tactics,
- making democracy fun techniques (link) for playful interaction,
- haptic storytelling toolkits (e.g. SAP Scenes, link) for playful design thinking, as well as
- gamification elements such as points, levels, badges, quests, progress bars, trophies and others (cf. element libraries by Marczewski, link, Chou, link and Kanazawa, link)