

## A (quite) simple EU simulation

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**Abstract:** A challenge in teaching the EU is that there are a lot of moving parts, and it can be difficult to get students to integrate these, or even to see them in simultaneous operation. This session will share the author's EU austerity exercise, which includes many elements that students might need to understand, including: two-level games, package deals, the tension between rational and emotional approaches to policy-making, and the impact of external actors. Designed for use in groups of at least 15 people, it also offers many paths for extension and development.

**Set-up:** By playing part of the exercise, delegates will get a sense of what it can do, and how it can be adapted for their use. Moreover, it highlights how you can make use of more stylised approaches to teaching such subjects, focusing on patterns of interaction rather than specifics of the EU itself.

**Keywords:** *simulation, exercise, EU, decision-making*

Including in these materials are the following:

- Information pack for students
- Calculator

Typically, I circulate these 24 hours in advance of the session, so they have time to read through and understand the mechanisms involved, especially since otherwise they get shocked by the thought that any mathematics might be involved.

However, specific roles are only allocated as they arrive: first I fill up the state roles, then any late-comers get to be 'the market'.

Physical requirements for the game are a room with 4 stations (one for each state, plus one for head-of-government meetings), plus a computer and projector. During the first two head-of-government meetings, I ask the others to leave the room: it can be useful to go and find out what they discuss.

More information will be provided during the workshop, but if you have questions please just ask.

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