

Call for Submissions

Pop Culture Simulations for Negotiation & Conflict Resolution Teaching

Edited by Noam Ebner, published by DRI Press

This book will be a collection of simulations for teaching negotiation and conflict resolution topics in academic and professional training settings.

The simulations' scenarios will be set in varied pop culture "settings". The goal of drawing on these settings is to enhance participant motivation, role identification, and practice of empathy.

Authors will choose a popular movie, TV series, etc., and design a negotiation or conflict resolution scenario taking place in that world. Simulations included in the book will:

- Create an interaction scenario that makes sense in the context of the pop-culture setting.
- Set up a well-designed negotiation or conflict resolution interaction providing students with the opportunity to practice their skills.
- Be playable not only by students sharing the author's love of the movie, show, or other pop-culture setting, but also by those with no prior familiarity with it. (Alternatively, they include a simple mechanism for providing these students with the context they require, such as by assigning clips to view in preparation for playing their role).

What's your favorite pop-culture? The pop-culture setting for your simulation can be a movie, a TV series, a pop song, a song from *Hamilton*, a children's TV series, and more. Not sure if your idea is in the ballpark? Write Noam to consult.

Be creative! Simulations might involve main characters negotiating or disputing with each other (e.g., Ned Stark negotiating his job offer with Robert Baratheon at the beginning of *Game of Thrones*). Alternatively, they can be loosely planted in the pop-culture setting, without involving any of the main characters directly, or focus on side characters' interactions (e.g. mediating a dispute between Olivander's wand store and a customer whose wand malfunctioned, causing all sorts of mayhem, set in the *Harry Potter* universe). They can build upon conflict situations appearing in the original narrative (e.g., a negotiation between a Jawa and a moisture farmer over the price of an R2 droid, set in the *Star Wars* universe), or set up entirely new interactions.

The material for simulations in the book will follow a shared format: descriptions, setup instructions, roles, teaching notes, etc. Authors will be provided with detailed guidelines. For that purpose, please contact Noam before actually beginning to write the simulation.

Submissions are due by September 30th, 2024. Accepted simulations will be part of a collection on the DRI Lab site and the collection will be published as a book by DRI Press.

For more information or to consult, write Noam at noam@noamebner.com