

# EUROPEAN PARLIAMENT SIMULATION



LIVE ACTION ROLEPLAYING GAME

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# DESCRIPTION



# FACILITATORS

The European Parliament Simulation is an innovative educational game designed to actively involve participants in the role of MEPs, representing the different Member States of the European Union.

The aim is to allow players to explore the workings of the European institutions, develop negotiation and debate skills, and delve into the values and principles underpinning the Union.

Each participant will play the role of an MEP with a specific national background, a well-defined political identity and membership of a European political group.

The game uses role-playing techniques to immerse participants in the European political and institutional reality.

These techniques not only foster learning in an interactive and dynamic way, but also stimulate empathy and mutual understanding, encouraging players to understand the views of others and to work together to reach compromises.

Preparatory meetings in schools will be crucial to ensure an engaging and educational experience. During these meetings, participants will have the opportunity to learn more about the functioning of the European institutions, get acquainted with the main issues of interest to the Union and learn the basic rules of the game. Moreover, through practical role-playing exercises, they will be able to familiarise themselves with their role and with the dynamics of the European Parliament.

During the actual simulation, participants will be called upon to discuss issues of European relevance, debate motions, amendments and vote on legislative proposals. Following the illustrated rules, they will have to get involved creatively and seriously, respecting democratic principles and adopting a collaborative approach.



In the European Parliament Simulation, facilitators play a key role, accompanying participants through each phase of the game. From the preparation of materials, such as character sheets and country cards, to the introduction of the political groups in the plenary, facilitators ensure that every aspect is clear and engaging.

During the initial polarisation, they help participants understand political ideologies and create cohesion in the groups. In parliamentary committees, they moderate discussions, stimulate collaboration and ensure that amendments are developed constructively.

In addition to knowledge of the European institutions, facilitators must have skills in group management, empathy and problem-solving, which are indispensable for dealing with conflicts or difficulties and keeping the game flowing.

In the concluding plenary, they facilitate presentations and voting, concluding with an account of the experience, derolling and an evaluation questionnaire.

For events of 50-60 participants, 6-8 facilitators are needed, while for 100, at least 10-12 are needed, ensuring adequate support for an effective and engaging educational experience.



**GAME**



**RULES**

The character creation phase is a crucial moment to immerse participants in the game and ensure an immersive and realistic experience. Each player will define their role in the European Parliament through a structured and guided process.

- **Drawing the political group**

Each participant starts by drawing a card that assigns the European political group they belong to. This will determine the character's ideologies and priorities, guiding his or her choices and dynamics during the game. The political groups represented reflect the real ones in the European Parliament, offering an authentic and stimulating experience.

- **Drawing the Nation Card**

Next, participants draw a card that assigns their character's country of origin. The choice of country influences the player's political perspective, as each member state has specific interests and priority issues. This component adds complexity and diversity to the game.

- **Assignment of Commissions**

The facilitator, taking the lead in the process, assigns each participant a Parliamentary Commission. Each Commission has a specific focus, such as environment, economy, civil rights or foreign policy. The facilitator explains the functioning and responsibilities of each Commission, helping participants to understand their role.

- **Writing the character's background**

Finally, participants write their character's background, outlining details such as personal experiences, political motivations and goals to be pursued. This step helps players get into the mindset of their character, making the roleplaying experience richer and more meaningful.

In the simplified version, facilitators prepare characters in advance, defining their Political Group, Country of origin and assignment to Committees. This approach optimises time and ensures a balanced distribution of roles.





**GAME**



**FLOW**

### **Accreditation of Participants**

- Before the start of the simulation, each participant is given an official Accreditation certifying their role as an MEP. This serves to introduce the formal context and facilitate immersion.

### **Division into Political Groups and Facilitation of Identity Belonging**

- Participants are divided into their respective Political Groups, initiating a brief process of identification and polarisation. With the support of facilitators, players explore the values and political positions of their group, creating internal cohesion.

### **Defining Political Group Guidelines**

- Within Political Groups, participants discuss strategic guidelines to address the directives under consideration. A facilitator guides the discussion to ensure that coherent visions emerge and that all members understand the objectives.

### **Work in Commissions and Discussion of Amendments**

- Participants are divided into their assigned parliamentary committees, where they analyse and propose amendments to the directives. Each committee is moderated by a facilitator, who encourages participation and ensures constructive dialogue.



### **Voting on Amendments in the Commissions**

- Once the discussion is over, the Commissions vote on the amendments, deciding which ones will be presented in the Plenary.

### **Preparing the Presentation of the Amended Directives**

- The Commissions prepare the presentation of the amended directives, ensuring that the proposals are clear and well structured for discussion in the Plenary.

### **Plenary: Presentation and Voting of Directives**

- Each commission presents its amended directives in plenary. Afterwards, all participants vote on the five proposed directives, simulating a real democratic process.

### **Recap of the European Parliament's Legislative Process**

- After the voting, facilitators explain the real legislative process of the European Parliament, highlighting similarities and differences with the simulation.

### **Derolling: Return to Real Identity**

- It ends with derolling, a moment of reflection in which participants abandon their characters to return to their real identity. This step is essential to process the lived experience and discuss the learning that has emerged.



**POLITICAL**

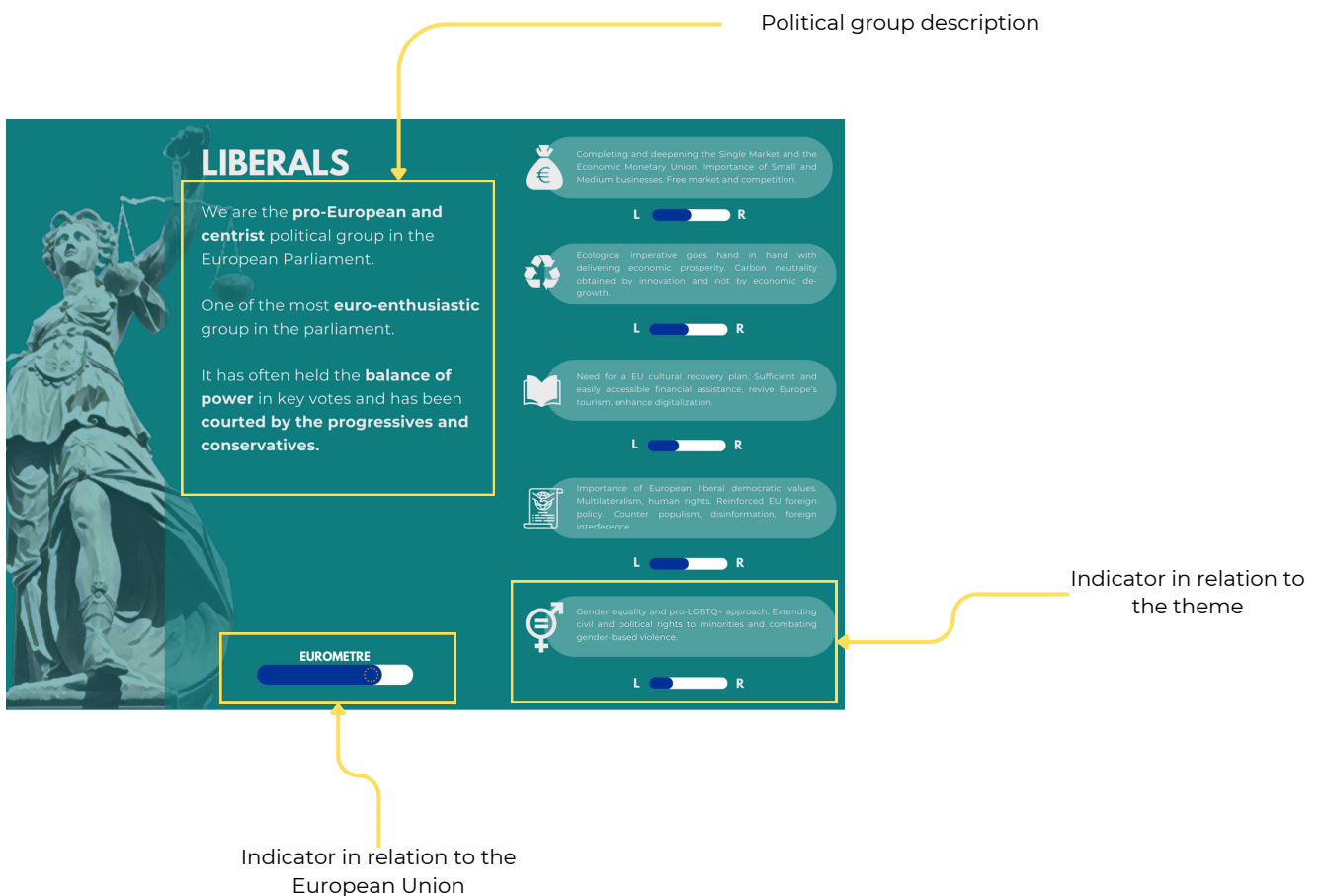


**GROUPS**

There are five main political groups that participants will join:

- Liberals, focused on innovation, the Single Market and human rights;
- Conservatives, promoting competitiveness, investment and a circular economy;
- Progressives, focused on social justice, inclusion and sustainability;
- Socialists, defenders of workers' rights, minorities and feminism;
- The Right, advocates of national sovereignty, traditional values and the free market.

The Political Group can be drawn by lot, chosen or assigned, recreating the current composition of the European Parliament or experimenting with alternative scenarios with different proportions.



**NATION**



**CARD**

Country Cards are fundamental tools for character creation in the European Parliament Simulation. Each card provides key information about the represented state, such as economy, culture, international relations and political priorities.

This helps participants better understand their own role, directing their choices and interests during discussions. The cards allow players to explore the peculiarities of each country, stimulating immersion and realism in the game.

Through them, players develop a greater awareness of European dynamics, making the educational experience more engaging and stimulating.



Country represented by the player

Country Characteristics



**BACKGROUND**



**BACKGROUND**



The Background Card can be created in two ways: during preparatory workshops with future participants, encouraging active involvement in character building, or created directly by the facilitators to optimise time.

In both cases, the card provides the essential information on the parliamentarian, such as name, surname, personal background, parliamentary committee, state of affiliation and political group.

Besides guiding participants in defining their role, the card also serves as an identification badge, to be worn during the game session.

This helps create an immersive atmosphere and reinforces the character's identity.

	
NAME	Karl
SURNAME	Heinz
POLITICAL GROUP	Conservatives
NATIONALITY	German
COMMITTEE	ENVI + ITRE

## BACKGROUND

I grew up in a family of entrepreneurs in the city of Bremen. In my opinion, the protection of our energy market should be placed first in European foreign policy. Sanctions against Russia are counterproductive and we should concentrate on increasing the domestic production of each European state. In Germany it is necessary to fight the nuclear phobia and reactivate all power plants.

### POLITICAL AGENDA

- Lifting sanctions on Russia
- Re-opening the nuclear power plants
- Increase nuclear energy production



**PARLIAMENTARY**



**COMMITTEES**

During the simulation, participants work on the amendment of European Commission directives in parliamentary committees, specialised bodies that focus on specific subject areas.

The committees allow participants to delve into legislative directives, discuss proposals and propose amendments, simulating the real European decision-making process.

These committees can be modelled on those in the European Parliament or be selected according to the topics most relevant to the desired simulation scenario. The number and type of committees are flexible and can vary to suit the educational objectives.

Examples of committees include:

- CULT: Culture and Education, with a focus on accessibility, creativity and inclusion.
- FEMM: Women's Rights and Gender Equality, addressing discrimination and violence.
- ECON + EMPL: Economic, monetary and employment affairs, promoting growth and stability.
- ENVI: Environment, public health and food safety, focusing on sustainability and well-being.
- AFET: Foreign Affairs, to strengthen international relations and promote global security.



**CONCLUSION**



**CONCLUSION**

# CONCLUSION

The European Parliament Simulation is a powerful educational tool that transforms the game into an educational medium, offering participants an immersive experience to understand the political and legislative dynamics of the European Union.

After an introduction in plenary, political groups work on their ideological identity and strategies to amend directives, developing political awareness and analytical skills.

While working in parliamentary committees, participants discuss specific issues, negotiate amendments and work together to rewrite directives. This phase not only simulates European procedures, but also fosters the development of transversal skills such as critical thinking, negotiation and teamwork.

The return to plenary, with the presentation and voting on the amended directives, is the culminating moment, stimulating democratic discussion and critical reflection. Finally, the debriefing and evaluation questionnaire complete the process, consolidating the experience into an active learning tool.

Through play, participants experience at first hand the functioning of the European institutions, transforming fun into educational growth.



# TIME-TABLE IDEALE

## FULL EVENT (100 PERSONS)

1h	Entrance and accreditation
15min	Introduction to the game and presentation of the guidelines
3h15min	Simulation Parliament European Parliament: creating amendments and amending directives
1h	Break (lobbying)
1h	Simulation Parliament European Parliament: presentation and vote on amended directives
15min	Conclusion of vote and recapitulation of the continuation of the legislative process
15min	Derolling
tot 7h	Conclusion event

## REDUCED EVENT (60 PERSONS)

25min	Introduction to the game, presentation of political groups and guidelines
20min	Rolling activities, icebreaking for socialising, polarisation
2h00	Simulation Parliament European Parliament: creating amendments and amending directives
30min	Break (lobbying)
30min	Simulation Parliament European Parliament: presentation and vote on amended directives
10min	Conclusion of vote and recapitulation of the continuation of the legislative process
5min	Derolling
tot 4h	Conclusion event





