

TRANSOLVIA - ELECTIONS

Election-Campaigning, Voter Apathy, Democratic Principles



Strategic planning of the next steps of their campaign. What are the crucial topics and what to do where?

SCENARIO & PROCEDURE

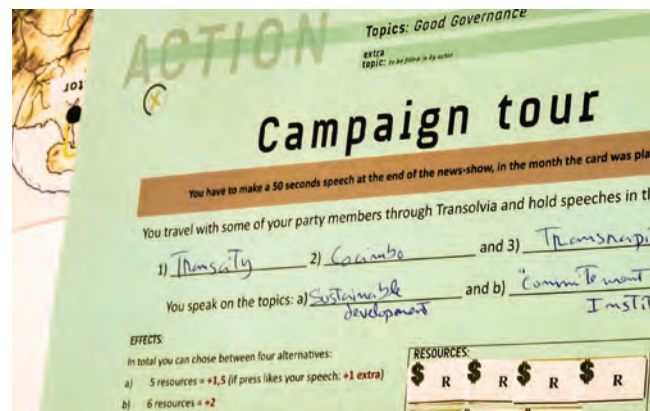
The actors in this simulation game are mostly politicians, as well as members of the national youth movement and the press, which is playing a crucial role. During the game, the representatives of the different parties have to agree on a party program and further build a strategy for the upcoming months of campaigning in order to win the general elections in the end of the game.

OBJECTIVES

The aim of the simulation game is to cooperate in teams and here to agree on a coherent argumentation. Moreover participants will be sensibilized for processes which take place around elections and the crucial role of the media. Furthermore the impacts of an election campaign on voters is shown.

DESCRIPTION

This simulation game is set six months before general elections, on the fictional island called Transolvia. Although authoritarian rule has been overcome for years, the country still has problems with its democratic culture. Furthermore, minority rights, clientelism and patronage are still present issues. The New Alliance party has the absolute majority in the parliament, but support of the population is decreasing, while the opposition is on the rise. Recently, a wave of demonstrations has swept across the country to protest against the poor education system and the large unemployment rate. The country also aims for closer relations with the European Union, but it has been difficult to carry out the necessary reforms in the past.



How to organize a campaign tour is just one of the plenty of challenging questions of this simulation game

Learning targets:

- Teamwork within the respective interest groups and coalitions
- Insight into the dynamics of an election campaign
- Interactions between media, social groups and political parties and their impact on the awareness of the electorate

Target-Group: Starting from approx. 18 years, previous knowledge is not compulsory, yet, a similar level of knowledge is beneficial.

Participants: 18 to 25

Duration: 1 to 2 days

Type: fictitious

Languages: English, German and Russian