

Helica Gold Project – simulation game

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Helica Gold Project is a simulation game set in the imaginary country of the Republic of Helica. It has recently emerged from a civil war and has held democratic elections but has relatively high levels of corruption and weak governance. Tensions remain high between the different, tribally-differentiated regions of the country. There are tensions too between the traditional power structures and lines of authority of the long-established tribes and the more recently established structure of local government. The federal government is promoting greater national independence and self-sufficiency.

The game revolves around the discovery and proposed development of major gold reserves by a London-headquartered gold mining company which is listed on the London and New York Stock Exchanges; Beaumont Gold. In order to meet legal permitting requirements to continue into the next stage of development, Beaumont Gold has to secure agreement from the Municipal Government of Sur State, in consultation with communities.

The game involves students playing the roles within the senior management team of Beaumont Gold Company, the Sur Municipality, the Keta Sur tribe on whose ancestral lands the gold has been discovered, NGO activists concerned with community empowerment and protecting the water and other rights of indigenous people, and the media.

Can Beaumont Gold successfully navigate the potentially dangerous tensions within the country of Helica and exploit a potentially highly profitable gold reserve? How does a Western-headquartered mining multinational understand the operating environment, engage local communities, and create partnerships with the public sector, Civil Society and local communities? What social, environmental and economic impacts does Beaumont Gold have responsibility for? How does it define and delineate these responsibilities?