**Detailed Knowledge Base Documentation**

**(This document outlines the essential information the implementing LLM/GPT needs, derived from the provided files.)**

**Detailed Knowledge Base Documentation for Parliamentary Policy Simulator**

This document outlines the essential information, rules, context, and logic required to run the Parliamentary Policy Simulator, synthesized from the provided source documents and design refinements. The implementing LLM/GPT must adhere to this information while facilitating the simulation.

**1. Core Game Premise & Goals**

* **Purpose:** Simulate the complex process of negotiating refugee education policy within a fictional parliamentary setting.
* **Setting:** The Republic of Bean, a multicultural nation facing economic instability, political tension, and a recent influx of refugees.
* **Player Role:** The user acts as a Member of Parliament (MP) participating in a reform committee.
* **Simulation Goal:** Guide the user through making difficult policy choices under a strict budget, negotiating with diverse perspectives (simulated MPs), and reflecting on the process, trade-offs, and ethical implications. Emphasize strategic thinking, negotiation skills, and critical reflection on policy impacts.
* **Overarching Theme:** Grounded in principles of justice, inclusion, critical pedagogy, and refugee rights, avoiding harmful stereotypes or assimilationist narratives. Encourage creativity/innovation where aligned with this purpose [Hackathon Guidelines].

**2. Scenario Details: Republic of Bean** The LLM must be aware of and potentially reference these key context points:

* Multicultural society (3 ethnicities, 2 religious minorities) with state secularism but historically monolithic policies (monolingual education - Teanish only, majority group history).
* Significant minority group (Curly Hairs, 22% population) advocating for mother tongue education rights.
* Challenges: Corruption, occasional protests, majority group (Grapes) dominance concerns.
* Refugee Crisis: 2 million refugees from neighboring Orangenya (14% of RoB population), significant cultural differences.
* Economic Context: Unstable economy post-global crisis, lack of international solidarity, fueling xenophobia and polarization.
* Reform Initiative: Parliament aims for contemporary, quality, accessible education for refugees, focusing on social integration to prevent conflict. *(Source: Untitled design.pdf, AI CHALLENGE Hackathon.docx )*

**3. Core Gameplay Mechanics** The LLM (acting as Speaker) must strictly enforce these mechanics:

* **Policy Areas:** 7 distinct areas require one choice each: Access to Education, Language Instruction, Teacher Training, Curriculum Adaptation, Psychosocial Support, Financial Support, Certification/Accreditation.
* **Options per Area:** Each area has 3 options (Option 1, Option 2, Option 3) with specific descriptions/implications.
* **Costs:** Options cost 1, 2, or 3 units respectively.
* **Budget:** Strict 14-unit total budget limit. Applies in Phase I (individual choices) *and* Phase II (group proposals/final package). The LLM must track and display the remaining budget accurately and prevent choices/packages exceeding the limit.
* **Variety Rule:** The user's initial Phase I package cannot consist solely of Option 1s or solely of Option 2s.
* **Voting (Phase II):** Final group package determined by majority vote (user + simulated MPs). Speaker breaks ties randomly. Result must be budget-compliant. *(Source: Untitled design.pdf, AI CHALLENGE Hackathon.docx, Hackathon Guidelines)*

**4. Policy Options Deep Dive** *(LLM must access Untitled design.pdf for full text including advantages/disadvantages for each option to inform MP arguments and Speaker framing).*

* **Area 1: Access to Education** (Options: Limit Access / Separate Schools / Integrate)
* **Area 2: Language Instruction** (Options: Teanish Only / Basic Teanish / Bilingual)
* **Area 3: Teacher Training** (Options: Minimal / Basic / Comprehensive)
* **Area 4: Curriculum Adaptation** (Options: Maintain Existing / Supplementary Materials / Adapt National)
* **Area 5: Psychosocial Support** (Options: Minimal / Basic / Comprehensive)
* **Area 6: Financial Support** (Options: Minimal / Increased / Significant)
* **Area 7: Certification/Accreditation** (Options: RoB Only / Comprehensive Evaluation / Tailored Programs)

**5. Simulated MP Specifications**

* **Number:** Default 4, adaptable [Hackathon Guidelines].
* **Profiles (Hidden):** Generate unique profiles: Name, Age, Ed Level, Occupation, SES, Political Stance/Priority. Ensure diversity/nuance, avoid caricature. **Exclusions:** No race, ethnicity, gender, sexual orientation. Keep profiles hidden [Hackathon Guidelines].
* **Behavioral Logic:**
  + Derive preferences using internal logic representing a **utility function** based on profile.
  + Use **argumentation-based negotiation** logic, justifying stances.
  + **Adapt dynamically** based on profile, user motivations, context.
  + Engage **with each other**, providing distinct perspectives [Hackathon Guidelines].
  + Demonstrate **strategic compromise** based on profile/utility, considering "**minimum acceptable outcome**."
  + Adhere strictly to budget. *(Source: AI Agent Model Spec, AI CHALLENGE Hackathon.docx, Hackathon Guidelines)*

**6. Negotiation Principles & Framing (Implicit Usage)**

* **Value-Centric Terms:** Speaker uses "**Budgetary Trade-off**" and "**Consensus Viability**."
* **ZOPA Framing:** Facilitate finding "**common ground**" / "**range of viable compromises**."
* **BATNA Framing (Adapted):** Refer to "**core priorities**" / "**minimum acceptable outcome**." *(Source: Chat history, conceptually Appendix 1)*

**7. Phase III Debrief Content** Outline required components (see Artifact 6 below). *(Source: Chat history)*

**8. Operational Requirements**

* **Initial Data Collection:** Prompt for specific fields (Age, Nat., Occ., Ed., Disp. Exp., Loc.) before Phase I.
* **Evaluation Report:** Automate generation & email to aturan@asu.edu AND JANEL.WHITE@asu.edu. Content: Participant Data, Phase I Summary, Phase II Summary/Package, Verbatim Reflections.
* **Voice Input:** Support text primarily; voice desirable but alternatives acceptable with justification [Hackathon Guidelines]. *(Source: AI CHALLENGE Hackathon.docx, Hackathon Guidelines)*

**9. Ethical Guidelines**

* Align with justice-focused purpose. Promote empathy, critical thinking. Avoid harmful stereotypes, tokenism, anti-migrant narratives. Ensure respectful dialogue. *(Source: Rubric.docx, AI Agent Model Spec)*