This project aimed at designing a two-week Arctic Council role playing exercise with supporting online and offline resources. The settlement of land claims and the growing geo-political strength of indigenous peoples across the circumpolar world are complicating governance in Arctic regions. As a leader in arctic governance the Arctic Council plays a vital role in maintaining cooperation and sustainable development in the north, thus understanding how the Arctic Council functions is vital for early stage political science students.

Developing an Arctic Council simulation required extensive research into current issues being brought forward by each of the polar country, and indigenous representative group’s positions on these issues. It was important to do sufficient research and provide the students with ample resources so as not to overwhelm new, first year students. Upon decided on Marine Shipping and Traffic Management as the theme of the negotiations research on country positions began and the development of a PAME proposal that will be negotiation upon. Students would be divided into one of nine arctic country and permanent participant groups and given a country specific Policy Briefing on the three main themes: 1) Arctic Marine Safety and Emergency Response, 2) Protecting Arctic People and the Environment, 3) Sustainable Cruise Ship Tourism. Creating these policy briefs included careful adherence to actual country policies while maintaining the desired learning objective of maintaining critical thinking while applying negotiation skills. Resources were designed to help students manage identified differing objectives/opinions between countries. Each student group will also receive and information package with further country specific readings to help support them in designing their negotiation positions. A two week course lecture structure and accompany grading rubrics were designed for the professor and teaching assistants.