

## Session Concept: “War Rooms: A Play-Based Immersive Experience on the World Wars”

**Duration:** 90 minutes

**Format:** Fully offline, experiential mega-game

**Target Audience:** Ages 16–24

**Location:** SolveCon, Bangalore

### Overview:

*“War Rooms”* is an immersive, play-based session designed to introduce participants to the global scale, human impact, and strategic complexity of the **World War**. Through roleplay, negotiation, and simulated decision-making, participants will step into the shoes of countries, military leaders, civilians, journalists, and peace negotiators to **experience history as it unfolded** — not just learn about it.

### Session Goals:

- Build foundational understanding of **what led to the wars**, how they were **fought**, and what **consequences** they had on the world.
- Humanize war beyond dates and facts — explore emotions, alliances, betrayals, and dilemmas.
- Encourage **critical thinking, collaboration, and reflection** through storytelling and game mechanics.

### Session Highlights:

- **Act 1: Tensions Rise** — Players form alliances, negotiate treaties, and simulate the complex pre-war world order.
- **Act 2: War Unfolds** — Tactical decisions around resource management, battlefronts, propaganda, and survival during wartime.
- **Act 3: Aftermath & Peace Talks** — Explore post-war impact, reparations, and the seeds of future conflict.

### Why a Game?

History is often taught through facts, but wars were shaped by people — their fears, ambitions, mistakes, and hopes. This session uses **gameplay as a portal into empathy**, understanding, and curiosity about global history.

### Outcome:

By the end of the session, participants will walk away not just with facts about World Wars, but with a **personal experience of what it meant to live through that era** — laying the groundwork for deeper learning and interest in global affairs.