MULTISTAKEHOLDER ROLEPLAY

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THE TOPIC
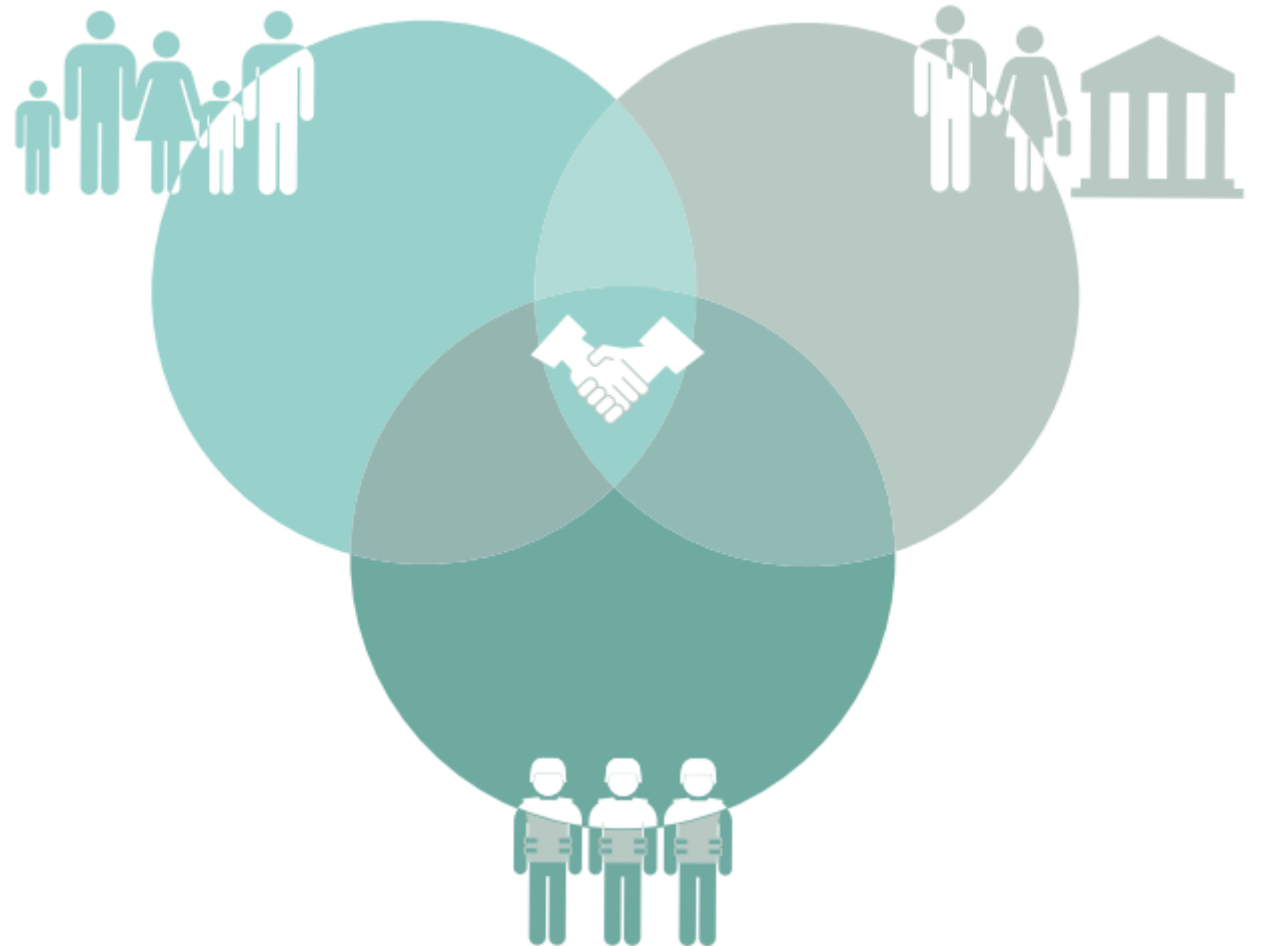
Internet Shutdowns

MULTISTAKEHOLDER ROLEPLAY GAME

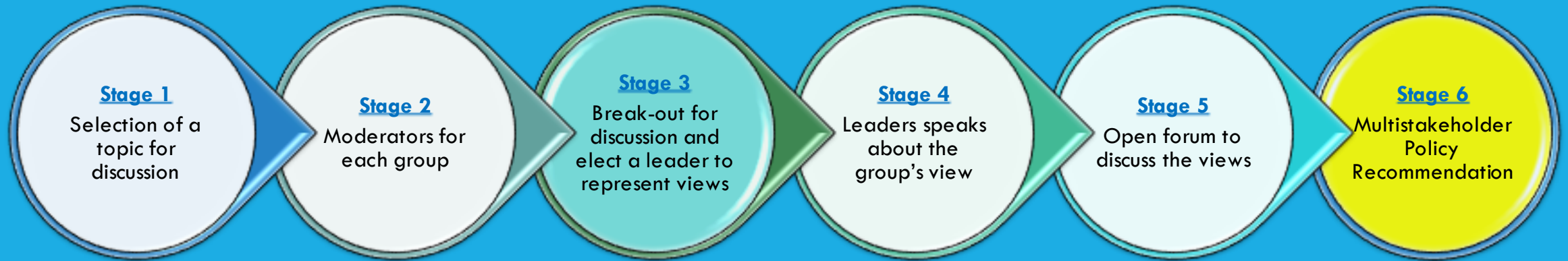**Multi:** Involving more than two types of groups or entities.

Stakeholder: Anyone who has a stake or interest in a specific issue is a stakeholder

Roleplay: Act out or perform the part of a person or character

GROUPS

Stage 1
Selection of a topic for discussion

Stage 2
Moderators for each group

Stage 3
Break-out for discussion and elect a leader to represent views

Stage 4
Leaders speaks about the group's view

Stage 5
Open forum to discuss the views

Stage 6
Multistakeholder Policy Recommendation

THE ROLEPLAY

THE PLAN – FROM 5 PM

5:30	Session Starts and break-out for discussion
5:45	Group discussion starts
6:20	Leader presenting view of groups
6:35	Open Forum and Wrap-up

Technical

1. Blanket shutdown should be avoided.
If necessary certain services can be stopped. Also some keyword filtering can be implemented to avoid total outrage. Each such outage should be followed by standard procedures derived from the discussions of all stake holders. In those scenario also priority service should be kept alive.
2. Internet awareness programs should be organized.

Civil Society

We support partial shutdown from the national security perspective, when it's done the shutdown time, area and loss incurred should be point of consideration. In case of partial shutdowns, supporting technologies should be improved and clear coded law with multi-stakeholder participation is suggested.

Business

1. The group agrees for partial shutdowns if it is necessary but should be the last resort with some services can be left out of shutdown.
2. There should be adequate warning prior to shutdown.

Government

1. Internet shutdowns is necessary but should be the last resort.
2. There should be a reasonable basis for Internet shutdown.

THANKS

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