



JUSTRAC

JUSTICE SECTOR TRAINING, RESEARCH
& COORDINATION PROGRAM

DRAFT – SUBJECT TO CHANGE

Museum Heist: An Anticorruption Learning Simulation

June 26 - 28, 2024

Organized by:

Rule of Law Collaborative
University of South Carolina

Location:

Executive Conference Center
2345 Crystal Drive, Suite 200
Arlington, VA 22202

Metro: Crystal City Metro Station
(Blue, Yellow Lines)

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Rule of Law Collaborative
UNIVERSITY OF SOUTH CAROLINA



Rule of Law Collaborative
U.S. DEPARTMENT OF STATE (INL)
JUSTRAC Workshop
Museum Heist Learning Simulation

Course Objectives

The Museum Heist is an interactive, game-ified learning experience designed to educate participants about corruption, comparative justice systems, and the complexities of foreign assistance in an immersive and high-yield learning environment. Corruption is one of the most high-profile challenges faced by citizens, business, reformers, and government staff in nearly every discipline from health to law enforcement to war fighting. The U.S. government has made combating corruption a national security priority. This simulation is a highly interactive venue for ROLC to aid government staff to gain actionable insights into the “corruption conundrum.” This museum heist scenario aims to harness the power of game playing to enhance learning outcomes regarding corruption for adult learners in the federal government.

Why a game? Games are familiar: we begin playing them in pre-school and continue throughout our lives. The learning benefits are well-documented. The federal and state governments spend billions on war games, computer simulations, and tabletop exercises to improve the skills, inter-operability, and overall readiness of first responders, managers, and the military. Games are immersive, engaging, and can be quite practical. Role-playing games can mirror the complexity of real-life contexts in a way that lectures, discussions, and team exercises do not.

The core of the learning event – days one and two – is a simulated investigation in which participants role play as special investigators in the fictional country of Lartania. Working in teams in competition with one another, participants will use various game mechanics, including requesting and reviewing documentary evidence, interviewing “witnesses,” consulting contextual material, and issuing subpoenas, to uncover information about the fictional 2019 heist at the Lartania National Gallery and the subsequent trial of Mr. Asima Bashir, a Syrian immigrant. In so doing, they will unravel (hopefully) a tapestry of corruption in Lartania and issue indictments. The game closes when all teams issue indictments.

Adult learners absorb information best by “doing” rather than listening or reading. This learning experience is designed to be transformative for participants in the way they think about corruption and international development. During this role-playing learning “game” participants will practice

coalition-building, information-seeking behavior, and applied anti-corruption tactics. They will also immerse themselves in the “experience” of core rule of law institutions – police, courts, local governments – in a highly corrupt environment. As such, participants will build their context analysis and program development skills.

The game simulates participants “trading places” with a local national law enforcement agency, enabling participants to gain a more detailed understanding of the bodies they support and fund through foreign assistance. Participants will also build their understanding of corruption as a development challenge as they encounter different forms and manifestations of corruption in a memorable learning experience. Participants will be exposed to the legal standards that investigators follow, as well as the abilities and constraints of other legal systems.

On the third day, participants engage in a tabletop exercise. Having completed their learning experience as Lartanian Special Investigators, they now shift back to more familiar roles as US government personnel working on an Embassy country team. During the morning of the third day, participants will receive a presentation on basic program development skills, problem analysis, and intervention alignment. Participants will then work together to program a new tranche of funding for Lartania.

This learning event has four basic learning objectives. First, participants better understand the operational aspects of both civil law and developing justice systems. Second, participants gain detailed and experiential perspectives on the corrosive force of corruption in developing justice systems. Third, participants acquire improved understanding of the operational constraints on local law enforcement in developing justice systems. And fourth, participants gain experience in aligning foreign assistance programming to country analysis outcomes.

PRE-WORK MUSEUM HEIST

Prior to the first day of the simulation, participants will have two pieces of preparatory work. First, they must listen to a “true crime” podcast describing the art heist case. Second, they must review a player handbook that contains the rules for playing the game as well as some preliminary pieces of evidence.

DAY ONE MUSEUM HEIST

On the first day participants receive additional instruction on the rules, goals, and procedures. Participants will be divided into teams and introduced to their designated moderator. They will also receive a “tour” of the immersive aspects of the game. The participants will begin game play.

9:00AM – 9:15AM INTRODUCTIONS AND WELCOME

Greg Gisvold, *Senior Fellow, Rule of Law Collaborative, University of South Carolina*

Instructors will provide a summary of ROLC and the JUSTRAC Program as well as the agenda and logistics for the game.

9:15AM – 9:30AM GAME RULES

Karen Hall, *Deputy Director, Rule of Law Collaborative, University of South Carolina*

Instructors will divide the group into teams, introduce the moderators, and answer initial questions.

9:30AM – 12:30PM GAME PLAY

Participants in their groups play the game. They will review evidence, discuss and decide upon investigative strategy, and begin “investigating.”

12:30PM – 1:45PM LUNCH

1:45PM – 4:00PM GAME PLAY

Participants continue to play the game.

4:00PM END OF DAY WRAP UP

DAY TWO

9:00AM – 9:15AM

MUSEUM HEIST

WELCOME AND REMINDERS

Greg Gisvold, *Senior Fellow, Rule of Law Collaborative, University of South Carolina*
Karen Hall, *Deputy Director, Rule of Law Collaborative, University of South Carolina*

Instructors will welcome teams back and answer any questions. Instructors will remind teams how the game concludes and go over the day's play.

9:15AM – 12:30PM

GAME PLAY

Participants in their groups play the game. They will review evidence, discuss and decide upon investigative strategy, and begin “investigating.”

12:30PM – 1:30PM

LUNCH

1:30PM – 2:30PM

GAME CONCLUDES

Participants will play the game and issue their indictments.

Instructors will reveal the true story behind the crime and facilitate a discussion about the game, the issues presented, and the routes to resolution.

2:30PM – 2:45PM

BREAK

2:45PM – 4:00PM

ANALYSIS OF LARTANIA'S JUSTICE SYSTEM

Instructors will brief participants on the final day's activities and assign roles for the country team simulation on Day Three.

Instructors will discuss the systemic nature of justice and the complex series of institutional, legal, and cultural relationships necessary for governments to provide it. Participants will review mapping as a tool of justice system assessment and program design, and build on that review to clarify reform goals, entry points, and related concerns using context maps. Participants will explore stakeholders and possible partnerships within justice systems.

This session will focus on the problem-solving skills necessary to design effective programming, including a discussion on the political nature of reform. Initially, participants will discuss the importance of understanding problems. Skills such as root cause analysis will be modeled and practiced. Participants will also be introduced to the concept of iterative programming and discuss how that process might be applied to programmatic problem solving.

Participants will discuss the concept of “reform layering” and understanding how to chart a critical pathway towards a desired outcome. Participants will be introduced to broad categories of reform programs and discuss and iterative programming. Participants will learn basics of program building such as development of objectives, indicators, timelines, and milestones.

DAY THREE PROGRAM DEVELOPMENT

Participants will delve into the theory and basics of program design, including developing appropriate focus, examining that focus, creatively approaching that focus, and verifying the appropriateness of the focus.

9:00AM – 9:15AM WELCOME

Instructors will review the day’s agenda and logistics.

Greg Gisvold, *Senior Fellow, Rule of Law Collaborative, University of South Carolina*

9:15AM – 10:45AM PROGRAM DEVELOPMENT SKILLS, TOOLS, AND STEPS OVERVIEW

Karen Hall, *Deputy Director, Rule of Law Collaborative, University of South Carolina*
Greg Gisvold, *Senior Fellow, Rule of Law Collaborative, University of South Carolina*

This session will focus on the problem-solving skills necessary to design effective programming, including a discussion on the political nature of reform. Initially, participants will discuss the importance of understanding problems. Skills such as root cause analysis will be modeled and practiced. Participants will also be introduced to the concept of iterative programming and discuss how that process might be applied to programmatic problem solving.

10:45AM – 11:00AM BREAK

11:00AM – 12:30PM COUNTRY TEAM PROGRAMMING DISCUSSIONS

Greg Gisvold, *Senior Fellow, Rule of Law Collaborative, University of South Carolina*
Karen Hall, *Deputy Director, Rule of Law Collaborative, University of South Carolina*

Instructors will divide participants into country teams, where they will commence planning how to spend their new tranche of EUR funding for Lartania. The team will function as an interagency planning group at the Embassy and will be responsible for designing a program to respond to the corruption they uncovered in Lartania during the game. Teams will have access to all the materials they used during the simulation to help them in their program designs.

12:30PM – 1:15PM

WORKING LUNCH

1:15PM – 2:30PM

COUNTRY TEAM PROGRAMMING DISCUSSIONS

Teams will refine their program development inputs (maps, problem analyses, etc.) and complete their project designs.

2:30PM – 2:35PM

BREAK

2:35PM – 4:00PM

PRESENTATIONS

Instructors will facilitate as each participant team presents their project design, rationale, intended outcomes, and illustrative indicators. Participants will discuss the challenges presented by the Lartanian situation and how their designs seek to ameliorate it. Instructors will provide feedback and input.