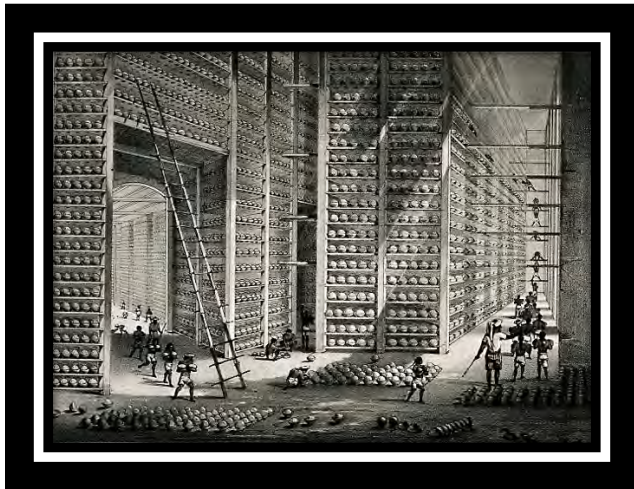




POPPIES, POWER, & PROFIT: GAMIFYING THE OPIUM WAR AND ITS GLOBAL LEGACIES

**STRATEGIES FOR ENGAGING STUDENTS THROUGH GAMES
WITH STEPHEN WLUDARSKI**

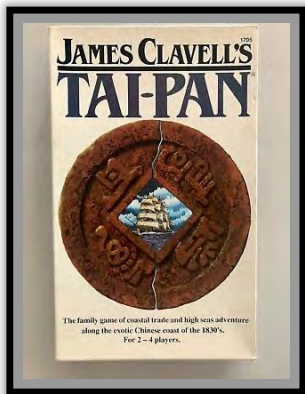
GAMIFYING THE OPIUM TRADE



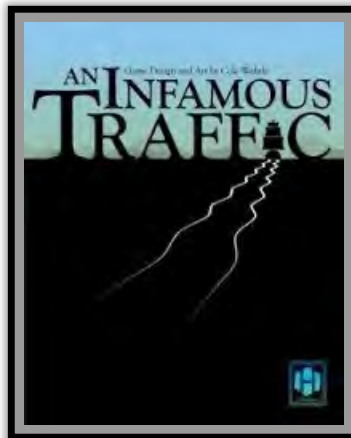
THE LONG HISTORY OF GAMIFYING THE OPIUM TRADE



**A RIP-ROARIN' GAME
OF MERCANTILE FUN**



ANTI-DRUG PSA



“A GAME OF BRUTAL ECONOMICS”

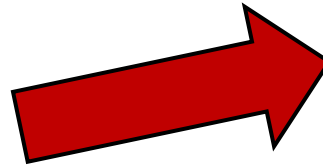


WHY MAKE THIS A GAME?

IT'S ALL JUST FUN AND GAMES, RIGHT?

- **GAMES ARE FUN!**
 - **STUDENTS MORE LIKELY TO ENGAGE**
 - **IMMERSIVE EXPERIENCE**

- **GAMES CAN TEACH!**
 - **MECHANICS WITH A MESSAGE**
 - **INTERACTIVE**
 - **“SERIOUS GAMES”**



MEANING IN THE MECHANICS

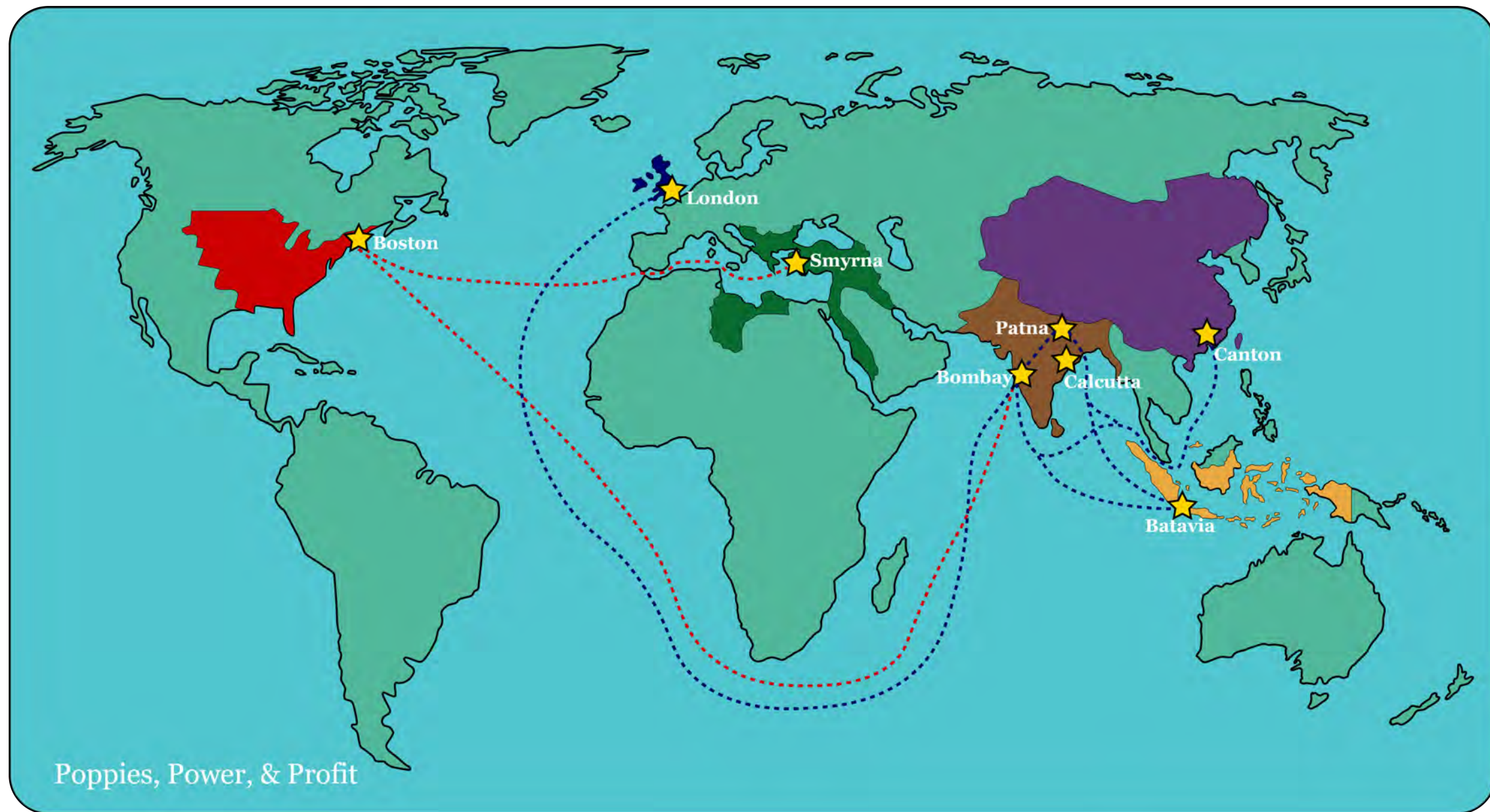
- **WHAT DO YOU WANT STUDENTS TO BETTER UNDERSTAND AFTER PLAYING?**
- **HOW DO YOU SHAPE THE WAY YOU PLAY THE GAME TO MEET THAT GOAL?**

CREATING POPPIES, POWER & PROFIT: THE GAME

GOALS:

- **SHOWCASE THE GLOBAL NATURE OF THE OPIUM TRADE**
- **HIGHLIGHT THE KEY INDIVIDUALS & ORGANIZATIONS ENGAGED IN THE TRADE**
- **HIGHLIGHT THE GOODS INVOLVED IN THE CHINA TRADE**
- **ENCOURAGE BETTER UNDERSTANDING OF THE ECONOMIC INCENTIVES FOR THE TRADE AND ITS EFFECTS**





CREATING POPPIES, POWER & PROFIT: THE GAME

BASIC ROLE CARDS



Portrait of Robert Bennett Forbes. Lam Qua (Chinese, 1801-1860), c. 1830-45. Forbes House Museum

Robert Forbes

Goal: Attempt to accumulate as many points as possible

2x Ginseng 3x Fur 3x Silver

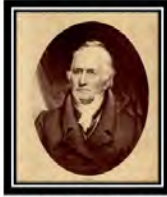



Photo reproduction of painted portrait of Joseph Peabody. J. Notman, Boston, Photographer

Joseph Peabody

Goal: Attempt to accumulate as many points as possible

2x Ginseng 1x Fur 5x Silver



Warren Delano Jr. Genealogical and Family History of Southern New York and the Hudson River Valley

Warren Delano

Goal: Attempt to accumulate as many points as possible

2x Ginseng 4x Fur 3x Silver



Portrait of John Perkins Cushing. Forbes House Museum

John Perkins Cushing

Goal: Attempt to accumulate as many points as possible

3x Ginseng 3x Fur 3x Silver



Portrait of Benjamin Chew Wilcocks. Benjamin Trott (American), c. 1810. The Metropolitan Museum of Art

Benjamin Chew Wilcocks

Goal: Attempt to accumulate as many points as possible

3x Ginseng 2x Fur 4x Silver

CREATING POPPIES, POWER & PROFIT: THE GAME

THE EXCHANGE CARDS



Portrait of Robert Bennet Forbes, Lam Quai (Chinese, 1801-1886), c. 1830-45, Forbes House Museum

Canton
Exchange Rates

3 Ginseng	-----	1 Trade Good
2 Fur	-----	1 Trade Good
1 Chest of Opium	-----	2 Trade Good
4 Spices	-----	1 Trade Good

First to Market Bonus: +1 Good of Player's Choosing



Dutch Shipping of the Bay of Smyrna, Abraham Stock, 18th c. Rijksmuseum Collection

Smyrna
Exchange Rates

2 Trade Good	-----	1 Chest of Opium
1 Silver	-----	1 Chest of Opium

First to Market Bonus: +1 Good of Player's Choosing




View of the City of Boston from Dorchester Heights, Robert Havell, Jr. 1841, Boston Athenaeum

Boston
Exchange Rates

1 "Exotic" Trade Good	---	4 Trade Goods
1 "Exotic" Trade Good	-----	3 Silver

First to Market Bonus: +1 Good of Player's Choosing



Painting of the East India Company's settlement at Bombay and ships in Bombay Harbour by Samuel Smith, 1733, National Maritime Museum

Bombay
Exchange Rates

3 Trade Good	-----	1 Chest of Opium
2 Silver	-----	1 Chest of Opium

First to Market Bonus: +1 Good of Player's Choosing



A perspective view of Fort William in the Kingdom of Bengal, belonging to the East India Company, by Jan Van Ryen, 1754.

Calcutta
Exchange Rates

2 Trade Good	-----	1 Salt
1 Silver	-----	1 Salt

First to Market Bonus: +1 Good of Player's Choosing



View of the Tijdsingel in Batavia, Willem van Jacob van Mourik, c. 1750s, National Library of the Netherlands

Batavia
Exchange Rates

1 Trade Good	-----	2 Spices
1 Silver	-----	3 Spices

First to Market Bonus: +1 Good of Player's Choosing



Entrance to the London Dock engraved by Charles Heath, drawn by Peter De Witt, London, 1828.

London
Exchange Rates

1 "Exotic" Trade Good	---	4 Trade Goods
1 "Exotic" Trade Good	-----	3 Silver

First to Market Bonus: +1 Good of Player's Choosing

CREATING POPPIES, POWER & PROFIT: THE GAME

THE TRADE GOODS



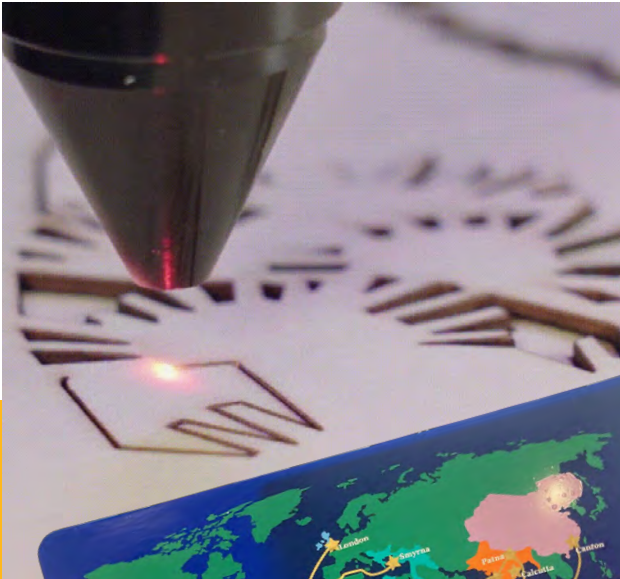
CREATING POPPIES, POWER & PROFIT: THE GAME



CURRENCIES & TRANSPORT TOKENS



How Open Lab made it



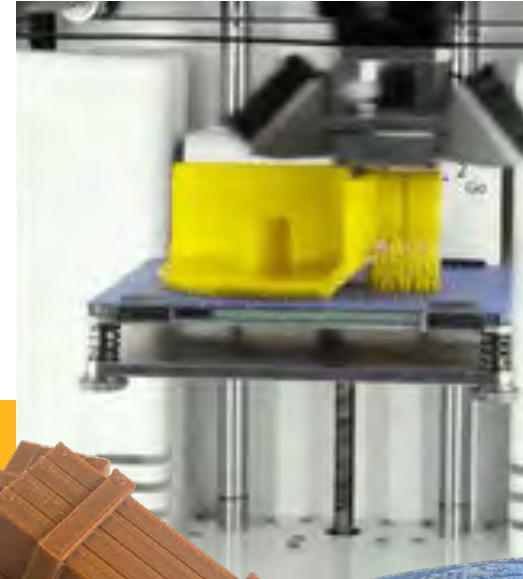
GAME BOARDS

Laser cut/engraved acrylic + vinyl cut decals



BRITISH TRADE COINS

Laser cut discs + printed vinyl stickers



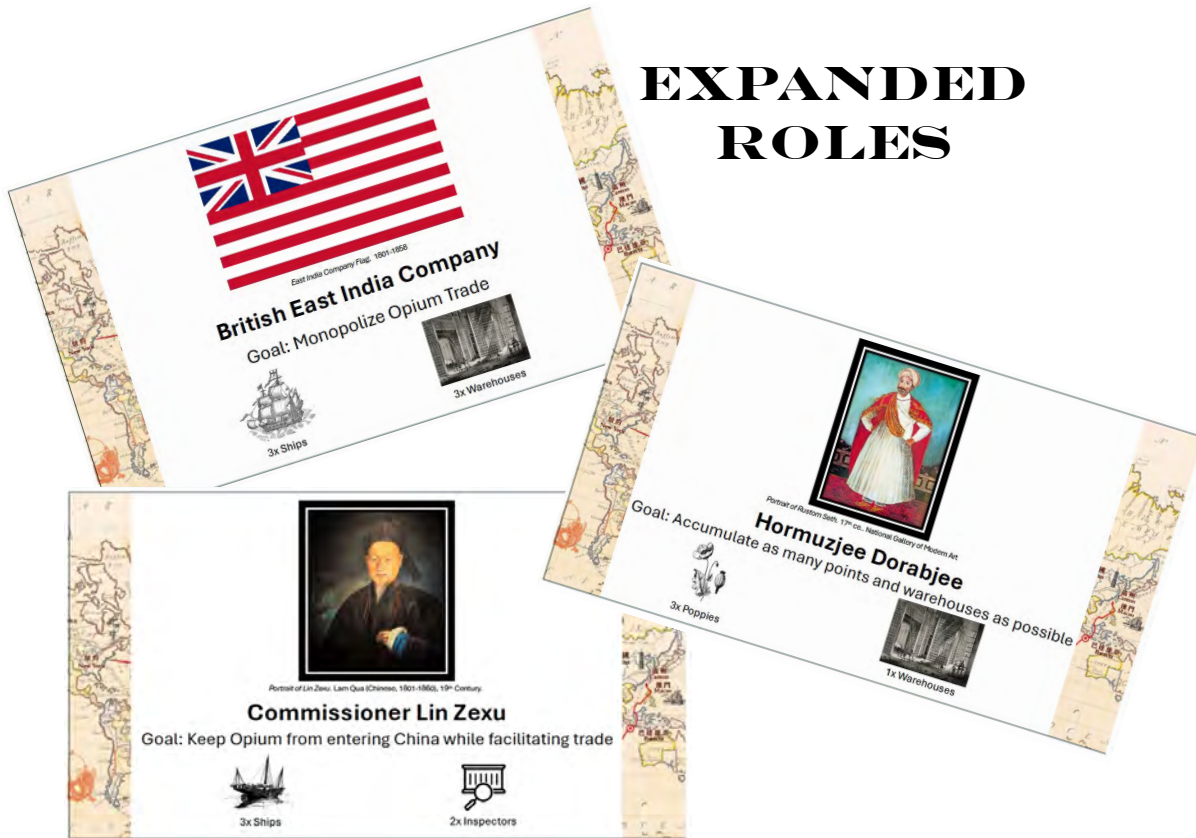
GAME PIECES

Resin and Filament 3D printed objects



CREATING POPPIES, POWER & PROFIT: THE GAME - EXPANSION

EXPANDED ROLES



EVENTS



PLAYING POPPIES, POWER & PROFIT: THE GAME

- **STYLE 1: POPPIES, POWER & PROFIT**

- **PLAYERS TAKE THE ROLE OF AMERICAN MERCHANTS ENGAGING IN THE “CHINA TRADE”**

PLAYER GOAL: ACCUMULATE AS MUCH PROFIT FROM TRADING WITH CHINA AS POSSIBLE

- **PLAYERS MOVE ACROSS THE BOARD WITH GOODS TO TRADE IN CHINA**
- **ROLL DICE TO SEE IF SUCCESSFUL VOYAGE**
- **DECISIONS MADE ON WHAT TO TRADE FOR AND WHERE TO TRADE GOODS**
- **GAMEPLAY INCENTIVIZES THE PLAYER TO TRADE IN OPIUM DUE TO EXCHANGE RATE FOR TRADE GOODS**

PLAYING POPPIES, POWER & PROFIT: THE GAME

- **STYLE 2: PROTECTION FROM POPPIES**

- **THE ROLE OF CHINA IS ADDED TO THE GAME**
- **OTHER PLAYERS CONTINUE THE ROLE OF MERCHANTS**

PLAYER GOAL: KEEP OPIUM OUT OF CHINA WHILE STILL FACILITATING TRADE

- **PLAYER TAKES THE ROLE OF LIN ZEXU**
- **UTILIZES SHIPS TO “BLOCK” ENTRY TO MERCHANTS LOOKING TO TRADE OPIUM IN CHINESE PORTS**
- **REMAINING PLAYERS MUST EITHER COMPLY WITH NEW RESTRICTIONS OR DEVELOP METHODS FOR CIRCUMVENTING TRADE RESTRICTIONS.**

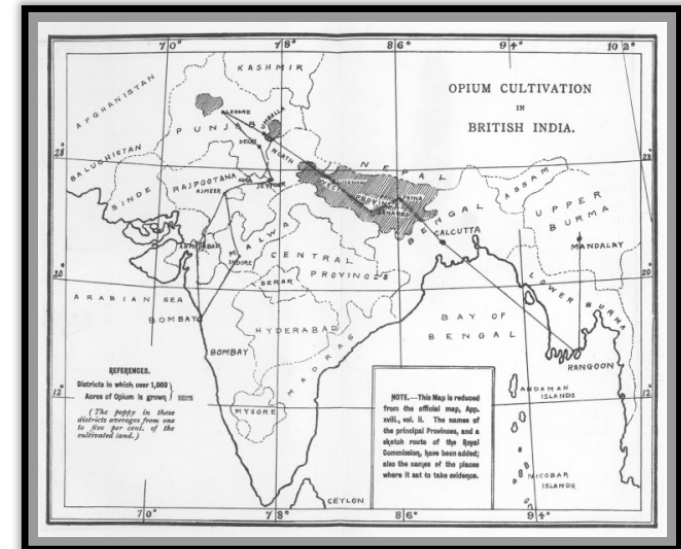
COMPLICATING THE (GAME) NARRATIVE?

HIGHLIGHTING NON-WESTERN PERSPECTIVES IN THE GLOBAL OPIUM TRADE



**POLICING CHINESE
PORTS FOR OPIUM?**

LOGISTICS MANAGEMENT GAME BY PARI TRADERS?



**WHAT ARE YOUR IDEAS FOR
USING GAMES TO TEACH ABOUT
THE GLOBAL OPIUM TRADE?**