



## Chinese Counter Intelligence Interview Simulation

### Summary

- Users practice developing a relationship with a visiting Chinese student through simulated conversation with Zhou Wen, a single 38-year-old pursuing a doctoral degree for nuclear physics at an American college.
- Intended for users focusing on counterintelligence activities, and applicable to anyone who desires training in cultural awareness.
- Engaging, different conversations promote repeated practice and generalizable skill building.
- Users receive ongoing feedback as well as a post-conversation assessment of their mastery of the learning objectives.
- Created in partnership with the Federal Bureau of Investigation.

### Scenario

- Users assume the role of a counterintelligence agent conducting an investigation of People's Republic of China Intelligence Services (PRCIS) activities. This investigation has led users to a conversation with Zhou Wen, a Chinese student studying in the United States.
- Zhou Wen behaves differently in every simulated conversation, based on variations in personality, personal history, receptiveness to you, and current work and family situation.
- Zhou Wen's level of trust will change based on the rapport the user is able to build with him.
- Topics that the user can discuss include the following:
  - Educational and employment background
  - China's history and culture (including dynasties, the Cultural Revolution, Tiananmen Square, philosophy and religion, and landmarks and artifacts)
  - Social life



### Learning Objectives

After achieving mastery through repeated conversations, the user will be able to:

- Identify the best way to contact a potential source
- Demonstrate an awareness of things to avoid when creating interview questions
- Demonstrate an understanding of general interview techniques
- Describe a Chinese native's cultural expectations regarding family, economic success, educational success, the value of friendship, guanxi, and dedication to Chinese culture.
- Describe Chinese opinions of the US government and its agencies



### Seat Time

- Approximately 3 hours of e-learning material including extensive history and cultural information.
- Simulated conversations last 30 minutes.
- The average user will require 10 hours to achieve mastery of the learning objectives but can learn the basics in as little as 3 hours.

NOTE: Figure does not account for longer-term "refresher" sessions, which will vary by user.