

Abstract to Discipline Course Plan
“International Organizations Modelling Framework Workshop”

Purpose of study	To form on the basis of ideas about international organizations as an actor in international relations skills of modeling their activities, taking into account their specifics, goals, functions and areas of work.
Place of discipline in the academic program	U 1.C.4*
Competencies to be acquired	GPC-1, GPC-6, PC-1, PC-2, PC-4, PC-5, UC-3
Acquired knowledge, skills and abilities	<p>Know: peculiarities of international organizations as actors of world politics and principles of modeling their activities in the educational process</p> <p>Be able to: as a team member to develop a project to implement the model of an international organization at the stage of collecting and analyzing information in Russian and foreign languages, taking into account the specifics of multicultural professional environment</p> <p>Have the following skills and (or) experience: skills of social interaction in a team; skills of making and implementing decisions in the process of project preparation; skills of preparing documents related to the model of any international organization.</p>
Content of the discipline	Peculiarities of Modeling an International Organization in the Form of a Game. International Organizations as an Object of Simulation. Peculiarities of Preparation of an International Organization Simulation Event in the Form of a Game. Peculiarities of the Process of Carrying out the International Organization Simulation Event. Defence of Projects. Independent Work.
Educational activities	Practical classes, independent study.
Information, instrumental and software tools used	
Midterm evaluation	Credit

*(U- unit, C-compulsory discipline)