

DIPLOMACY

1. What was your country's initial strategy?
2. What was *your* reaction to the "diplomacy" element of the game (the politics, talking, deal making)?
3. Why did your country succeed or fail?
4. How was the game similar or different from what you expected?
5. What would you do differently if you were to play this game again?
6. If you were a game designer, how would you change the game? Or, what would you change for our classroom experience?
7. How does this game demonstrate European history at the start of the 20th century (be specific)?
8. How does this game reflect the challenges faced by diplomats today and their efforts for stability in various parts of the world (cite a specific region)? (*on reverse*)