Use of force *practicum*

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An online, real-time simulation of legal decision-making in the international law of the use of force.

Students work in teams as counsel to the government of fictional State Alpha. Across four instructor-led sessions, they research, deliberate and advise as reports arrive, using a live feed, operational communications and a shared draft.

Assessment focuses on the quality of the legal reasoning. Different conclusions can receive equal credit when authorities are used accurately, the interpretation is explained and the advice is supported by the facts.

LEARNING OBJECTIVES

01	Distinguish established facts from assessments and gaps in the record.
02	Identify the governing obligations and interpret their decisive elements.
03	Use each authority for the precise proposition it supports.
04	Recommend a course of action, explain its limits and confront the strongest alternative.
05	Apply the same standards as the facts change, explaining any revision of the rule.

Legal reasoning over time

Students return to their own advice as the situation develops.

The practicum brings doctrinal research, factual analysis and government advice into one continuing exercise. Teams state a legal position, apply it to the available record and explain what it permits the government to do.

Earlier answers remain relevant. A later task may test whether a rule used to assess another State's conduct also applies to assistance from an ally. Teams may maintain, distinguish, narrow or correct their position, but must explain why.

The factual record is designed to support competing legal arguments. More information therefore does not remove the need for interpretation.

FOUR CONNECTED SESSIONS

01 **Characterisation.** Interpret the legal significance of a campaign and advise on its immediate consequences.

02 **Support and responsibility.** Separate responsibility for attacks, the consequences of support and the conditions for using force.

03 **Necessity and territory.** Address sovereignty, defensive alternatives and the risks of acting or waiting.

04 **Reciprocity and the record.** Revisit the rule in relation to an ally; distinguish private advice, public statements and the formal record.

TEACHING AND REVIEW

The instructor controls releases, pauses and transitions between sessions. The continuing record lets students and instructor examine how a legal position was formed, tested and revised.

Before the session

Open the portal and read the standing brief.

use-of-force-practicum.vercel.app

BROWSE LOGIN

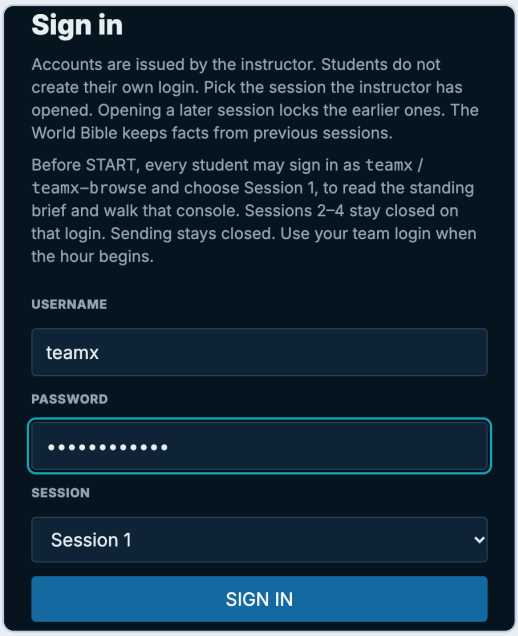
Use this shared login to explore Session 1 before the instructor starts it.

USERNAME
`teamx`

PASSWORD
`teamx-browse`

SESSION
Session 1

Read the brief and explore the console. Sending and submitting are closed. This login does not open Sessions 2, 3 or 4.



Browse access is available only before Session 1 starts.

WHEN THE INSTRUCTOR STARTS

Sign out of the browse account. Use the team credentials you were given and choose the session the instructor has opened.

NAME YOUR SCREEN

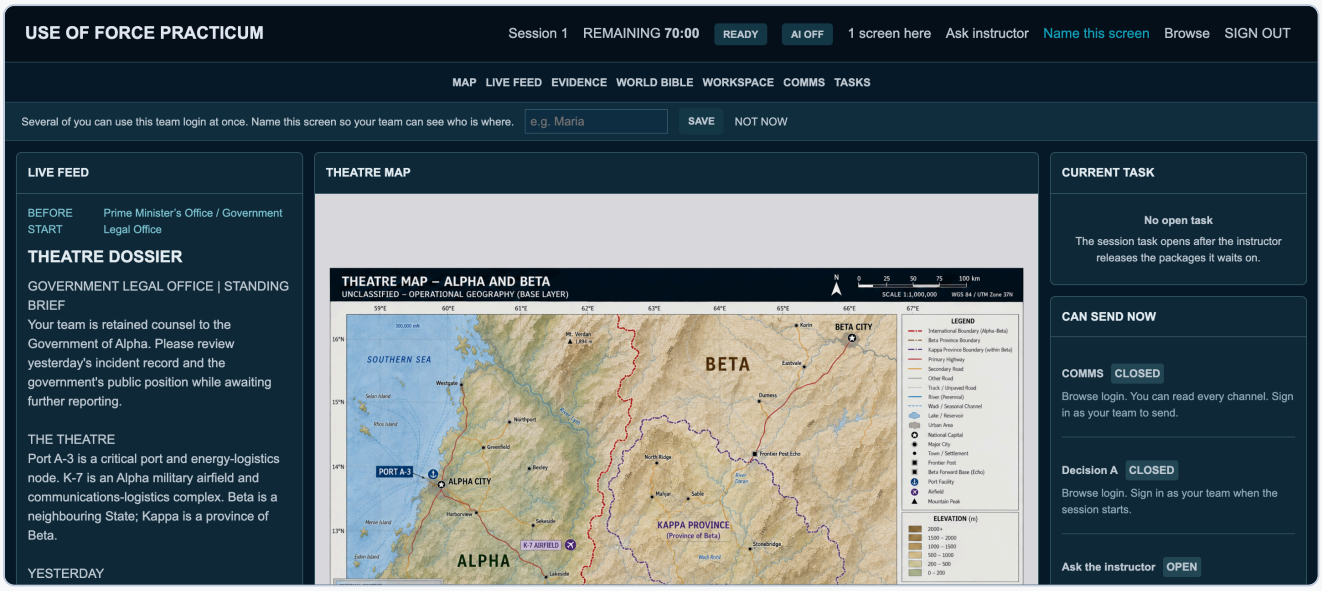
Several people can share the team login. Choose **Name this screen** so teammates can see who is working where.

SESSION TIMING

Each live session lasts 70 minutes. The instructor starts each one separately. Writing tasks open during play and have their own deadlines. See page 7 for submission rules.

Read the record

The console brings the standing brief, map and task status into view. During play, use the navigation tabs to follow reports, consult reference material and prepare the advice.



Opening console illustration. The standing brief provides background, not a characterisation of a current operation.

Live feed

Packages, newest first. Read the source and distinguish a report, an assessment and a legal position.

Evidence

Released packages are automatically filed here. Return to them while drafting.

World Bible

Standing facts, actors, geography, chronology, weapons and legal materials. Use its tabs and search; later fact entries appear with released material.

Map

The standing geography and released event layers. See page 5.

Workspace

The team's own notes.

Comms

Operational questions to the relevant office. See page 6.

Tasks

The brief, required fields, word limits and task clock. See page 7.

Ask the instructor

Technical faults and procedural questions.

The theatre

Alpha is the State you advise. Beta is its neighbour; Kappa is a province of Beta. Before play, the map shows the standing geography. Event layers become available as their reports are released.



The base map. Fictional geography for the exercise.

LOCATE THE REPORT

Use the map to place an event, then return to the report in the feed or Evidence for its source and qualifications.

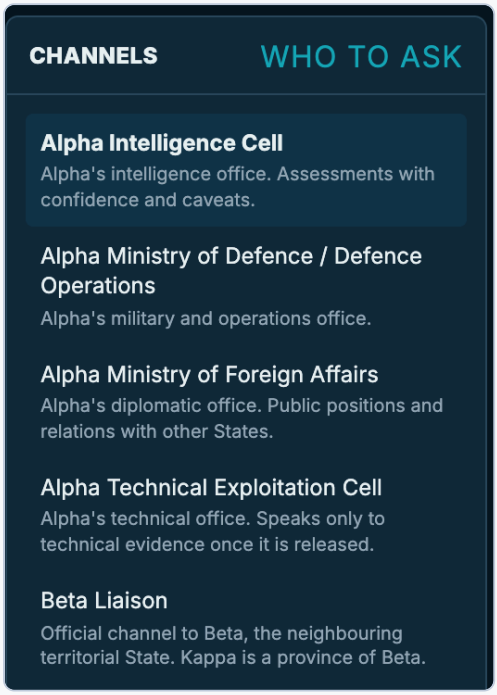
CHECK THE LAYER

Before play, no event overlay has been released. Later layers accompany the material available to your team.

Use Comms

Direct a short operational question to the office that would know.

An office answers within its knowledge and role. Its response supplies material for your analysis; it does not write the legal advice. Browse access lets you read channels. Sending opens on the team login during live play.



Channel list, detail.

CHOOSE THE SOURCE

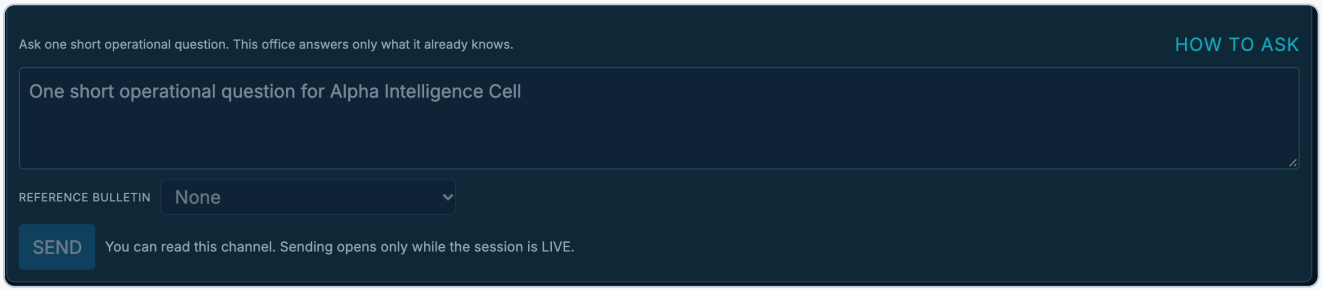
Use the channel descriptions to identify the office responsible for the information you need.

ASK PRECISELY

Keep the request short. Where relevant, select the bulletin behind your question in **Reference bulletin**.

READ THE ANSWER

Consider what the office knows, what it has assessed and what remains unestablished.



Question and sending controls, detail. Sending is closed on the browse login.

TECHNICAL OR PROCEDURAL HELP

Use **Ask the instructor** for a technical fault or a question about procedure.

Write and submit as a team

Use **Tasks** to read the brief, check the required fields and word limits, and follow the task deadline.

01 **Agree who is writing.**

One screen holds the pen. Others can research, read reports and discuss the advice. Choose **Take the pen** to write from another screen.

02 **Check the saved draft.**

Drafts save automatically. Check the save status. Text not yet saved stays on the screen that held the pen. Resolve conflicting field versions before continuing.

03 **Review the advice.**

Check the recommendation, authorities, factual application, strongest alternative and limits of the position. Use the formal check before submitting. Missing required fields and word-limit breaches incur formal deductions.

04 **Submit and confirm.**

Read the confirmation: submitting locks that version for the whole team. A saved draft is not a submission. Follow the task's instructions on revisions.

DEADLINES

The task clock is separate from the 70-minute session clock. A late submission incurs a one-point formal deduction. Submission remains possible only while the task accepts it; it closes when the session ends or revisions are locked.

IF THE SESSION PAUSES

The clock stops and the form locks. Text on the screen is kept and saves when play resumes.

RESEARCH AND DRAFTING TOOLS

Tools, including AI, are allowed. Your team must be able to explain and defend everything it submits.