**QDG Facilitator Briefing**

**Context**: X people are expected to participate in the QDG, divided into x groups. The game consists of 3 parts: a) seeing the future - the game scenario is presented in plenary/simultaneously in the groups b) using the future to build the present - the game starts and participants take on the characters, c) evaluating science diplomacy in. In each QDG group the 15 characters can be played in pairs.

**Role**: You are ensuring the smooth running of one of the x groups during event name (game part 2). You will facilitate a group of max x people. For part 3, we will all meet back in plenary.

**Goal**: Help participants to advance towards an agreement on:

* 🧠 Intellectual property rights and regulation: How can we balance universal access with incentives for innovation?
* ⚖️ Ethics & social license: How do we build awareness and societal acceptance for quantum technologies?
* 🌍 Scientific and cultural cooperation: How do we manage tensions over access, control, militarization, and dual-use risks?
* 💻 Hardware and supply chain access: How do we build resilient quantum computing infrastructure?
* 🔐 Security & weaponization: How do we prevent the misuse of quantum computing by rogue actors or in military contexts?
* 📚 Capacity building & brain drain: How do we build global capacity while preventing talent and data from concentrating in a few powerful countries?

**Facilitation**: specify date and time (timing to be adjusted as needed)

1. **10 min (welcome):** Welcoming participants to your group: Settling in the room, ensuring participants have their character badge ready and all material being ready; give them 10 min to review the [QDG Participant Guide](https://drive.google.com/file/d/1kvcXVqGvrolBraqpHay8sAj_qjnpD5gy/view?usp=drive_link)
2. **20 min** (**first delegation meetings**) Starting the game: Participants take on their characters and meet by country to prepare their position (and surface internal tensions). While the characters prepare their position, you will meet with the character(s) "UNESCO Policy Lead" and guide them through their [Briefing](https://docs.google.com/document/d/1IAg7sGqnzwoRm7nz60UoS3fqR1bWCDZO/edit?usp=sharing&ouid=111177316503780637800&rtpof=true&sd=true) to review the game flow
3. **20 min - 30 min (symposium plenary session)**: Requesting the UNESCO Policy Leads to open the Symposium. The leads will follow the protocol as outlined in their Briefing.
4. **30 min (informal consultations per sector)**: Supporting participants in case of questions as they are engaging within their characters in informal consultations (on the drafting of a multilateral agreement) - (make use of the Discussion Guide (refer to page 7 in Facilitator Guide)
5. **30 min (symposium plenary session)**: Taking notes during these negotiations to inform debrief
6. **15 min (preparation for debrief session):** Moderating immediate reflection on the anticipation experience within your QDG group before we all convene at 5:30 PM for "Program Synthesis and Debrief" - you can use this time to discuss key takeaways (prepare your selection of debrief questions

**Logistics**: Character cards and game materials are distributed to participants at the beginning of the event (if applicable: ensuring all know which QDG game group they will join and allowing for equal distribution of participants); Those that will take on the character " UNESCO Policy Lead" are usually appointed beforehand.

**Debrief Session**: specify timing

**Preparation**: Please preview the scenario as presented In the QDG slide deck - it is useful to be familiar with the key dynamics of the game (refer to slide 23 or the screenshot below).

