3. THE STEPS

The game offers a simplified version of the 'ordinary legislative procedure' where the European Parliament and Council jointly adopt legislation based on a proposal by the European Commission. Players, now MEPs, will start by formulating amendments to the draft directives and try to force a majority for their position in committee meetings.

They will then sit together and negotiate with the Council of Ministers to find a common position on the draft directives through a mechanism called 'the trilogue'.

Finally, they will all meet at Plenary for a first reading, where they will vote on each directive.

At the end of the game, they will hear the reactions of citizens and learn about the impact the decisions they have taken will have.

An educational toolkit offering further information on the EU legislative procedure, as well as preparatory and post-game activities, is available on our website.



4. HOW TO BOOK

The Role Play Game is free and designed for anyone aged 14 and older. The game is educational and entertaining for teens and adults alike. Please note that only group bookings can be accommodated, as the Role Play Game is not available for individual guests. Groups must be composed of between 16-32 participants. Each session has a duration of between two and two and a half hours, depending on the groups' needs. The game is accessible for persons with reduced mobility, persons who are visually impaired, and for those hard of hearing. A tutorial on the game's accessibility features is available on our website.

GROUP BOOKINGS

FREE and in 24 languages.

Scan the QR code to request a group booking online.

PLAY FROM HERE, THERE OR ANYWHERE.

The role play game is now virtual too, you can participate in person at Europa Experience, from your school or community.

FREE and in 24 languages.

Scan the QR code to start playing and learn more with our facilitator's guide.

JOIN US AT:

together.eu for democracy

GEN – EN

EUROPA EXPERIENCE LUXEMBOURG

THE ROLE PLAY GAME

#EuropaExperience



THE ROLE PLAY GAME
WHAT IS IT?

At the Parlamentarium in Brussels, Parlamentarium Simone Veil in Strasbourg and Europa Experiences across Member States, students and visitor groups can take part in an interactive game, the Role Play Game (RPG).

In this game 16 to 32 players take on the role of Members of the European Parliament (MEPs) and simulate a simplified lawmaking procedure based on two fictional policy proposals. Through the game, players can learn how the European Parliament works in a simple and entertaining way. They will:

- Understand the process of forming alliances and negotiating with other institutions.
- Consult field experts, citizens and other stakeholders, to help inform their opinions.
- Make quick decisions and use their communication skills in political debates.
- Work together and challenge themselves, to make decisions that reflect the interests of European citizens. Players will learn they cannot rely solely on their own opinions but must consider those of others to reach a compromise that works for all.



1. THE POLITICAL GROUPS

Upon arrival, players are split up into four fictitious political groups:

The European Solidarity Group
This group's main objective is the welfare state. It is in favour of state intervention as a provider of public services and funding.

The European Ecology Group
This group mainly promotes environmental protection, but also campaigns for social justice and freedom.

The European Liberty Group
This group believes in individual responsibility and the market mechanism. It favours free enterprise and competition and is against state intervention.

The European Tradition Group
This group believes in a society where state intervention and private initiative should be held in balance together with realistic legislation objectives and flexible implementation.

2. THE TWO 'SCENARIOS'

Once the political groups have been formed, each one will be split into two separate fictional committees. Each committee will then be given a fictitious 'case study' to examine:

Scenario 1: The Climate Change Committee – Climate Friendly Food Directive
In recent years, the European Union has intensified its efforts to address climate change. The environmental impact of food production and consumption remains a significant challenge. The Climate Friendly Food Directive proposal aims to combat climate change through the way we eat. The Commission believes that by increasing the price of environmentally harmful food, and making sustainable food more accessible, people will live greener and healthier lives.

Scenario 2: The Digital Transition Committee – Online Participation Directive
Digital technologies have transformed the way we communicate, learn and engage with public life, but challenges such as disinformation, online abuse, and unequal access persist. The Online Participation Directive proposal seeks to balance the right to participate in the online debate with safety and responsibility. The Commission believes that free internet access across the European Union will ensure that everyone can take part online. And requiring real identity for all online activity will make the internet safer, fairer and enjoyable for all.

