TALLINN UNIVERSITY

PARLAMENTARIUM - GAME OF EU

PORTFOLIO

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1. ACTION PLAN DEVELOPMENT

Organization of the project and relevant content regarding the game.

Initial ideas for the game:
- Board game with cards.
- Winning or losing.
- Even teens who don't enjoy politics are supposed to like it.
- Game goal: become president of EU parliament.
- Players get the cards and get points/voters or whatever and from there they get chances to win or not.

Initial names for the game:
1. Game of the Chair
2. Game of EU
3. Game of Legends
4. Legends of EU

Important dates:
- Mid term: 21st Oct, 10 am, S.238
- Presentation to the EU Parliament Visitors Centre: Dec 8th.
- Final presentation: Dec 15th, 5pm, M.134

Team members and their roles:
- Kaito Nakagawa: writer.
- Bárbara Bay García: project manager.
- Valerija Angermane: researcher
- Rosamaria Johnson: researcher
- Prerana Chettri: designer
- Elias Ojanperä: marketing/communication.

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Information about the game: 2 decks (topic deck, trivia deck)

Factions names & basic manifesto:
- Socialist party
- Conservative party
- Liberal party
- Democratic party
- Green party
- Communist party

Board size: 36x56cm

Initial action squares (win/lose coins due to an event):
- Media scandal: your party is corrupted and you get caught, you lose a coin.
- Bankrupt: you lose half of your coins
- Diplomatic agreement with China: you win 2 coins.
- Your humanitarian mission abroad succeeded, you win 2 coins.
- The European Union wins the Nobel Peace prize: every player wins a coin.
- Covid-19: European crisis; every party loses 1 coin.
- Peace and Stability: for 70 years the European union provided peace- everyone gets 1 coin.
- Successful crisis mitigation, you win 2 coins.
- Delay in policy approval: sit out one round.

- Topic squares: take a topic from the topic deck. Make a statement, you have a minute to convince other players to
- Elections day square: players vote for a new president.

Initial Game Concept:

- Name of the game: Game of Chairs (to change)
- Target audience: From 14 years old upwards. Directed to families, friend groups, etc. Mostly young people.
- Main idea: Become the most powerful faction in the Parliament through a series of rounds with activities.
- Learning objectives: Understand how EU politics work. Understand EU party agendas and the main framework of EU politics.
- Entertaining aspect: The players will have the power to execute and negotiate EU roles and decisions in order to get coins, the player with the most coins at the end of the game wins. The players will have to earn coins in order to become the most powerful faction.

- Gameplay (main challenge): Collect points (points are coins/voting coins) to become the party with the most voters. Every player starts with 6 voting coins. You can only use the coins to other parties, not to your own. Players pick topic cards randomly. Each topic is a round.
- Players role (main activity): Players become part of the EU parliament. During the game, the activities of the Parliament develop and the players win or lose coins.
- Genre (What type of game this is): Board game, similar to monopoly.
- How the player interacts with the game and with other players (general rules): One person equals one party leader. 6 players = 6 parties max. Through board game with cards.
- Initial design of the game screen or world: Game board and cards.
- Uniqueness of the game (UPS): Teaches about EU and legislation by having fun.
- Marketing (or dissemination) strategy: Marketing towards the team: we create a social media platform for the game and promote through this. Create tiktoks, posts, stories, etc. about the development of the game.
- Other important aspects: It includes real scenarios and teaches through having fun

Comments from Martin Sillaots after the first idea development:

- I assume those coins reflect the size or power of the party. Most likely you can collect them from voters. So maybe they are mandates or votes. Or maybe they can be small chairs ;)

- I like the name - this provides a lot of opportunities to play with visuals or other game items - small chairs.

- We should add a collaboration part to the game. Some squares could be collaborative instead of competitive. Increase maybe social capital to be elected back in the next elections. Add elections to the game?

- Create party agendas/manifestos. Vocabulary should be correct and accurate to the EU parliament. So no kings, faction :((((((((((((((:(

- Focus on one scenario, add extensions later maybe.

Midterm session feedback:

- It's important to correctly cite the sources we are using.

- Try to avoid the general points common to every LIFE project when presenting.

- Trivial based-game. History, culture, etc. squares. Estonian-game: Eesti Mäng.

- Stealing is fun to add.

- Talk about the game background, a little more storytelling.

- Digital reference: argument wars (US).

- Procedural r..: how a game represents reality, real implications of the game. Avoid delivering the message that the EU parliament is competitive. Education vs Fun.

- Look for existing games, reference more. Don't worry so much that the copyright; game industry inspires games by playing games.

- Research base: be more specific. Authors, games, design forces. Ask Martin. Read about shared European identity.

- STAKEHOLDERS: players, etc.

Second half of the semester tasks and deadlines:

1. Designing card decks. Both sides. Deadline 24th November.

2. Marketing plan. Deadline 24th November.

3. Instructions of the game. Edited and ready to print. Deadline 24th November.

4. Prototype testing. Deadline 1st December.

5. Final presentation powerpoint and report. Deadline 1st December.

6. Designing [and printing] the board, the tokens and the fake coins/money. Deadline December 1st.

2. MIDTERM REPORT

1. Background and description of the project. *Describe the aim and the importance of the project. Define the central problem of the project. Describe the role of your group in achieving the project objectives.*

The aim of the project is to create/improve a role-play game focused on teaching how EU politics work. Focusing on the European Parliament, the members of this project will design or improve a game regarding the topic. Currently, there are several locations of the game across Europe, but throughout this project, the participants will improve and adapt the game to different platforms. The group Game of Legends aims to create a board game version of the game, so it can be easily spread and carried out to different locations, unlike the current version.

The interdisciplinary problem that this project aims to solve is the general interest in European politics. We aim to increase the general understanding of the legislative process of the European Union, and more specifically in the European Parliament, by creating an interactive game in which the players can learn while they have a good time, as we believe is the most effective teaching method. Moreover, our format also allows the game to be set in different countries, and to be targeted to quite heterogeneous audiences.

We consider that it is important in today's world to understand not only how our own country of origin works, but also how the legislation at an international level is developed. To solve this, the game we are planning to create is a suitable, simple solution to get international (European in this case) legislation to the population that might not be interested in politics or might not have the chance to learn about them.

2. Implementation of activities. *Describe how you intend to fulfill the goals of the project? Which activities are included and what is the final outcome of the project? Give reasons for the choices made.*

The different tasks of the project are split between the group members according to their background, their interests, and their abilities, so they work as efficiently as possible during the development of the game. In different sessions split during the semester, the participants will create the rules, the aims and the guidelines of their new version of the game.

As there's a need to spread the game across different territories and to different groups of people, Game of Legends decided that a board game is the most suitable version to reach even the least interested in the EU politics, as it can be easily played by families, and groups of friends from the same or different ages, and backgrounds.

The main tasks that are going to be covered by the team members are the following ones. The researchers will focus their work on looking for relevant information related to EU politics, legislation, board games, The writer is responsible for coming up with the specific rules, guidelines, and all the writing content related to the different decks that are part of the game.

The communications manager's main task is to present the game, the ideas, and the concept both to our own LIFE Parlamentarium partners, as well as during midterm and final presentations. Moreover, he would share the information of the game, spread the word or maybe even create social platforms for it. The artist/designer is responsible of designing the board of the game, the logos, the decks and any other kind of design that might be though during the development of the project. She could also contribute with social media, if finally, there's one created. And finally, the project manager is responsible for creating cooperation among the members of the groups, as well as to make sure the concept is understood, all the guidelines from LIFE followed and the tasks are completed in time. She is also responsible for scheduling meetings and making sure all the participants contribute to the creation and development of the game.

3. Stakeholders of the project. *List all the institutions, stakeholders or fields impacted by the project and explain how the project will impact them (Which stakeholders have contributed with their input? Whose needs have you studied or are planning to study? Which partners do you cooperate with to work towards your project goals?)*

The main institution affected by the project is the European Parliament. The European Union is indirectly affected by the results of the development of the game too. We plan on cooperating with other groups also working in the Parlamentarium LIFE project to give the best possible version of the board game at the end of the semester.

4. Basis of research. *Which sources of information do you rely on when carrying out your project? Which best practices have you studied? How are these findings relevant to your project?*

The researchers team is the one in charge of looking for reliable sources for the project, but the majority of the sources used will be directly or indirectly related to the European Parliament and other EU institutions as the information listed on them and their work philosophy is needed for the game to work. Some national level institutions might be interesting too when researching different kinds of data.

5. Interdisciplinarity. *In regards to the central problem of the project, please describe all the different fields you have obtained the knowledge from and how this knowledge is integrated into a whole.*

Although it might seem that the participants have similar interests, which is true, as international and European politics is more or less needed in order to enjoy the creation of the board game, their backgrounds cannot be more different. The Finish participants bring a Nordic perspective on the European institutions, as well as non-European team members, and Southern European participants, all with truly different backgrounds and perspectives on how EU institutions work and are understood. All these different perspectives are crucial for the development of an accurate game that can be played by people from different countries, with

different ages and interests, and we are planning on testing the game on even more heterogeneous groups too.

6 . Timeframe of the project. *Describe the timeframe of the project (group activities) and the division of roles within the team.*

The different tasks are split during the Autumn semester. The team members have assigned roles, with a list of tasks to complete. There are weekly meetings where the participants put their work in common, solve problems and evaluate other team members' work. Rosamaria and Valerija are the researchers; Kaito is the writer; Prerana is the designer and artist; Elias is the communication manager; and Bárbara is the project manager. The whole team works in creating the game, but the specific tasks are the role of each team member. The whole team is responsible for coming up with ideas, testing the game and solving any problems that may arise in the development of the activity.

During the first several weeks, the team members will establish a basis on what kind of game they are creating, as well as how the main guidelines of the game are going to work. During the first half of November, the members will create the story around which the game works, the characters that are important and the main activities of the gameplay. Later, probably during the second half of November, a board for the game will be designed, as well as the different decks will be developed. The first weeks of December will be focused on testing the game, solving issues and developing communications, in other words, spreading the word about our game and showing it to whoever is interested on it.

7. Project (group) mid-term results. *Analyze your group's activities/results to date based on the project objectives. What have you achieved by the mid-term week? What are the following important activities/steps?*

Based on the timeframe of the course, the group had only 2 weeks to actually know each other, come up with an idea, and establish a schedule and plan the future activities. During class and off-class meetings, we developed an action plan: we are creating a board game directed to any +14 years old person, interested or not in politics, so they can learn how the EU parliament works.

The following steps will be creating a series of guidelines and finally establishing rules for the game. Moreover, we will design the board, the card decks and the player characters during the next weeks. There's also a lot of research needed in the topics concerning the functioning of the parliament. After, we will start testing the game and solve any issue that may appear.

8. Feedback. *Do you feel that you need more feedback in some areas? If yes, where? In which areas do you need the most support?*

We are expecting to get some feedback during Friday's session, as we will present the main ideas and framework of the game, and the participants will be able to ask questions.

3. CONTENT OF THE GAME

Topic cards content:

1. Climate change

    a. The EU should invest more into climate change mitigation.

    b. Agree: Green party, Democratic party, Liberal party, Socialist party

    c. Disagree: Conservative party, Communist party

2. Energy legislation

    a. The EU has to do everything it can to get rid of Russian gas.

    b. Agree: Liberal party, Democratic party, Green party, Socialiat party

    c. Disagree: Conservative party, Communist party

3. Education

    a. The syllabi of basic level education throughout EU member states should include courses that educate students on the European Union and their role as membering citizens.

    b. Agree: Liberal party, Democratic party, Green party, Socialist party, Communist party.

    c. Disagree: Conservative party

4. Agriculture

    a. The EU has to target smaller farms more.

    b. Agree: Liberal party, Democratic party, Socialist party, Communist Party, Green party

    c. Disagree: Conservative party

5. Public Healthcare

    a. The EU has to invest more into digitalization of healthcare systems.

    b. Agree: Green party, Liberal party, Democratic Party

    c. Disagree: Conservative party, Communist party, Socialist party

6. Military (security)

    a. The EU should have a unified military army.

    b. Agree: Communist party, Socialist party, Conservative party

    c. Disagree: Green party, Liberal party, Democratic Party

7. Gender equality

    a. The European Union has to pay less attention to gender equality as it is not such a big problem anymore and funding from gender equality has to go to other issues.

    b. Agree: Conservative party, Communist party

    c. Disagree: Liberal party, Green party, Democratic party, Socialist Party

8. Crime

    a. Europol has the power to investigate crimes in all Member States of the European Union.

    b. Agree: Democratic party, Green party, Liberal party

    c. Disagree: Socialist party, Conservative party, Communist party

9. Taxes (unified enterprise tax)

    a. There has to be unified enterprise tax in the European Union.

    b. Agree: Socialist party, Communist party

    c. Disagree: Conservative party, Liberal party, Democratic party, Green party

10. Data protection - social media

    a. Data of sport athletes (their results) who participate in the European Championships has to be hidden if they do not make it in the top three.

    b. Agree: Communist party, Conservative party, Socialist party

    c. Disagree: Liberal party, Democratic Party, Green party

11. Pensions

    a. Standardization of the pensionable age in the EU.

    b. Agree: Communist party, Conservative party

    c. Disagree: Liberal party, Democratic party, Socialist Party, Green party

12. Food

    a. The European Union has to implement policies to promote more alternative protein sources in nutrition as, for instance, insect- based, microbial-based, ocean-based, etc.

    b. Agree: Green party, Democratic party

    c. Disagree: Conservative party, Socialist party, Liberal party, Communist party

13. External EU migration

    a. Stricter external migration policy is called for in the EU.

    b. Agree: Communist party, Conservative Party

    c. Disagree: Liberal party, Democratic party, Green party, Socialist party

14. Internal EU migration

    a. Internal EU migration has to become stricter in order to make the European Union safer.

    b. Agree: Conservative party, Socialist party

    c. Disagree: Liberal party, Democratic party, Green party, Communist party

15. Transportation

    a. We have to ban diesel and gasoline cars in the European Union.

    b. Agree: Green party

    c. Disagree: Socialist party, Conservative party, Liberal party, Democratic party, Communist party

16. Drug legalization

    a. Marijuana has to be legalized in all EU countries.

    b. Agree: Liberal party, Green party

    c. Disagree: Socialist party, Conservative party Democratic party, Communist party

17. LGBT+ rights - gay marriage

    a. Legalization of same sex marriage in all EU states

    b. Agree:Liberal party, Democratic party, Green party

    c. Disagree: Socialist party, Conservative party, Communist party

18. Trade

    a.   Support for small businesses has to be a national government issue.

    b.   Agree: Communist party, Socialist party

    c.   Disagree: Democratic party, Green party, Conservative party, Liberal party

19. Religious freedom

    a.   Amendments to Article 10 of the EU Charter of Fundamental Rights that expresses right to freedom of thought, conscience and religion in order to further mitigate religious discrimination more sufficiently.

    b.   Agree: Democratic party, Green party, Liberal party

    c.   Disagree: Conservative party, Communist party, Socialist party

20. Drinking age

    a.   The legal drinking age should be unified throughout all EU countries

    b.   Agree: communist party, liberal party, green party

    c.   Disagree: conservative party, democratic party, socialist party

21. Voting age

    a.   Voting age should be unified in the EU

    b.   Agree: Communist party, socialist party, liberal party

    c.   Disagree: Green party, democratic party, conservative party

22. Cryptocurrency

    a.   There has to be more regulations in order to manage the cryptocurrency market.

    b.   Agree: Conservative party, socialist party, communist party

    c.   Disagree: Liberal party, democratic party, green party

23. Digitalization of the voting system

    a.   A digitalized voting system should be implemented by all member states.

    b.   Agree:Conservative party, liberal party, democratic party, green party

    c.   Disagree: Communist party, socialist party

24. Animal welfare

    a.   The European Commission has to not only control how national governments implement legislation on animal welfare but also it has to monitor daily implementation of these rules in all Member States because it is important for the health of EU citizens.

    b.   Agree: Green party, democratic party, socialist party, communist party

    c.   Disagree: Liberal party, conservative party

25. Wildlife conservation

    a.   Implementation of stricter hunting policy.

    b.   Agree: Green party, liberal party, democratic party, socialist party

    c.   Disagree: Conservative party, communist party

26. Homelessness

    a.   The EU has to provide free housing to those who are in need to reduce the level of homelessness.

    b.   Agree: Liberal party, democratic party, green party, communist party, socialist party

    c.   Disagree: Conservative party

27. Euthanasia

    a.   Legalization of euthanasia throughout all EU member states.

    b.   Agree: Liberla party, Democratic party, Socialist party, Green party

    c.   Disagree: Conservative party, Communist party

28. Border control

    a.   Stricter border control

    b.   Agree: Conservative party, communist party, green party

    c.   Disagree: Liberal party, Democratic party, Socialist party

29. Official languages

    a.   The EU should decrease the amount of its official languages.

    b.   Agree: Conservative party, communist party

    c.   Disagree: Liberal party, Socialist party, Green party, Democratic party

Trivia cards content:

1. Who is the current (2022) president of the European Commision?
    a) Ursula von der Leyen
    b) Charles Michel
    c) Roberta Metsola

Correct answer: a

2. Who is the current (2022) president of the European Council?

    a) Roberta Metsola
    b) Ursula von der Leyen
    c) Charles Michel

Correct answer: c

3. Who is the current (2022) president of the European Parliament?

    a) Ursula von der Leyen
    b) Charles Michel
    c) Roberta Metsola

Correct answer: c

4. How many different members are there in the EU?

    a) 27 countries.
    b) 28 countries.
    c) 26 countries.

Correct answer: a

5. How was the EU originally called?

    a) The European Union
    b) European Economic Community (ECC)
    c) The European Coal and Steel Community

Correct answer: b

6. When was the EU founded?

    a) 1957
    b) 1945
    c) 1955

Correct answer: a

7. What are the 4 main decision-making institutions which lead the EU's administration?

    a) The European Parliament, The European Council, the Council of the European Union, The European Commission

b) European Central Bank, the European Parliament, Court of Justice of the European Union, the European Commission
c) The European Commision, the European Parliament, the Council of the European Union, European Court of Auditors

Correct answer: a

8. The European Parliament is the…
a) largest and only directly-elected international body in the world.
b) second largest and only directly-elected international body in the world.
c) largest and only directly-elected international body in the world.

Correct answer: a

9. The EU parliament represents:
a) over 300 million citizens
b) over 500 million citizens
c) over 700 million citizens

Correct answer: b

10. What is the Maastricht treaty?
a) Establishing treaty of the European Coal and Steel Community
b) the foundation treaty of the European Union
c) was the founding treaty of the Western Union

Correct answer: b

11. How many official languages does the EU have?
a) 27
b) 21
c) 24

Correct answer: c

12. What does MEP stand for?
a) Member of the European Parliament
b) Ministry of European Policy
c) Member of European Party

Correct answer: a

13. How many Members of the European Parliament are there?
a) 800
b) 400
c) 705

Correct answer c

14. Where are the official headquarters of the EU?
a) Brussels, Strasbourg, and Luxembourg
b) Strasbourg, Oslo and Berlin
c) Luxemburg, Brussels and Paris

Correct answer: a

15. How often is the European Parliament directly elected ?
    a) Every 6 years
    b) Every 4 years
    c) Every 5 years
Correct answer: c

16. Who elects the Parliament representatives of the EU?
    a) Heads of state
    b) Citizens of the EU
    c) National parliaments
Correct answer: b

17. With which body does the EU Parliament share equal legislative and budgetary powers?
    a) European Commission
    b) European Council
    c) Court of Justice of the European Union
Correct answer: b

18. When was the European Coals and Steel Community founded?
    a) 1945
    b) 1947
    c) 1951
Correct answer: c

19. What is considered to be the first move to the long lasting peace in the Europe Union?
    a) European Coal and Steel Community
    b) European Economic Community
    c) Establishment of NATO
Correct answer: a

20. Where is the official seat of the European Parliament located?
    a) Brussels
    b) Luxembourg
    c) Strasbourg
Correct answer: c

21. Where are the departments and the executive agencies of the European Commision located?
    a) Strasbourg
    b) Brussels and Luxembourg
    c) Frankfurt am Main
Correct answer: b

22. What year is considered to be the birth year of the European Parliament?
    a) 1951

b) 1958

c) 1957

Correct answer: b

23. Who was the first president of the European Parliamentary Assembly?
    a) Robert Schuman
    b) Alcide de Gasperi
    c) Othmar Karas

Correct answer: a

24. For how many years is the president of the European Parliament elected?
    a) one year
    b) two and a half years
    c) three years

Correct answer: b

25. Which institution proposes the EU budget annually?
    a) the European Commision
    b) the European Parliament
    c) the Council of the European Union

Correct answer: a

26. What treaty is also called "Treaty on European Union"?
    a) Treaty of Nice
    b) Treaty of Amsterdam
    c) Maastricht Treaty

Correct answer: c

27. What are the two principal treaties that are considered to form the constitutional basis of the European Union?
    a) Maastricht Treaty and Treaty on the Functioning of the European Union
    b) Maastricht Treaty and the Treaty of Lisbon
    c) Treaty of Rome and Single European Act

Correct answer: a

28. What are the four freedoms of the European single market?
    a) freedom of expression, information, thought, religion
    b) freedom of movement of capital, people, goods, and services
    c) freedoms of property, the arts, sciences, education

Correct answer: b

29. What are the three pillars of the European Union?
    a) Freedom of movement, the single market, common interest
    b) The European Communities, common foreign and security policy, common currency
    c) The European Communities, common foreign and security policy, cooperation in justice and home affairs

Correct answer: c

30. What year did the UK leave the European Union?
   a) 2020
   b) 2016
   c) 2019
Correct answer: a

31. Which institution represents the legislative branch of the European Union?
   a) European Parliament
   b) European Commission
   c) Court of Justice of the European Union
Correct answer: a

32. Which institution represents the executive branch of the European Union?
   a) European Parliament
   b) European Commission
   c) Court of Justice of the European Union
Correct answer: b

33. Which institution represents the judicial branch of the European Union?
   a) European Commission
   b) European Parliament
   c) Court of Justice of the European Union
Correct answer: c

34. How many institutions are in the European Union?
   a) 3
   b) 7
   c) 5
Correct answer: b

35. By which institutions EU budget is agreed:
   a) European Parliament and the Council
   b) The Council and the European Commission
   c) European Parliament and the European Commission
Correct answer: a

36. For how many years is the president of the European Commission elected?
   a) 2 years
   b) 1-year
   c) 5 years
Correct answer: c

37. There is only one institution in the EU that can initiate new laws. What is the institution?
   a) European Parliament
   b) European Commission

c) Council of the European Union

Correct answer: b

38. What description suits the Council of Europe more?
   a) It is an international organization that comprises 46 countries and is located in Strasbourg.
   b) It is an institution of the European Union that consists of heads of state or government of the member states including the President of the European Commission.
   c) It is an international organization that consists of 27 members that are together to provide peace in the European Union.

Correct answer: a

39. What was the European Parliament known as in its first for during 1952
   a) General Assembly of the European Coal and Steel Community
   b) Common Assembly of the European Coal and Steel Community
   c) Annual Assembly of the European Coal and Steel Community

Correct answer: b

40. What was The Schuman Declaration?
   a) a proposal to unify Europe into a single market
   b) a proposal to place French and West German production of coal and steel under a single authority
   c) a proposal to place Dutch and British production of coal and steel under a single authority

Correct answer: b

41. Which three organs merged their remaining organs as the European Communities in 1967?
   a) European Court of Justice, the European Economic Community, the European Commission
   b) European External Action Service, European Council, European Parliament
   c) European Coal and Steel Community, the European Atomic Energy Community, and the European Economic Community.

Correct answer: c

42.What treaty granted the EU Parliament powers over the entire EU budget, making Parliament's legislative powers equal to the Council's in nearly all areas.
   a) Maastricht Treaty
   b) Lisbon Treaty
   c) Paris Treaty

Correct answer: b

43. Who approves all development grants, including those overseas?
   a) the European Commission
   b) the European General Assembly
   c) the European Parliament

Correct answers: c

44. Does the EU Parliament hold a non-binding vote on new EU treaties?
    a) no
    b) yes
Correct answer: a

45. Can the EU Parliament veto new EU treaties?
    a) no
    b) yes
Correct answer: a

46. Who is responsible for discharging the implementation of previous budgets based on the annual report of the European Court of Auditors?
    a) the European Commission
    b) the European Parliament
    c) European Council
Correct answer: b

47. Can the EU Parliament call other institutions to answer questions and if necessary to take them to court if they break EU law or treaties?
    a) yes
    b) no
Correct answer: a

48. What is the maximum amount of seats a country can have in the EU Parliament?
    a) 100
    b) 70
    c) 96
Correct answer: c

49. What is the minimum amount of seats a country can have in the EU Parliament?
    a) 5
    b) 6
    c) 10
Correct answer: b

50. How many parliamentary groups are MEPS organized into?
    a) 6
    b) 4
    c) 8
Correct answer: c

51. What do the 20 Standing Committees of the EU Parliament do?
    a) draw up, amend to adopt legislative proposals and reports to be presented to the plenary
    b) brings together EU leaders to set the EU's political agenda

c) draws up proposals for new European legislation, and implements the decisions of the European Parliament and the Council of the EU.

Correct answer: a

52. In what languages are the speakers of the EU Parliament entitled to speak?
    a) English, French and German
    b) all 24 official languages of the EU
    c) English

Correct answer: b

53. What treaty gives the EU full legal personality?
    a) The Treaty Paris
    b) The Treaty Maastricht
    c) The Treaty Lisbon

Correct answer: c

54. What treaty established the European Union, paved the way for the single currency: the euro and created EU citizenship?
    a) The Treaty Maastricht
    b) The Treaty of Nice
    c) The Treaty of Amsterdam

Correct answer: a

55. What is the motto of the EU
    a) Merged diversity
    b) United in diversity
    c) Unified in diversity

Correct answer: b

56. What did the European Union win a Nobel Peace Prize for in 2012?
    a) International cooperation
    b) Peace and reconciliation, democracy
    c) Disarmament

Correct answer: b

4. RULE BOOK

THE GAME IN BRIEF

GAME of EU is the game of debating, losing coins, or collecting coins to be the most powerful parliament party = the winner of the game in the European Parliament.

OBJECT

Once one player loses all the Popularity Coins, the game ends.

The party having the most coins at the end will be the winner of the game.

EQUIPMENT

- 1 Board
- 6 Parliament Parties Token (Socialist party, Conservative party, Liberal party, Democratic party, Green party, Republican party)
- 30 Topic Cards
- 60 Trivia Cards
- 80 Popularity Coins
- Bank Safe of Popularity Coins
- 1 Dice

RULES

❖ Popularity Coins

Popularity Coins represent the power of each player/Parliament Party.

More Coins mean more power in the Parliament/Game.

❖ President

The President oversees distributing and managing the Popularity Coins.

❖ Parliament Parties Tokens

The Parliament Party tokens represent the player's Parliament Party throughout the whole game.

SET UP

1. Set up the Board on a flat surface. Shuffle the Topic Cards and Trivial Cards and place them in separate decks in the center of the Board.
2. Each player selects a Parliament Party Token and places it on *"SESSION START"*.
3. Players decide if they want to play Long Game or Short Game. (Instruction on Long Game & Short Game is below.)
4. One player is elected as President by either volunteering or rolling the dice. In case of choosing to roll the dice, the player with the highest number will be elected as the first President. The President holds, collects, and gives the Popularity Coins according to

the events. The President oversees the Popularity Coins until Election Day which results in electing a new President.

5. As a starter, the President gives each player 5 Popularity Coins.
6. Players roll the dice. The player with the highest score goes first and play passes to the right (clockwise).

PLAYING THE GAME

On your turn, roll the dice and move clockwise around the board in the direction of the arrow. The space you land on will determine what you have to do. Two or more tokens may rest on the same space at the same time. You may do one of the following according to the space you land on:

- ELECTION DAY
- TOPIC
- TRIVIA
- ACTION SQUARE

ELECTION DAY

Players roll the dice.

The player with the highest score becomes a new President.

The former President passes the Bank Safe of Popularity Coins to the newly elected President.

TOPIC

By drawing the Topic Cards, the player will draw the top of the Topic Cards and read to all the players.

*Exceptionally, if the player has more than two Popularity Coins, the player has a right to wave the Topic Card and draw another Topic Card by paying one Popularity Coin to the President/Bank.

The player gets 1 minute to form an argument to gain a majority of votes.

After 1 minute, the player states his/her argument to all the players.

The President will count votes afterwards by saying

"All in favor of the statement, please raise your hand.

All against the statement, please raise your hand."

The President counts all the votes both in favor and against.

After the President counts the votes, the President will announce if the Party received a majority of votes or not.

If the player gets a majority of votes, the President will give 1 Popularity Coin to the player from the Bank.

If the player does not get a majority of votes, the player loses 1 Popularity Coin.

Afterwards, the player puts the Topic Card at the bottom of the deck.

TRIVIA

When a player draws the Trivia Cards, the trivia question and multiple answers will be read by the next player.

The player who drew the card will pick one answer and if the answer were correct, the player will receive 1 Popularity Coin.

If the player does not get a majority of votes, the player loses 1 Popularity Coin.

Afterwards, the player puts the Trivia Card at the bottom of the deck.

ACTION SQUARES

❖ EU Criticism

On June 23, people in the United Kingdom will vote on a referendum on whether to remain in the European Union or to leave. The British go to the polls at a time when a new multi-nation survey from Pew Research Center finds that Euroscepticism is on the rise across Europe and that about two-thirds of both the British and the Greeks, along with significant minorities in other key nations, want some powers returned from Brussels to national governments. *Every player loses 1 coin.*

❖ Crisis migration

There was immigration crisis in 2015 in the European Union. It was a period of significantly increased movement of refugees and migrants into Europe in 2015, when 1.3 million people came to the continent to request asylum. *Every player loses 1 coin.*

❖ Trade Agreement

The EU negotiates trade agreements on behalf of the member states – including Ireland. These agreements deal with preferential duty rates on the shipment of goods between the EU and countries around the world. *You get 1 coin..*

❖ Natural Catastrophe

On 14 and 15 July 2021, a flood event affected parts of Belgium, Germany and surrounding countries, causing more than 200 fatalities and resulting in large socioeconomic impacts. *Every player loses 1 coin.*

❖ Media scandal

Reported sexual assault claimes amongst the MEPs/ Revelations about reported surveillance of journalists and politicians with spyware have surfaced in the European Union. Four EU member states have been accused of illegitimate snooping. *You lose 1 coin.*

❖ Passing legislation

The Common Agricultural Policy (CAP) which supports farmers, improves agricultural productivity and ensures a stable supply of affordable food has been successfully approved. *You win 1 coin.*

❖ Nobel peace prize to EU

Congratulations! The European Union has been awarded The Nobel Peace prize on the grounds of advanced peace, reconciliation, democracy and human rights in Europe. *You get 1 coin.*

❖ Delay in policy approval

Delay in approving renewable energy policy. *Sit out one round.*

Long Game or Short Game

Game of EU can be played by Long Game or Short Game.

The rules of the game are the same for both, except one rule which defines the length of the game.

● Long Game:

In Long Game, the game ends when one player loses all the Popularity Coins.

The player with the most Popularity Coins at the end of the game will be the winner.

● Short Game:

In Short Game, the game ends when every player goes back to the Session Start point.

The player with the most Popularity Coins at the end of the game will be the winner.

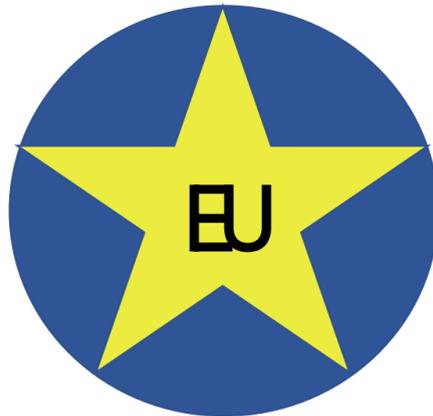## 5. BOARD AND CARDS DESIGN

Board design:

Topic cards design:

Trivia cards design:

Who is the current (2022) president of the European Commision?

a) Ursula von der Leyen
b)Charles Michel
c) Roberta Metsola

Coin design (front and back):

6. MARKETING PLAN

The summary of the Game of EU as a marketing product comes from the stance that it is a product for learning. This idea came about through an epiphany that generally it is only taught how the EU functions at university. Only in certain university courses can the EU function as a unit. This brought about our goals of filling a gap for youths. The need to know what the EU does can help youths altogether not fall into a trap of Euroscepticism from not knowing what the EU does. Having basic knowledge will change their worldview and understand an important factor for anybody in the EU. This game creates the values that the EU wants to see in its youths as a net positive for creating unity and understanding.

The target audience for the game is of course the youth. The youth people do not necessarily know because of a simple lack of not being taught about this subject. Anybody over the age of 14 should be able to play this game as it will be targeted at them. That age and above should also be a bench marker for knowing about the EU. The marketing idea or end goal is to fill this gap in the knowledge of these people overall. Most youths do not have an understanding of how the EU and its legislation work. The solution to this problem is what we are marketing towards. Our goal is to market the underlying idea of how the EU works in a fun way to youths. The goal isn't to simply try and create a lecture series that would be boring. This is to half-trick young people into learning through the scope of a fun game. so they get an understanding of perhaps the most important entity which they do live under.

The situation right now in the world as well shows that a need to educate more young people about the EU is critical. There have been some bad situations happening in the last few years with the rise of Euroscepticism, Brexit, and the migrant crisis. These are all situations the EU has had to navigate through. The EU needs more young people to open the doors to an acceptance of the unity that it stands for. This can only be achieved if more people start to have an understanding of the workings of the EU. The trend seems to be going the other way rather than toward what we want. In this world, some competitors are striving for the same goal. This game does differ in that the focus leans on the aspect of fun rather than just simply trying to teach. In the competition today when making a product our goal like all products is to stand out rather than be in the crowd.

The strengths of this project are that it does teach in a rather fun way which has replayability so people will want to play more and learn at the same time. The weakness of this game is that there might be too much fun and not enough teaching which is a balancing act that is needed. The opportunity this game brings is that it could improve the common knowledge of young people on the important subject. The threat is that this idea is not complicated or unique so anybody could have come up with the same idea on their own. This means the game does need rather good aspects of fun and replayability to catch the attention of young people.

Our marketing objective then at the end of this project is to get this board game made and funded. This will allow it to get publicly known and increase the knowledge of the EU and how it operates. The plan is to have the prototype of the game dome by the start of 2023 and

latest but sometime in January of 2023. This will hopefully receive positive feedback to get further funding and an actual product made. The plan to achieve this goal is a mix of different fields working together to make the prototype a reality. We have the different players in the group making their own aspects of the game. Making this game at the end of it will be key since to make the knowledge spew into youth's heads we will need to make the game happen first knowledge later.

The tactic and implementation of our plan has been done during the time between August and right now in November. We will continue with the implementation during the next couple of months. What we will do is we will create a board that will include the work from the previous months. This board will combine the work from all of the members of our group into one coherent playable product. This prototype will be playable for the first time on December 1. This is a tactic to see how the implementation of our plan has been working. The long hours of work should come out in the quality of the game itself. This will also show what improvement we need to make as a product and its actual standing as a working prototype. After this play session, we will increase work on all fronts to fix any problems that might have come to light during the play session. We will then make contact with the actual people who could fund our game in the EU. This will create a base that we can grow out of and create a relationship to get funding. The final part of the implementation is to show the prototype to an audience of people who do get to make the decision and others. The people from the EU who can make the decision will decide whether to fund this or not. The budget here is not of that relevance as it is mostly done without one until the actual funding kicks in at the end for us to make the actual board game.

The resources we will and have used are of course the minimal funding we have and then having a creative mindset and using free tools to create the game and its components. This means all the different cards and pieces that are required and the overall look of the board itself. Then we will print these out and create the pieces and cards from scratch to make them physical. This way we can have a board to play the game with the resources we use.

Overall, in conclusion, the marketing plan is to use minimal resources to demonstrate the making of the prototype so we can fund the game further, which will in turn help people understand the EU.