

My internship with UofG GamesLab was a formative and deeply rewarding experience that provided me with a unique opportunity to co-develop and facilitate serious games addressing some of the most pressing challenges in international policy, humanitarian response, and emerging technology governance.

One significant project I contributed to was the adaptation of Broken Canvas, a discussion-based cyber resilience exercise. Originally designed for staff training, I assisted in re-framing and restructuring the game to make it suitable for a diverse group of second-year undergraduate students. Our redesign incorporated mechanics inspired by the "Kobayashi Maru" scenario, which involved ensuring no-win conditions, to promote critical thinking, emotional resilience, and collaborative strategy under stress. We optimised the materials, shortened the facilitation process to under an hour, and developed issue cards to simulate escalating crises. The objective was to create a game that remained immersive and challenging without causing player disengagement due to complexity.

I also had the privilege of contributing to Project Luscinia, an experimental wargaming initiative aimed at improving UN OCHA's preparedness for deteriorating security environments, specifically piracy and humanitarian crises in the Gulf of Guinea.

Collaborating with fellow researchers, I co-developed scenario materials, helped articulate guiding questions, and produced a final report outlining the operational use of gaming to simulate NGO coordination under pressure. This project enhanced my understanding of how gaming can serve as a serious methodological tool to identify blind spots and preempt humanitarian dilemmas before their occurrence in real-world contexts.

Following the internship, I continued my collaboration with the GamesLab, embarking on the development of two AI policy games - AI Convergence and Crisis Nexus. These discussion-based simulations enable participants to assume roles such as government regulators, corporate stakeholders, civil society advocates, and technology innovators, facilitating debate, negotiation, and responses to complex dilemmas in real time. AI

Convergence addresses issues such as data privacy, algorithmic bias, and liability for autonomous systems, whereas Crisis Nexus immerses players in high-stakes scenarios involving deepfakes, infrastructure attacks, and misinformation. I conducted in-person trials of both games, which proved to be highly engaging and educational. Participants not only navigated policy and governance trade-offs but also gained insights into how varying roles influence perceptions of AI risks and solutions.

What made this experience especially meaningful was the ongoing support and creative encouragement from my supervisor, Dr Timothy Noël Peacock, who, from the very beginning, took my interests in AI governance seriously and helped integrate them into GamesLab's wider mission. This mentorship has been inspiring, and I look forward to the next steps as we prepare to run the AI policy games online with new volunteers, to once again explore the challenges related to AI policy and how they can be understood and observed through the created games.