Workshop
EU SIMULATIONS:
SCHOLARLY REFLECTION AND RESEARCH ON
AN INNOVATIVE TEACHING METHODOLOGY

PROGRAMME
Friday, 27th September 2013

09.00 – 09.30
Introduction (Arne Niemann)

09.30 – 11.00
1. Simulations and Simulation Games as Learning Tools
   • Simulation game as a tool bridging the gap between theory and practice
   • Benefits and challenges of employing experimental and cooperative learning tools
   • Changing in-class communication patterns to foster new skills
   • Constructivist approaches to teaching European Integration

   • Bargaining vs. problem solving in EU simulation
   • Gretchen Van Dyke (University of Scranton): Theory into Practice: EU Simulations as Active and Experiential Learning
   • Caterina Carta, Joachim Koops, Giulia Tercovich (Free University of Brussels): EU Simulations and Policy-Oriented Learning: Lessons from SUNY Model EU and EU Policy-Advice Senior Seminars

11.00 – 11.15
Break

11.15 – 12.45
2. Designing Simulation games
   • Educational objectives and theme selection – choosing the right topic
   • Adjusting simulations to different target groups • IR major vs. minor, BA vs. graduate students, university students vs. secondary school pupils, etc.
   • Organising simulation game teaching sessions – preparation, simulation, debriefing, assessment
   • Encouraging and harmonising student preparation and participation • at home vs. in-class, individual vs. group, motivation and immersion, computer-assisted vs. student-to-student interaction

   • Simon Usherwood (University of Surrey): Building resources for simulations: challenges & opportunities
   • Steven Jurek (SUNY Brockport, NY.), Sebastien Lazardeux (St John Fisher College, NY.), Thomas Siemes. (Trier University): Designing and Preparing an EU Simulation for Students: Lessons from EuroSim

12.45 – 13.45
Lunch Break

13.45 – 15.15
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15.15 – 15.30
Break

15.30 – 17.00
• Christoph Schnellbach (LMU München/ Andrássy University Budapest): Simulation development and theme selection as an interactive process
• Annegret Schneider, Simon Raiser, Björn Warkalla (Planpolitik Berlin): Simulating Europe: Choosing the right learning objectives for simulation games and other lessons from the field

19.30
Workshop dinner (location tba)
Saturday, 28th September 2013

08.30 – 10.00

3. Learning Outcomes
   • Assessment of learning outcomes
   • Managing and reducing complexity
   • Fostering communication, leadership, and practical skills
   • Evaluation methodologies

   • Peter Bursens (University of Antwerpen) & Rebecca Jones (Widener University): Assessing the Learning outcome of EU Simulations. Evidence from the Transatlantic EuroSim.
   • Alison Statham (De Montfort University): Simulating Policy Making in the European Union

10.00 – 10.15
Break

10.15 – 11.45
   • Peter Loedel (West Chester University): Assessing Simulations: Continuity and Change in Student Perceptions of the Mid Atlantic European Union Simulation
   • Frands Pedersen (University of Westminster): Simulating European (Union) Foreign Policy – Evaluation

11.45 – 12.45
Lunch break

12.45 – 14.30

4. Open session
   • Other topics related to employing simulation games in teaching, and/or engage in scholarly research of simulations in EU studies

   • Simon Fink (University of Bamberg): 40 different chocolate directives: How does the setting influence negotiation outcomes and dynamics in an EU simulation?
   • Wolfgang Muno (University of Mainz): Model European Union Mainz – Teaching and Learning Decision-making in the EU
   • Heidi Maurer (Maastricht University): Using simulations as active learning tool for European Studies: experiences and reflections from Maastricht University
   • Paul Rünz (University of Mainz): Making European Citizens? How Participation in Model European Union Simulations Influences European Identity and Support of the EU

14.30 – 15.00
Conclusions (Arne Niemann)