

## Introduction to Social Simulation

<b>AIM OF THE WORKSHOP</b>	<p><i>Hello! Our aim for today is ....</i></p>
<b>GROUND RULES</b>  <b>Optional -</b>  if you are using it classroom, or have your own ground rules, you may not need this part	<p><i>We will set some ground rules to ensure that we are operating in a safe environment:</i></p> <ul style="list-style-type: none"><li>● <i>One person speaks at a time;</i></li><li>● <i>You may ask questions to clarify ideas;</i></li><li>● <i>Always criticise others in a careful, respectful and constructive manner;</i></li><li>● <i>Feelings may be expressed; they should not be rejected or denied;</i></li><li>● <i>If anyone feels uncomfortable at any point during the simulation, we can stop the session and discuss/solve the issue.</i></li></ul>
<b>NO WINNERS AND LOSERS</b>	<p><i>Even though we sometimes call this a game, there are no winners or losers in Up to You. - there is no “ultimate” goal which you need to achieve - the most points, the most money, etc. The main aim is to experience and participate in processes that will challenge you!</i></p>
<b>NO SET GOALS</b>	<p><i>You as players set your own goals in your roles. There are some general tasks you need to accomplish to keep the world turning. How you are going to do this is <b>up to you</b>.</i></p>
<b>DEBRIEFING</b>	<p><i>Finally, at the end of the session, we will discuss your experience and your goals. So, what are the rules of the Up to You! simulation?</i></p>

## Rules of Social Simulation

<b>Listen To Announcements</b>	<p><i>You must listen to my (moderator's) announcements. They can contain information relevant to the action or have other effects.</i></p>
<b>Feedback</b>	<p><i>If you have questions about playing the simulation, please ask as you have them. If you have feedback about the simulation, the model, or something that happened, please save it till the debriefing.</i></p>
<b>Complexity And Uncertainty</b>	<p><i>Don't worry! There is a lot of information at the beginning, but it will all make sense with time, usually after the first or second round. You'll get information just-in-time - ask questions if you're curious, but don't be surprised if the moderator gives you an answer like "We'll get to that in a moment."</i></p>

## Up to You! - Introducing the Simulation World

<b>Setting</b>	<i>Up to You! is a simulation about three countries - Rosa, Triland and Magnolia</i>
<b>Landscape</b>	<i>In each country, there are natural areas, facilities for food, energy or goods &amp; services production, and there are people living in Populated Areas.</i>
<b>Roles</b>	<i>You will be taking on roles in one of three departments: Economy &amp; Trade, Water &amp; Environment, Society &amp; Workforce or Education &amp; Research. What they do in these roles is up to them.</i>
<b>Magic Circle</b>  This is the part where we recommend dividing players into different roles.	<i>In order to create a safe space, we operate in the so-called "magic circle". You are entering a magic circle of trust and respect. You will take on a specific role in the simulation. In that role, you may do things which you would normally do, or which you would not. What happens in the simulation is part of the simulation. Once we finish it, we actively step out of the magic circle and go back to being friends.</i>  <i>Now put on your ID / change the name in the Zoom.</i>
<b>The Future</b>	<i>The previous governments agreed to aim at making progress on the Sustainable Development Goals. But what this will mean to you, and the future of your countries is UP TO YOU.</i>
<b>Tutorial</b>  For Tutorial all players playing one role should log in on one device and go through tutorial together. In an online setting this can be done by enabling the "Share screen" option to one of the participants.	  <i>Your predecessors left behind some tips for you in the form of a Tutorial. Now, please log in using the link and login provided to you.</i>



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