

Getting Started

Welcome to Statecraft! This “quick start” guide provides everything you need to start using Statecraft in your class. For more information (including the reasoning behind these guidelines) please see the full **Instructor’s Guide** and the **Instructor’s Tutorial**.

Create a Professor Account

Go to www.statecraftsim.com and click on “Create Account,” then just follow the directions provided. (You will need to decide on a unique code for any class that will use Statecraft).

Tell Your Students to Register for Statecraft

Tell them to go to www.statecraftsim.com and click on “Create Account.” *Make sure to tell them the unique code you created for their class*, since they’ll need to enter that code in order to enter the correct “world” for this class. When students register they will pay online (\$30) through Paypal using their credit/debit card. The membership lasts for the semester. There is no cost for the professor or the school.

Schedule Your Turns

We recommend 7 or 8 turns, each of which lasts one week. If you need to give students a break for Spring Break, Thanksgiving, etc., just extend the relevant turn to last two weeks.

Choose a Method of Assigning Students to Countries

We recommend assignment based on *foreign policy attitudes* (students will be given a survey and automatically grouped into countries accordingly). Other options include random assignment and instructor assignment. You will specify the number of students when you register the class, and the program will automatically determine the optimal number of countries. World size ranges from 6 to 12 countries. Particularly large classes will be split into more than one world.

Schedule Class Time for Statecraft

Students need some class time each turn for face-to-face meetings. (We recommend 50 minutes of class time during each turn of the simulation). These interactions spur drama during the simulation and will bring about many of the scenarios that will illuminate the theories taught in your class. NOTE: [These class sessions should not occur right before a turn ends, since students need time to make decisions, meet outside of class, and follow up on their in-class discussions.](#)

Choose Your Grading System And Announce it to Students

It is a requirement, when using Statecraft, to use the Statecraft grading system. [There are several different grading options](#)—see the Instructor’s Guide—but [they all reward students](#) for both *participation* and *successful performance* in the simulation. [If students are not graded on participation, they will not prepare adequately or reflect on their experiences. If they are not graded on performance, they will either lose interest or engage in entertaining \(but unrealistic\) global warfare.](#) Please use Statecraft as intended.

The grading system is specifically designed to create the balance in Statecraft that maximizes the learning experience in the classroom.

Schedule Class Time For Turn 0 Setup

Statecraft runs itself throughout the semester. However, turn 0 ([the “setup turn”](#)) will require some organization from the professor. During this turn students need to [become](#) acquainted with their teams and name their countries. They’ll need to choose their government types and attributes and take their manual quiz. They’ll also need to vote on their president who will be [officially designated when](#) turn 1 [begins](#). [\(We recommend 50 minutes of class time for this Turn 0 setup\)](#). During turn 0 no [other](#) decisions [\(and no international interactions\)](#) can [occur—just keep students within their own country groups](#).

Use the Following Script to Introduce Students to Statecraft

During turn 0 read the following script to your students. This is the “Dr. Keller Orientation Script” [and is designed to pique students’ interest and prepare them to get the most out of Statecraft](#).

“Welcome to Statecraft. I want to warn you about a few things before you start this simulation. First, things usually get very intense, very quickly. Many students spend hours outside of class each week meeting in dorm rooms, libraries, and even bars engaged in heated negotiations, war councils, and strategy sessions. It tends to be addictive because you get to run your own country in a world full of threats and opportunities, and it gets intense because there are real points at stake.

For example, the Global Peace Award is worth 5 points to everyone in the class if no one attacks each other or attacks Sapphire Island for the duration of the simulation. Sapphire Island is a resource-rich paradise that can be conquered and its resources extracted to make your country wealthy, but it is inhabited by the peace-loving Amaru people. If any country decides to use military force against another country or against Sapphire Island, everyone in the class loses the 5 points for global peace, and the aggressor must face the wrath of the rest of the world. There are points to be earned for cooperative goals, like world peace, and competitive goals, like the most militarily powerful country (only one country can win each competitive award). You can rack up a huge point tally through shrewd diplomacy, decisive action, and careful planning, or you can act foolishly and end up embarrassing yourself with zero points. Worst case scenario, your country can literally be wiped off the map.

You will soon be divided into countries and you’ll take on a role like President, Secretary of State, or Secretary of Defense for your country. Choose the role that best fits your interests and skills.

Unlike many simulations, Statecraft gives you complete freedom to name your country, choose a government type, and decide what strategy you want to pursue. In the 11 years of Statecraft history, global domination has worked a few times, with one country or alliance “cleaning up” and gaining most of the points, but more often than not would-be superpowers are taken down and dismantled after becoming too big of a threat to their

classmates. You have the freedom to try strategies ranging from isolationism to empire-building to collective security, and see what works, what doesn't work so well, and why.

Here's the best advice I can give you for doing well in Statecraft. First, read the manual very closely. There are lots of hints in there on how to do well in this game. You will also be quizzed on the manual during Turn Zero and Turn One of the simulation, and those quizzes will affect your grade. Second, look carefully at all of the awards, decide which ones your country is going to pursue, and choose a strategy early on for achieving those goals. Third, never stop gathering intelligence about what's going on in your world. You can do this through spy missions, but you can also do it through ambassador exchanges and—most importantly—through talking to and observing other countries' officials. They will reveal to you, intentionally or not, a wealth of information. Finally, don't try to do everything alone. Form alliances and use international organizations to help you accomplish both global goals and national goals.

I hope you enjoy Statecraft. If you take it seriously and do your best to maximize your point total, you will find real politics happening and discover countless parallels to cases, concepts, and theories in world politics. Simply put, the more committed you are, the more fun it will be, and the more you will learn.”

Download the Test Bank, Lecture Outlines, and Paper Assignments

See the detailed *lecture outlines* (with references to Statecraft in red and many suggested discussion questions), *test bank* (with 95 questions, organized by topic) and *paper assignments* on your professor screen in Statecraft. In general, just find a topic you are going to be dealing with in your class on a given week, glance over the lecture outlines related to that topic, and you'll know what specific elements of students' experience in Statecraft help to illustrate those concepts. Then use the discussion questions, quiz/exam questions, and paper assignments as little or as much as you wish as an aid in assessing students' learning.

Don't Interfere With The Development of Your World

Our claims about Statecraft effectiveness are based on professors using Statecraft as intended. The current system has been carefully balanced and designed over 11 years. Your interference with the simulation can create unpredictable results. Because of this, we recommend trying it out for one semester as we recommend and then trying new things in the future as your understanding of game mechanics, student involvement, and general game rules improves.

Tell Your Students to Contact DWC With Any Questions

There are so many options in Statecraft that often times, in the first few weeks of the simulation, students will send many questions to the professor. You may have answers for many of these questions, however, it is part of our job to provide you with your own virtual Statecraft teaching assistant. Please tell your students from day 1 to click on the “contact us” button on the website for any and all questions they have.