
This case study is a historically-based role play game set in Cusco, Peru, in the year 1998. A group of stakeholders has gathered to discuss a development proposal. As you read the following, strive to remain in that time period and be aware that this is a work of historical fiction written for educational purposes; although some of the institutions and people are real, others are not, and are instead composites intended to represent authentic viewpoints. At the appropriate time, your instructor may provide further details regarding the accuracy of the narrative.