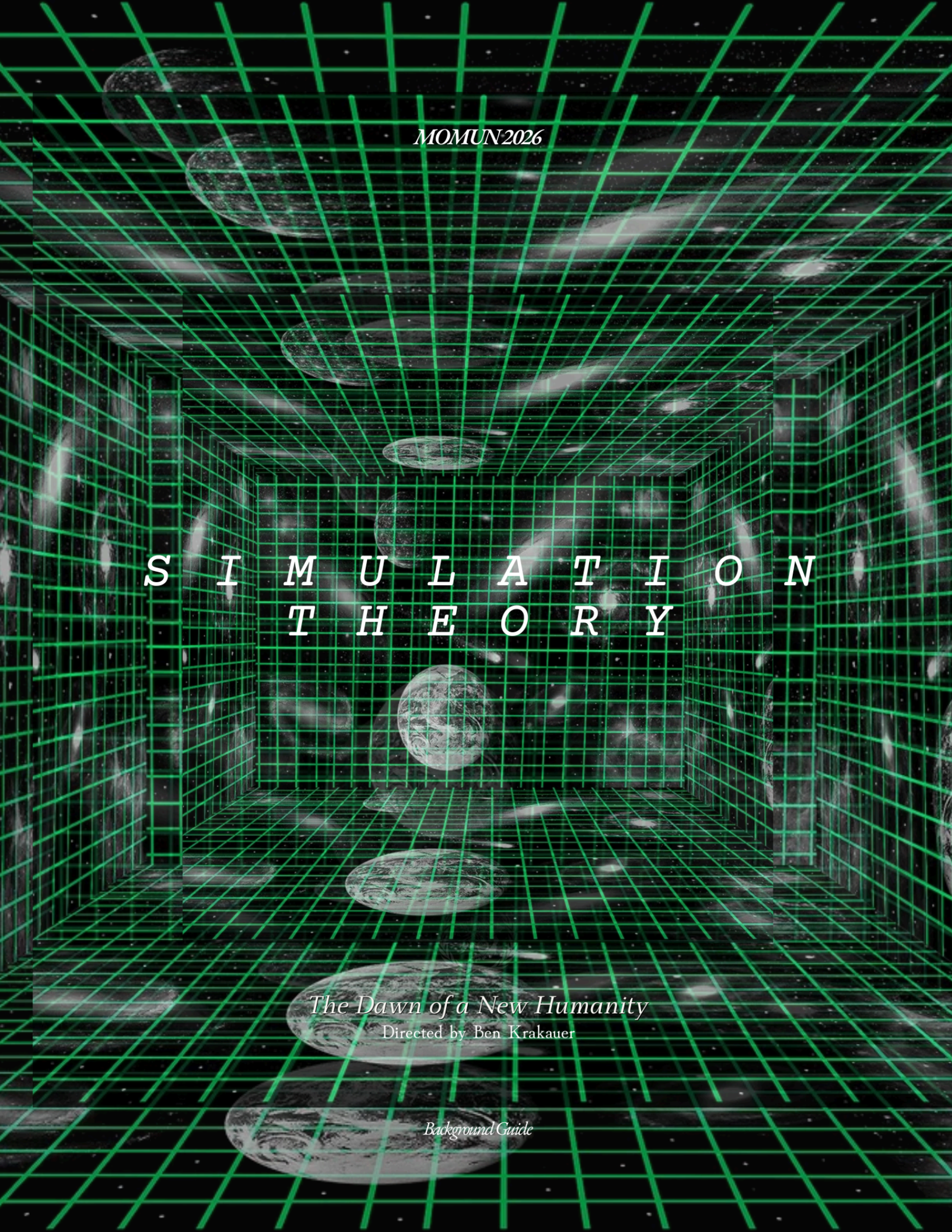
MOMUN 2026
SIMULATION THEORY
The Dawn of a New Humanity
Directed by Ben Krakauer
Background Guide

Table of Contents

Equity Letter

This committee acknowledges that topics discussed may involve unethical or controversial issues, including political issues and disinformation. Unethical treatment of conscious AI may also be discussed. Due to this, there will be some flexibility regarding the discussion of topics that could be deemed unethical in the context of the committee. Delegates should refrain from discussing topics such as mass murder, torture, or other extreme violence when discussing simulated humans within this committee. If these topics must be discussed, avoid intense and unnecessary detail in debate. The classification of simulated humans as life or not is a necessary topic for this committee, but should be treated carefully and respectfully.

MOMUN 2026 has a zero-tolerance policy for equity violations within or outside of the committee. We acknowledge that this committee may touch on controversial issues; however, we implore delegates to maintain a high degree of respect and decorum. As a reminder, instances of racism, sexism, homophobia, transphobia, xenophobia, ableism, or any other form of discrimination will not be tolerated and may lead to disqualification from awards or removal from MOMUN 2026, depending on the severity.

We strongly encourage delegates to refrain from controversial topics, past and present. For clarity, please email or speak to any staff member of this committee. We kindly ask all delegates to approach sensitive issues with the utmost respect and understanding toward others. Moreover, a basic level of respect and order is expected when interacting with other delegates, pages, staff, faculty facilitators, and all MOCRISIS personnel who make this conference possible.

Director's Letter

Dear Delegates,

Welcome to MOMUN 2026. I'm Ben Krakauer, a grade 11 IB student at Monarch Park CI, and I'll be your committee head and crisis director. I have gone to quite a few conferences over the past few years, and have really enjoyed my experiences as a delegate, and now I am directing a committee of my own. At my first conference at SSICSIM 2024, I was in a conceptual crisis about Moore's Law, which remains one of my favourite committees I have been in. Since then conceptual crises have always been the type of committee I am most passionate about. I view conceptual committees as the type of committee that leads to the most interesting and chaotic results, which is what I enjoy so much about them. In my committee Simulation Theory, I hope to see those same results, and the ideas that you can come up with throughout it.

The idea of this committee stems a lot from many of the Sci-Fi movies and shows I have watched, notably Black Mirror and The Matrix. Both of these play into the idea of simulations, and helped build the idea of this committee. One episode of Black Mirror, S6E1, inspired the idea that a quantum computer could be used to simulate a realistic world. I have always been intrigued by the idea of simulation theory and other theoretical and philosophical ideas, so I thought that this idea could turn into a really interesting committee. This committee is not based on a simple idea, and has connections to many advanced physics, which I do not expect you to understand in depth, but I hope you take some new knowledge out of your experience in Simulation Theory. In this committee, you are a group of politicians, company heads and scientists gathered together in the year 2035 to discuss a world-changing technology, simulations. A new incredibly powerful quantum computer has been created that is able to simulate the universe at a 1:1 scale, which brings our very existence into question. This will be discussed in detail more later. Like any other committee that takes place in the future, many of the events leading up to the start of this committee are made up and only loosely based on

current predictions. Everything up to the modern day occurred exactly as it has in the real world, but beyond that it is solely predictions. The political and economic events are somewhat based on current predictions of the next few years, but much is invented. My goal is to ensure that you all have a great experience in this committee. If you have any questions about the committee, contact 343282406@tdsb.ca.

- Ben Krakauer, Background Guide author and Committee Head

Glossary

Artificial Intelligence (AI)

Computational systems that are capable of performing tasks usually associated with human intelligence. These tasks include learning, reasoning, problem solving, decision-making, etc.[1]

Classical Computer

Any computational system that uses ones and zeroes, or bits. Phones, car software, etc. Classical computers remain very useful for many applications that quantum computers cannot perform, and remain the backbone of global technology.[2]

Dot-com Bubble

A stock bubble that developed in the late 1990s and popped in 2000, fueled by the adoption of the world-wide web. This bubble caused huge losses in the stock market, and especially tech stocks, wiping out nearly $5 trillion in market capitalization.[3]

Nuclear Fusion

Nuclear fusion is a form of energy generation that smashes small atoms, such as hydrogen atoms, together to create huge amounts of energy.[4] This is the best source of energy humanity currently has access to.

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[1] "Artificial Intelligence." Wikipedia, March 7, 2026. https://en.wikipedia.org/wiki/Artificial_intelligence
[2] Liu, Lu. "Classical Computer - an Overview | Sciencedirect Topics." Classical Computer - an overview, 2022. https://www.sciencedirect.com/topics/computer-science/classical-computer
[3] Hayes, Adam. "Understanding the Dotcom Bubble: Causes, Impact, and Lessons." Investopedia, August 10, 2025. https://www.investopedia.com/terms/d/dotcom-bubble.asp
[4] "Nuclear Fusion." Wikipedia, March 3, 2026. https://en.wikipedia.org/wiki/Nuclear_fusion

Quantum Algorithms

Specialized procedures designed for quantum computers to use quantum physics to solve complex problems faster than classical computers. These are what allow quantum computers to function, and are key to running simulations.[5]

Quantum Computers

Quantum computers are any computational system that uses particles in a state of superposition, qubits to solve incredibly complex problems. Quantum computers are far more powerful than classical computers and their computation power grows exponentially as size increases.

[5] "Quantum Algorithms: Revolutionizing Computing and Unlocking New Possibilities." BTQ, May 7, 2024. https://www.btq.com/blog/quantum-algorithms-revolutionizing-computing-and-unlocking-new-possibilities

Timeline

1980s

Theory of Quantum Computing was initially developed by Paul Benioff and Richard Feynman independently.[6]

1990s

Further developments in error detection and quantum algorithms are made, making quantum computing closer to realization.

Apr. 1998

The first experimental demonstration of a quantum computer was conducted using a nuclear magnetic resonance (NMR) quantum computer.[4]

[6] "Quantum Computing: A Timeline." BTQ, April 4, 2024. https://www.btq.com/blog/quantum-computing-a-timeline.

Oct. 2019

Google claims "quantum supremacy", meaning that they created a quantum computer more powerful than a classical computer. This was done using the Symcore quantum computer with 53 qubits.[7]

Nov. 30th, 2022

ChatGPT releases, bringing AI into public view and acting as one of the triggers for the AI explosion.

Mid-2025 to Early-2026

Huge investment from large technology companies including NVIDIA, Microsoft and OpenAI fuel massive stock price rises in the tech sector,[8] but also stoke fears of a potential bubble like that of the Dot-com bubble.[9]

[7] Rincon, Paul. "Google claims 'quantum supremacy' for computer." BBC News, October 23, 2019. https://www.bbc.com/news/science-environment-50154993

[8] Reuters. "From OpenAI to Nvidia, Firms Channel Billions into AI Infrastructure as Demand Booms | Reuters." Reuters, December 30, 2025. https://www.reuters.com/business/autos-transportation/companies-pouring-billions-advance-ai-infrastructure-2026-02-24

[9] Press, Gil. "The State of the $2.52 Trillion AI Bubble, January 2026." Forbes, February 1, 2026. https://translate.google.com/translate?u=https%3A%2F%2Fwww.forbes.com%2Fsites%2Fgilpress%2F2026%2F02%2F01%2Fthe-state-of-the-252-trillion-ai-bubble-january-2026%2F&hl=es&sl=en&tl=es&client=srp

**From this point on, the timeline is fully conceptual and is only an educated guess of the future. Events should not be taken as a political or economic position.*

Sept. 2027

The AI bubble bursts, which led to a huge market drop, totalling a near 20% drop in the Dow Jones Industrial Average, and nearly $15 trillion dollars of market capitalization was wiped off the US stock market, mainly in tech but also affecting other industries. 90% of AI companies go bankrupt.

Mar. 2028

Companies that survived the AI crash are able to significantly rebound, but less focus is put into AI and instead into quantum computing, robotics, and other cutting edge technologies.

Sept. 2028

J.D. Vance loses the 2028 election to Gavin Newsom, some of which may be attributed to the AI bubble burst.

Jan. 2029

Nuclear fusion technology that is viable for commercial and industrial application is developed.

July 2031

The world's first nuclear fusion plant is built near the Berkeley Lawrence National Institute. This is a huge leap forward for the US's energy infrastructure.

Mid to Late-2031

The Tech Slump begins, a period of time in which minimal large technological progress is made in the US and other western countries. The Slump angers the public and worries investors. The Department of Technology was created to combat the slump.

Sept. 2032

Gavin Newsom is re-elected in the 2032 presidential election. The Democratic party barely maintains a congressional majority but loses control of the Senate.

Oct. 2033

A new quantum computer called the Planck is built at Lawrence Berkeley National Laboratory, named for Max Planck who discovered quantum mechanics.

May-Aug. 2034

Code capable of creating a simulation is successfully developed by the Lawrence Livermore National Laboratory.

Dec. 6th-10th

On December 6th, Simulation code was combined with Lawrence Berkeley's quantum computer and the first 1:1 simulation of the universe was created. On the 10th, the government, company heads, and leading scientists were secretly informed of this discovery.

Dec. 15th

Committee begins.

Conceptual Background

This committee contains many complex theories and technologies that may be difficult to understand. The exact functioning of these technologies, such as nuclear fission, quantum computers, AI, etc. is not necessary to this committee, but some basic understanding is useful. These technologies will be briefly explained but you may do further research if it interests you.

Simulation Theory and its Functioning

The first and most major conceptual aspect of this committee is simulation theory, also called the simulation hypothesis. What this theory states is that if we are capable of creating a simulation, it is guaranteed that we exist in a simulation.[10] This argument is drawn from probability, as we could in theory generate an infinite number of simulations in which the people living in them do not realize they are in a simulation. This means that the real world is 1 in infinity, thus it is nearly certain that we too live in a simulation of another civilization. Many scientists, business leaders and celebrities over time have stated their opinion on whether simulation theory has any validity. Some argue it does not truly matter, as whether we are in a simulation or not doesn't change how we live, while others argue it is important to our understanding of the universe. It is incredibly difficult to prove or disprove simulation theory,[11] and some argue it may not even be possible to generate a universe as accurate and computationally heavy as our own.[12] For the purpose of this committee, it is possible, and has been successfully created. There is one caveat to the simulations that have been created. They can only run

[10] Bostrom, Nick. "Are We Living in a Computer Simulation?", The Philosophical Quarterly, Volume 53, Issue 211, April 2003, Pages 243–255, https://doi.org/10.1111/1467-9213.00309

[11] Ananthaswamy, Anil. "Do We Live in a Simulation? Chances Are about 50–50." Scientific American, March 31, 2025. https://www.scientificamerican.com/article/do-we-live-in-a-simulation-chances-are-about-50-50/

[12] Irving, Michael. "Do Gravitational Anomalies Prove We're Not Living in a Computer Simulation?" New Atlas, October 3, 2017. https://newatlas.com/gravitational-anomaly-prove-universe-not-simulation/51588

on the mechanics of the universe that we understand, but not on those we do not. There are many aspects of the universe we do not understand, why quantum mechanics works as it does, why particles have mass, etc. What this means for simulations is they will need shortcuts around these unknown physics, but at any level above the quantum one will function exactly as the real world would. The only other major limitation on these simulations is the speed which they can run at. Any quantum computer can theoretically run a simulation, but not necessarily at a processing speed that is good enough for effective research. Building larger and more efficient quantum computers and quantum algorithms is necessary to creating faster simulations.

Quantum Computers

The next major aspect of the committee is quantum computers. Quantum computers are what allow the simulations to run and are far more powerful than classical computers. Classical computers run on "bits", or ones and zeroes. The different combinations of ones and zeroes is what allows code to be created and data to be stored. On the other hand, quantum computers use quantum bits, qubits. In quantum mechanics, particles can exist in states of superposition, where rather than being one thing or another, they can exist in a state in between. In quantum computers, this means that qubits can exist as either one or zeroes but also a superposition of any value in between.[13] What this allows in an immensely more powerful computer than a classical computer that can solve far more complex problems. In this committee, the mechanics of quantum computing has allowed for a computer powerful enough to create a 1:1 simulation of the universe. However this is not entirely true, as in

[13] Schneider, Josh, and Ian Smalley. "What Is Quantum Computing?" IBM, February 4, 2026. https://www.ibm.com/think/topics/quantum-computing.

order to create a 1:1 simulation would require a computer the size of the universe itself,[14] which simply does not make sense. What quantum scientists discovered is that by simply not fully rendering the physics in extreme detail for any part of the universe that is not being observed in detail, an incredible amount of processing power could be saved. What this means is that, unless being directly measured, many of the incredibly complex functions of the universe we know to exist are simplified and require far less energy. This is what has allowed a 1:1 simulation to exist, referred to as 1:1 because any human living in it, even with the most powerful scientific instruments, could not distinguish it from reality.

Artificial Intelligence

Finally, there is the aspect of AI in this committee. AI is not as relevant as previous concepts, but is still important to the functioning of accurate simulations. At our current stage of AI development AI models are not conscious, and we do not know if it is even possible. To create a simulation with simulated humans, advanced AI models would be needed. These models would need to be powerful enough that they could understand that they exist in the same way that humans understand their existence. Often this is called the "Singularity", which is an AI that realizes it is better than humans and can prove that to be true.[15] This committee is not designed to have a heavy focus on AI, but AI consciousness in simulated humans is still important. For the sake of this committee, it has been discovered at some point before the start of the committee that AI can either be conscious, as humans are, or extremely knowledgeable, like Chat-GPT, but not both. This is solely a theory made for this committee and should not be taken as a true prediction of the function of real world AI.

[14] Baird, Christopher S. "Could Scientists Perfectly Simulate the Entire Universe in a Computer, down to the Last Atom?" Science Questions with Surprising Answers, September 15, 2014. https://www.wtamu.edu/~cbaird/sq/2014/09/15/could-scientists-perfectly-simulate-the-entire-universe-in-a-computer-down-to-the-last-atom/

[15] Mucci, Tim. "What Is the Technological Singularity?" IBM, November 17, 2025. https://www.ibm.com/think/topics/technological-singularity

Nuclear Fusion

Another smaller aspect of this committee is nuclear fusion. Before nuclear fusion became a viable source of energy nuclear fission was the best. Nuclear fission involves firing neutrons at a large unstable atom so that it breaks down and releases an immense amount of energy. Nuclear fusion is effectively the opposite, as it uses very small atoms, such as hydrogen, and smashes them together to release far more energy than even nuclear fission can. This is the same type of energy creation that the sun uses. Before 2031, there were no functioning nuclear fusion plants, as there was no way to get out more energy than was put in to start the fusion reaction. However with strong development, nuclear fusion is now a viable source of energy, with the first nuclear fusion plant being built near the Berkeley Lawrence National Institute. The energy requirements for simulations, AI and quantum computers is bound to continue rising, which makes the immense energy potential of nuclear fusion key to this committee. Currently there are only three operating nuclear fusion power plants. This number must rise if this committee wishes to be successful.

Current State of Affairs

Simulations could be viewed as solely another new technology, but this is flawed logic that must not be considered. The implications of simulations on research, science and the public mind cannot be understated. What decisions are made in this committee are sure to have implications across the globe, and stand to rewrite the rest of the 21st century. As it stands, the US faces a crossroads that revolves almost entirely on what decisions this committee makes with regards to simulations. This committee, consisting of politicians, scientists, and company representatives has been called to discuss this breakthrough. How it will be implemented, what will be done for the public, and what it means for humanity.

The Government

The current Democratic government must tread carefully under the scrutiny of the public and political adversaries. Although, this is conditional on the information of this committee being released to the public, and will depend on the path you wish to follow. Whatever action the committee chooses, the public will inevitably find out, and is likely to turn into a huge public controversy. Not only may the public cause roadblocks, the Republicans may too. Currently the Democrats control the presidency and Congress, but not the Senate. Any political action taken will surely be met with skepticism and a potential veto from the Republican Senators. With an election less than a year away and the current president's 8-year term shortly expiring, the party and its members in the committee could find themselves in dangerous territory.

The Companies

Companies can profit immensely from this breakthrough, and are likely already eyeing the billions of dollars potentially to be made. The research companies can perform with simulations, charging for simulated space for individuals to use, or even testing marketing and optimization strategies in simulations are just some of the many benefits for companies. The tech industry and their companies are in a state of quasi-anarchy, with a messy free-for-all of businesses vying for market share without any significant technological progress to back them up. This stagnation is disastrous, and could prove to be catastrophic if action is not taken. For this reason, the simulation breakthrough is so incredibly important to these companies. Another factor is the huge investment companies have made into their private research labs. These labs cannot stand up to the government labs, but are nothing to be scoffed at. It remains to be seen whether companies will push for complete freedom of simulation use or agree to controlled means by which this technology will be used.

The Scientists and the Labs

There are scientists who could be considered to be the voice of reason. The scientific committee is dedicated to improving human well-being, and simulations are a technology that could be used for research to improve humanity. Politicians and company CEOs are often too tied up in maintaining their image and profitability to bring the focus back to people, which is a focus a lot of scientists strive for. Luckily for scientists, in recent years, the government has allocated huge funds for research labs and dedicated research companies to develop technology. As it stands, the labs represented in this committee are some of the most advanced and well-funded labs in the world, with funds that can be used easily with minimal bureaucracy. Many directors or chairs of these prominent labs are members of this committee. These directors have effectively complete control over what their labs work on, although if progress is too slow, the government may look into them, or even cut

funding. The research efforts of scientists will prove key to this committee. If any significant technological progress is to be made in this committee, the participation of the scientists and their labs is necessary. In a time where technological innovation and human ingenuity are at a low, it is possible that the simulation breakthrough will be the trigger to reviving the innovative spirit of humanity.

The World Stage

Lastly, the current state of geopolitics in the world may play a significant role in the use of simulations, especially considering the benefits simulations may play in military technology and research, and internal chaos that could stem from this discovery. As it stands, the US's geopolitical rivals are similar to those of the 2020s. China continues to stand as a major threat to the US lead order, especially since they are not facing the same Tech Slump the US is. Many of the US's rivals of the 2000s-20s have since fallen, such as Russia and Iran, but others have risen up, however Russia still has its nukes. India is now a serious economic rival to China and the US, acting like a third world power. How simulations are used, or how the technology is shared will impact the standing of the US on the world stage, but is a relatively minor issue compared to dealing with the internal impact.

Topic A - Ethics of Simulations

Currently, there are no guidelines on the use of simulations. As it stands this does not pose an immediate threat as it will likely take a number of years before simulation technology will become mainstream enough to be used in potentially unethical manners. Despite this, it is still highly important to set guidelines for simulations while the technology is still easy to control. Simulations can mimic the real world and real people to 1:1 accuracy, and as such it could be thought that laws and international guidelines should still be upheld even within a simulated environment. The primary concerns in the misuse of simulations are the conducting of experiments and sadists. Experiments that are not ethical in the real world could be conducted in simulations, potentially harming simulated beings. Sadistic and violent people could also use simulations as a way to torture people without harming any real humans. There are many positions that could be taken with regard to the ethics and guidelines by which simulations must be run, and it comes into question how this can even be enforced. Enforcing charges against people who misuse simulation, potentially with felony charges, could be one method of enforcement, but this still begs the question of how these activities would be discovered.

This leads to the concern around the definition of "life". Simulated humans are the same as real humans in many aspects. The ability to think, consciousness and emotion are as far as we know the same between both types of human, but not a guarantee. Nonetheless, simulated beings are still just code and that distinction is not to be taken lightly. The rights of simulated humans is an important question, as well as if they even could be considered humans or solely AI. Just because the use of

simulated humans may not be ethical, this does not rule the use of simulations as a whole out of the question. They may still be used as experimental tools, just without simulated life.

Finally, the public will have their say too. Different people will have different beliefs on the use of simulations, but it is safe to say that no matter what choices the committee makes someone will be upset. Those on the left may advocate strongly for strong protection of simulated humans, whereas business owners and other groups will see this as an excellent opportunity to advance human technology that must not be wasted or muddled with regulation.

Overall, the decisions on the ethics of simulations will prove to be very important to how simulations function in the future, what experiments can be performed, and the rate of technological advancements caused by simulated research.

Guiding Questions:

1. What guidelines should be designed for the functioning of simulations?
2. What laws apply to simulations? What are the consequences of breaking these laws in simulations?
3. How can it be discovered if an individual, company or government is misusing simulations?
4. Do simulated humans constitute as living beings? Do they get human rights?
5. What experimentation can be done ethically?
6. How will the public react to the use of simulations?

Topic B - Research and Innovation

One of the greatest issues currently facing the United States and the western world at large is the stagnation of technological progress, named the Tech Slump. This is already disastrous for the economy, and could easily worsen. The implications of the Tech Slump are that without major innovations, consumers and investors lose confidence in companies, significantly slowing down the stock market and the flow of money in the economy. It also allows for foreign adversaries to catch up to the US in terms of their technology. Currently the Slump has been going on for nearly 4 years, and has no reasonable end in sight without major intervention. Simulations may prove to be the technology that rescues the US from the Slump, as long as they are properly implemented.

Simulations open nearly unlimited possibilities for research, with the only true limit being our incomplete knowledge of the fundamental functioning of the universe. Essentially meaning that other than the most extreme end of theoretical physics, anything is possible. The power of simulations is that research is not limited by budget. Huge machines or structures could be built in simulations in an instant where the only cost is the simulation itself. For example, space elevators, more efficient power generation, or even the potential destruction of earthquakes are all research possibilities that could be opened up through simulations.

Some potential research all hinges on decisions made about the ethics of simulated humans. If it is deemed that they may be experimented on, this could allow for new medicines, anti-aging

technology, or psychiatric methods to be tested without harming real humans. This of course circles back to the ethics of simulations, so there are significant repercussions on the ability of research based on what is deemed ethical in this committee. However any research that will be conducted will still need large funding.

Currently there is a lot of money pouring into research from both the government and the private sector. This is not in spite of the Tech Slump but is in fact because of it. Although investors see it as risky to invest in technology, large companies and the government have realized it to be necessary. It is much worse to spend a lot of money now for an issue that could potentially collapse the American tech sector. All this money and urge to make progress means that research will be easier to conduct than ever, especially with the help of simulations. This now begs the question of what all this funding and opportunity should be used for. Not to mention, with all this money going to research, questions are bound to be raised. Secretly using these public funds to build simulations could cause immense backlash if the public were to find out. Companies wish to profit from this discovery, but simulations could also be used for real benefits to human well-being. Both well-being and profit can be focused on concurrently, but the balance between the two will be tested.

Guiding Questions:

1. How can simulations be used to help overcome the Tech Slump?
2. What are the innovation and research potential from simulations?
3. Should ethics be reconsidered if it allows for groundbreaking research?
4. What are the responsibilities of researchers when conducting simulated research?
5. Should the focus of our efforts be on profit or on human well-being?

Topic C - Simulation Theory

According to simulation theory, there is now a 100% chance we live in a simulation with our knowledge that we can now create simulations.[8] Simulation theory may still be false, but the implications of if it is either true or false are both significant. If simulation theory is true, our humanity is completely redefined. We are no longer beings that are truly alive, and are in fact at the same level as the very beings we can simulate ourselves. Human consciousness would have to be completely re-understood, quantum mechanics would need to be re-evaluated, and everything we know about the universe may turn out to be incomplete. And of course, the questions that many people hold in their minds, could we escape?

There are "proofs" that attempt to both prove or disprove simulation theory, but so far there is no agreed on conclusion. The arguments for simulation theory are generally easier to understand than the ones against it, but none are definitive. One of the most prominent arguments for the theory is based on quantum mechanics. There is a principle in quantum mechanics where particles will act as a wave (a particle in superposition) until they are observed. However, once observed, the wave "collapses" into a single particle. This phenomenon can be seen through the double slit experiment. It is not clear why human observation changes the result of this experiment, and seems inconsistent with how we expect the universe to work. Some have suggested that the reason quantum particles are affected by observation is because we live in a simulation with specific algorithms that can explain this phenomenon. In computer terms, this could be explained as human observation "rendering in" the particles from a quantum state to a physical one.[16]

[16] Gates, Devin. "Does Quantum Physics Prove the Simulation Theory Correct? ." Medium, June 4, 2022. https://medium.com/@DevinGates/does-quantum-physics-prove-the-simulation-theory-correct-f939ff6d5f0f

There are also arguments with the speed of light and the Planck length. The speed of light is the fastest speed anything can travel, and the Planck length is the shortest possible distance that can be measured. From here you can get Planck seconds, the time it takes light to travel one Planck length. Computer simulations run on framerate and pixels, it is possible that the Planck length cubed is the pixel of our universe and the Planck second is the framerate, supporting the theory that we live in a simulation.[17]

There are also multiple arguments against simulation theory. A significant one is the sheer complexity of our universe. The mechanics underlying our universe, quantum mechanics and potentially mechanics that underlie quantum mechanics, such as string theory, would need to be so advanced that a computer could never simulate the universe. Currently we don't understand these functions of the universe, which also means we can't simulate them ourselves. One argument against this idea is that a simulation could selectively simplify mechanics where possible. A part of the universe which cannot be observed by humans in detail would not need to run at full complexity, and could be highly simplified to save computing power. This is the same principle that this committee's simulations will use to be more efficient.

One last argument against simulation theory is that if it is neither testable nor falsifiable, it is not science, and is not a reasonable possibility to be considered. As it stands, no successful test has shown proof for or against simulation theory, but this doesn't mean that these tests don't exist. If this committee deems it valuable to test simulation theory, you will need to develop your own tests and experiments to evaluate the theory, which will only be possible through a unified effort of the government, the companies, and the scientists.

[17] Zeitgeist, Quantum. "Why Physicists Can't Stop Talking about Simulation Theory." Quantum Computing, January 21, 2026. https://quantumzeitgeist.substack.com/p/why-physicists-cant-stop-talking

Through its debate and complexity, simulation theory stands to potentially change everything we know about the universe. Some may consider it fair to simply ignore simulation theory, as whether we are in a simulation or not does not change how we live. This is not unreasonable from the perspective of many, but it is a stance that stifles the human spirit of curiosity, and could have some major consequences. The scientific community will put immense pressure on the government to evaluate simulation theory, and there is potential for public anger and despair if a conclusion is not reached. If people decide they are simulated beings, they may adopt nihilistic ideals, which can only lead to terrorism, chaos and death. There is of course, also the risk of foreign adversaries discovering whether or not we are in a simulation before us. If we are in a simulation and a foreign country discovers this, they could potentially find "glitches" in the universe and exploit them for their own gain. It is currently unknown if glitches would exist if we live in a simulation, but if they do, they could come in many forms. Creating or destroying matter from thin air, changing the laws of physics, and many other potentially apocalyptic glitches very well may exist, and these must not be ruled out of the question. This may not be a real risk but it cannot be ignored. Neglecting to look into simulation theory could pose a threat to destroy the social and geopolitical fabric of the world, but the exact consequences and their scale are still uncertain. It is possible that neglecting simulation theory will pose no risk to the world, and would only be looked into because of human curiosity.

Guiding Questions:

1. How important is studying simulation theory?
2. What steps can we take to prevent potential social and political issues?
3. How can we determine whether we live in a simulation or not?
4. What can be gained from our knowledge of either scenario?

Committee Mechanics

There are a number of specific crisis mechanics that will be outlined in this section of the background guide. These mechanics will be gone over again at the start of the committee, and will hopefully help delegates to better prepare for the crisis elements of this committee. Keep in mind this is not an exhaustive list, and if delegates have questions or concerns, they may either send an email to 343282406@tdsb.ca or ask on the day of the conference at the start of the committee.

Timeline

There will not be a specific timeline for this committee, and time will instead be adjusted by Crisis based on the events that are occurring. However in total around a year of time will pass in the whole committee. The committee starts on December 15th and will end around January 20th, when the new president is inaugurated, whoever wins the 2036 election.

Finance and Money

Delegates in this committee will have access to money to spend on projects and ventures that they wish to pursue. Although the mechanics of research and spending will be the same of each delegate, depending on each role, and more specifically whether a delegate is a company, politician, or senator, there will be significant differences.

Companies have very high values, many in the trillions of dollars, but this does not equate the amount of money that can be spent. Every company has some amount of liquidity, or cash on hand that can actually be used. This same idea applies to the actual company heads. Even if a delegate is worth billions of dollars, they may only be able to spend a few hundred million as most of that money is in ownership of the company. In theory, some of that stock could be sold, but this should be considered a last resort, as it will reduce confidence in the company, and thus how much the company can spend. As for what companies should spend their money on, in this committee, they should be mostly focused on infrastructure and research that suits the needs of their company. For example, a company with many data centers may want to help fund a power plant. A company may also want to invest money into research labs to work on simulations and other cutting edge technologies that can give them an edge in the committee. Company heads should be careful, as spending too much money will cause investors to fear for the company's budget, while not spending enough could make the company look like it's falling behind. A balance between the two will be the best way for the companies to come out of this committee successful, and will determine which companies become the leaders of the new generation of simulation technologies.

Politicians must also be conscious of how they spend their money. As members of the government, money is watched and statements are audited. Politicians can invest in much of the same projects as companies can, but instead of being examined by a small group of investors, the government is held responsible by the entire population of the US. Politicians have two main ways to spend money on research and development regarding simulations and other technologies. Either papers may be passed for legal money allocated by congress, which is slower but more effective. The second option is money sent under-the-table, which is much faster but will cause issues for the government if it is found out that funds are being sent illegally. Currently as the public does not know about simulations, only

option two is viable, as by going through congress the committee will be indirectly informing the entire world of simulation technology.

The scientists in this committee have the least amount of money on hand, but the most freedom with what they do have. Scientists generally have money allocated either from the company they work for or from the government in the case of national laboratories. Scientists should be focused on research that can be performed with simulations, but may also spend their money on other ventures they wish to pursue. Overall, as long as scientists are able to show some results, their spending can fly mostly under the radar.

Money will not be publicly shown, but delegates may ask Crisis for rough estimates of wealth or potential wealth from selling of stocks. Money will be measured in USD and will follow the current price of products, ignoring future inflation.

Public Sentiment

The opinion of the public will play an important role in the success of this committee. Different actions taken by both delegates and the committee as a whole will impact how the public feels about both the government and companies. If this number gets too low, protests, riots, and other violence may appear, which could be disastrous to the US. It cannot be easily determined what the public will think of simulations, but safe to say many will not be supportive of them. If the committee allows simulations to run with few restrictions and in ways that could harm simulated life, this will

only serve to worsen the image of simulations. However, if major breakthroughs can be made with simulations, the public's view of the technology will improve, and the public sentiment will rise.

Public sentiment is very difficult to measure, and will vary from group to group. Currently, the population is relatively content with the current situation of the US, with some mild concerns regarding the Tech Slump. Throughout the committee, Crisis will inform the committee of what opinions the American public currently holds, and what different groups' sentiments are. For example, human rights abuses against simulated people will upset the left, but if significant technological advancements are made as a result, the right may not be concerned. A scale from 0-100 will be used to roughly estimate the average opinion, but this scale will be up to some level of subjectivity based on the opinions of the many groups in the US.

Currently public sentiment is at roughly 80/100, which is a safe place to be in. The lower this scale goes the worse the consequences will be. Exact numbers will not be shared, but safe to say going too low will cause disaster for the committee.

Innovation and Construction

A significant part of this committee is the ability to make innovations, build, and overall make technological progress. This committee only takes place over a year, meaning realistic construction and true innovation would not be possible. As such, the creative liberty has been taken to ignore the lengthy timelines of realistic innovation. Overall we hope this makes the committee more enjoyable and allows for more interesting crisis elements.

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