Gaming Ethical Challenges #1:
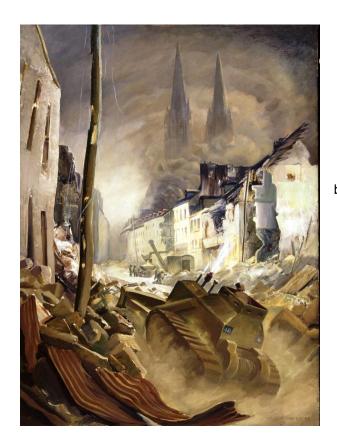# Civilian Harm Mitigation Toolkit

Engineers Clearing Roads Through Caen (1944), by Captain Orville Norman Fisher. Canadian War Museum Collection.

Following the D-Day landings, there was intense fighting for control of the French city of Caen during June-July 1944. Of the 60,000 inhabitants previously resident there, half had fled. Of those who had stayed, 3,000 lay dead and 1,500 had been wounded. Thousands lived in caves, cellars, and makeshift shelters.

After the city was liberated, II Canadian Corps Civil Affairs took a leading role in assisting the civilian population.

OBJECTIVE

Wargames often fail to incorporate civilian harm and harm mitigation. Tactical and operational wargames may present population-free cities, towns and villages, or roads empty of civilian traffic or fleeing refugees. The Laws of Armed Conflict may have only limited effect on player behaviour, with few ethical or legal dilemmas presented. Indeed, the wargame may have no mechanism for tracking collateral damage and civilian harm

Your team has been tasked with producing a *Civilian Harm Mitigation Gaming Toolkit*, consisting of a number of one or more game systems, mechanics, and approaches that might be easily integrated into existing or future wargames. The desired product is not intended to be a stand-alone game, but rather a set of gaming tools that would allow civilian harm mitigation to be more effectively addressed across the wargaming spectrum.

USERS

The primary users of the toolkit would be wargamers in the Canadian Armed Forces and NATO allies, charged with developing and executing wargames.

A secondary audience for the toolkit would be those participating in such games, whether in professional military education or analysis and planning.

PITCH

You will have only three minutes to pitch your toolkit, followed by a very brief Q&A. Try to address the following elements:

OVERALL APPROACH
Describe the overall approach your project will adopt, and why. In doing so, consider your primary and any secondary users, as well as the level of resources that would likely be available to support the toolkit.

KEY COMPONENTS AND MECHANICS
Identify some of the key components and mechanics of your toolkit.

ISSUES AND CHALLENGES
Identify some of the issues and challenges you will need to address during toolkit development

OTHER COMMENTS
Provide any other comments relevant to your proposal. Remember you only have three minutes!

Gaming Ethical Challenges #2:
AI and National Security

This "robot" was neither autonomous nor especially sophisticated. It was used by the Canadian Armed Forces for bomb disposal during the 1970 FLQ Crisis. Canadian War Museum collection.

OBJECTIVE

The rapid development of Artificial Intelligence will have profound effects on national security and military technology in coming years. The proposed game is intended to spark insight and discussion. While it is NOT intended as a deep dive or rigorous exploration of any particular technology or issue, it should offer more value than a simple discussion, potentially identifying areas for future analysis or policy consideration.

Your team may address one of the following topics:

- The broad possible effects of AI on Canadian national security.
- Technology investment in AI as it pertains to military capabilities and platforms (including autonomous weapons systems)
- The impact of AI and autonomous weapons systems at the operational or tactical level.

You have been provided with much less guidance than you might wish from your sponsor. Regardless of which topic your team selects, the game must explicitly incorporate or address ethical issues, whether these pertain to the laws of armed conflict, domestic law and regulation, political accountability, or similar dimensions.

USERS

Identify which particular users would most benefit from your game, and how much time, effort, and specialist knowledge their participation would require.

PITCH

You will have only three minutes to pitch your game, followed by a very brief Q&A. Try to address the following elements:

OVERALL APPROACH
Describe the overall approach your project will adopt, and why. In doing so, consider your primary and any secondary users, as well as the level of resources that would likely be available to support the wargame.

KEY COMPONENTS AND MECHANICS
Identify some of the key components and mechanics of your game.

ISSUES AND CHALLENGES
Identify some of the issues and challenges you will need to address during game development

OTHER COMMENTS
Provide any other comments relevant to your proposal. Remember you only have three minutes!

Gaming Ethical Challenges #3:
The Exhibition

Museum exhibits and all public representations or commemorations of history must sometimes navigate a variety of views, perspectives and sensitivities.

OBJECTIVE

This serious game is designed to introduce players to the challenges of representing or commemorating sensitive history in a way that is factual, sensitive, and inclusive. Players will assume the role of a fictional Museum (or possibly different functional parts of a single museum, or multiple museums) and attempt to put together an exhibition on a potentially sensitive topic, where historical interpretations may be contentious, fraught, or painful. Players must ensure that their exhibition is engaging and informative for museum-goers, and promote the exhibition to attract visitors.

Various stakeholder and community groups might be represented by players or a game mechanic. There may also be constraints of time, budget, and other factors.

USERS

The primary users of the game would be new museum staff, or those studying museums, history, and historiography at the university (or possibly senior high school) level. The game might also be useful to those across the public sector involved in navigating sensitive issues of history, commemoration, remembrance, and community-building.

PITCH

You will have only three minutes to pitch your game, followed by a very brief Q&A. Try to address the following elements:

OVERALL APPROACH
Describe the overall approach your project will adopt, and why. In doing so, consider your primary and any secondary users, as well as the level of resources that would likely be available to support the wargame.

KEY COMPONENTS AND MECHANICS
Identify some of the key components and mechanics of your game.

ISSUES AND CHALLENGES
Identify some of the issues and challenges you will need to address during game development

OTHER COMMENTS
Provide any other comments relevant to your proposal. Remember you only have three minutes!