

CHAPTER IV

CONCLUSION

4.1. Conclusion

Victoria 3 presents a unique opportunity for commercial games to be used as computer simulations of International Relations, potentially as alternatives to those which already exist within the study. Further exploration of the game's IR related mechanics, namely the game AI's ability to choose a foreign policy doctrine, have shown that Victoria 3 has the complexity required to be used as a basis for a computer simulation of International Relations based on commercially sold games. The game is already capable of allowing the AI country to consider many perspectives when choosing a foreign policy goal. Internal factors, military factors, idiosyncratic factors as well as geopolitical factors.

4.2 Recommendations

The main goal of this research is to open the door for the further exploration of Victoria 3 as a tool for simulating International Relations. The game developer's focus on making the game as modifiable as possible provides the main gateway to achieve this. This presents an opportunity for IR scholarship to invest resources developing modifications for the game to model the various different paradigms and theories of International Relations. Previous IR experiences in creating computer simulations have also provided guidelines, methodologies and good practices when pursuing the creation of a computational

model of IR (Taber & Timpone, 1994). A further exploration of Victoria 3 would benefit from utilizing it.