Executive Summary

The Alliance for Peacebuilding (AfP), a Washington, D.C.-based global membership association, leads the peacebuilding field in tackling complex and chaotic conflicts. In order to further AfP’s mission, the practicum team worked directly with AfP Board Director Emeritus and Government Liaison Dr. Charles “Chip” Hauss as he finalizes his upcoming publication of *Security 2.0: Dealing with Global Wicked Problems*. The purpose of the book is to expand the audience engaged in dialogue on wicked problems beyond peacebuilders, the security sector, and academics while examining five wicked problems and space for paradigm shifts. These issues are pervasive, intractable, and intricately complex – if you focus on pulling one strand of string from a ball rather than what comprises it, the knot gets tighter. With a more diverse dialogue, all intertwining components of conflict may be considered when finding a holistic solution. Therefore, content for three unique guided experiences was developed to explore the nature of such issues as the virtual extension of *Security 2.0*. The first is identity and the intersection of religion, gender, and race. The second is related to civil-military cooperation in a post-conflict setting. The third is reintegration of the child soldier in protracted-conflict environments.

What is a guided experience?

A guided experience is a virtual, interactive, and experiential learning tool. The guided experience allows a participant to engage in wicked problems through a technology-based platform, which in this instance will be developed at a later date. Much like a physical tour of a museum or a virtual flight simulator for pilots-in-training, the guided experience will introduce and guide the participant on a journey or experience which is unfamiliar.

Why guided experiences?

The purpose of the guided experience is to elicit empathy from the participant and larger audience. The wicked problems which are addressed may be foreign or intangible, however the content and simulation of the experience will provide the participant time to reflect on the problem at hand and identify how it may be significant in their own life while considering opportunities for positive impact.

Identity

Identity is shaped through a number of factors. For example, most Americans have experience with a job interview in the United States. However, we may not be fully aware of how identities, such as religion, gender, and race, play a role in shaping the interaction between interviewer and interviewee. In an effort to understand how we view ourselves, how others view us, as well as how different identities may be viewed relative to our own identity, the audience will be guided through a job interview in the United States.

Civil Military Cooperation

Civil-Military cooperation and coordination remain large topics of discussion despite years of operating within the same space. To better understand the decision-making process of both the civil and military actors, the guided experience will present the interactions between the Danish Committee for Aid to Afghan Refugees (DACAAR) and the Provincial Reconstruction Team (PRT) in Ghazni Province, Afghanistan from 2003 through 2006.
Creative Disruption and Child Soldiers

Intractable violence and conflicts are typically cyclical in nature. In order to disrupt such a cycle of violence, we must find creative and innovative means of action. In the case of child soldiers, we have yet to find such a solution and there are more than 250,000 children under this classification in at least 23 countries world-wide. The guided experience will allow the audience to follow one of four children in Central African Republic and their experience as a child soldier so as to elicit an appreciation for the difficult environment in which they live.