

See this page also at <<http://tinyurl.com/dakufv>>.

The Globally Collaborative Peace Gaming Project with a globally distributed computer simulation system and its associated Global University System Project are to train young would-be decision makers for understanding interwoven world phenomena with rational analysis and critical thinking, and then in crisis management, conflict resolution, and negotiation techniques basing on "**facts and figures**" for positive sum/win-win alternatives to conflict and war, particularly focusing on the issues of environment and sustainable development in developing countries.