



Globe, a multinational business game focusing on virtual cooperation in crisis situations

The "Globe" project was first launched by Prof. Dr. Bresinsky in 2013. Since then, it has taken place every semester in a different composition, often focusing on humanitarian problems in Afghanistan. Following closely the work of the UN in its mission UNAMA, the last scenario was designed in autumn 2019. Together with this year's student leadership team of Jule Brischar and Jonas Laester, the project was again designed under the direction of Mr. Reusner. Students from different faculties of the OTH Regensburg as well as students from other international universities supported the project. Involved were the Babeş-Bolyai-University Cluj in Romania, the Charles University in Prague and the University of Glasgow in Scotland.

Together they created a new type of Globe business games under the name "Outbreak Globe": A completely virtual scenario focusing on the current problems of the Covid-19 pandemic. The organisation team took up the modern topic of pure online teaching and tried to expand the learning content for the participants of the exercise. The simulation was carried out on various online platforms and differed significantly from previous years, in which the focus was already on virtual collaboration, but the groups of participants still came together on site - whether in Regensburg or the partner universities Glasgow, Cluj or Prague.

Main topic of the simulation exercise in summer 2020

The topic of the "Outbreak Globe" exercise was more topical than ever this semester. The Covid-19 pandemic is dominating the lives of all people worldwide. How such a crisis situation can be solved on a European level or how such a global problem can be tackled in Europe was primarily the topic of the multinational group of participating students. Together with students from the OTH Regensburg, very mixed groups from the international universities already mentioned came together to solve this problem. In virtual working groups they tried to solve tasks such as the repatriation of German citizens from Romania. These tasks were supported during the business game with lectures on just such topics. For



example, a lecture by Mr. Arne Korth, Member of the EU Commission, gave the students an insight into the EU's procedures regarding the large-scale repatriation of German citizens that actually took place in March 2020.

Simulation setup for the participants

Within the framework of this realistic scenario, it was the function of the Regensburg students, in the role of the German Foreign Office, to plan and organize the retrieval operation. This could only be accomplished in close multilateral exchange with the participants from other universities, who were assigned various tasks. The German Embassy in Romania was supported by a team from Babeş-Bolyai-University

Cluj, the European Civil Protection and Humanitarian Aid Operations run by students from Charles University in Prague and an additional think tank of fellow students from the University of Glasgow.

To keep the situation as realistic as possible, role-plays and discussions with experts were built into the simulation. Here the participants had the opportunity to get information about online meetings from real specialists in their field. For example, there were presentations by Mr. Michael Leupold (German Army officer) on situation awareness and rapid decision-making procedures. Mr. Hans van Eck (Doctors without Borders) spoke about how aid organisations can be brought into European crisis management. A question and answer session with Prof. Dr. Westner (Prof. of the OTH Regensburg) on the functioning of Corona Apps was also offered. The highlight of the 15 lectures and role plays was the guest lecture of the German ambassador in Romania, Mr. Cord Meier-Klodd.

Conclusion

The simulation "Outbreak Globe" was successfully completed on 01 July 2020 after three intensive working days. At the moment, feedback is still being exchanged and the learning content will be deepened in further lectures. Nevertheless, it can already be said that the exercise has been described as very successful by all participants and may possibly be considered groundbreaking for future business games at the OTH Regensburg. Although the



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new design as a pure online project brought special challenges, it was a chance for all participants to expand their skills or to apply what they had already learned.