## **Assignment 7b: Debrief Personal Reflection**

Address the following questions (4 page maximum):

1. What did you learn from the game?
2. How does what you learn relate (or not relate) to what we discussed during the course?

The above questions are purposely broad; they are designed to let you discuss *your* experience and draw out the most important things *you* learned. For a paper like this, you will want to identify more than one ‘thing’ learned, but not so many that you cannot discuss them in some detail (i.e., 2-4 is probably ideal).

*Some advice:*

* It might help to think of ‘things’ learned as lessons. A silly example: “Don’t jump on the couch.” That’s a lesson that someone can learn through an experience. Can you develop similar lessons—based on your experience in the game—about cyberspace, bargaining/negotiating, foreign policy, technology, issues (e.g., politics, or economics), inter-agency dynamics, public opinion, the media, and so on? Be creative and original! Nobody experiences the game quite like you!
* This paper is *not* a chronological summary of events that happened during the game. Rather, the goals are to reflect on your experience, to see what the game taught you personally, and to connect what you learned to the course material. Include only enough detail from the game to achieve these goals.
* What you learn from the game does not *need* to coincide (i.e., reinforce, or agree) with course material. You can discuss how your experience *differs* from what we learned during the course.
* Include a thesis statement. Even reflection papers need these!

*Essential components:*

* What you learned, including:
  + Number of items
  + Explanation/ examples
* Connections to course materials

*Awards:*

* The class will vote on the most creative ‘thing’ learned. The winner will receive extra credit points.
* The instructor may also give a ‘best’ paper award. The winner will receive extra credit points.