



THE DEMOCRACY GAMES

GENERAL HONORS 302, SPRING 2022

9:30 – 10:45 T&TH, MG 308

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Physical Office Hours: T and TH, 11 am – noon (just stop by!)

Zoom Office Hours: W noon – 2 pm (email for link!)

Office Hours Don't Work? Appointments Available (let me know!)

Course Description

This course will use Reacting to the Past simulations to explore the difficulties, dangers, possibilities and promises of democracy through a deep engagement with two pivotal moments in the development of democracy. In the first half of the course, we will be transported to Paris in 1791, during the middle phase of the French Revolution, where you will compete against your classmates as you attempt to exert your will in building the constitution for France. Informed by the work of thinkers such as Jean-Jacques Rousseau and Edmund Burke, you will confront issues such as the role of the church in government, freedom of speech, the relationship between property and citizenship, and the legitimacy of violence as a tool for revolution. In the second half of the course, we will leap forward to 1993, to the World Trade Center in Kempton Park, to serve as delegates in the Multiparty Negotiating Process charged with building a new constitution for post-Apartheid South Africa. Here, you will encounter a now-familiar task—constitution building—in an entirely novel set of circumstances that will build on your previous experience while also introducing new questions regarding the role of diversity and national identities, the importance of consensus building, and the establishment of a process for truth and reconciliation.

This semester, you will:

- Deepen your own understanding of the nature of democracy.
- Practice analytical thinking about politics. This requires you to provide reasons for what you believe and to consider counterarguments.
- Develop abilities to interpret texts and use textual evidence to support your claims.
- Develop your writing, speaking, and listening skills as you attempt to persuade others verbally and in writing and work to come to a clearer understanding of alternate points of view.

The format of this class includes a very few traditional lectures and a few more class discussions, but the vast majority of our time will be dedicated to playing two Reacting to the Past game simulations. Lectures will prepare you with the background information and ideas needed to play the games. Discussions will allow us to interrogate these ideas in greater detail, enhancing our understanding. Perhaps most importantly, the two games will put you squarely in the action as you compete against your classmates to build democracies in two places and times.

Required Reading

The following required texts are available at the bookstore and are abbreviated in the schedule as shown:

Rousseau, Burke, and Revolution in France, 1791 (Popiel, Carnes, & Kates) – FRGB

On the Social Contract (Jean-Jacques Rousseau, translated by Cress) - OSC

The Collapse of Apartheid and the Dawn of Democracy in South Africa, 1993 (Eby & Morton) - SAGB

South Africa: The Rise and Fall of Apartheid (Clark & Worger) - SA

Additional readings may be available on Western Online (WO) or will be distributed in class. Because this class will largely be based on you—as opposed to lectures from me—it is crucial that everyone has prepared the readings. This means that you should read carefully, taking notes in whichever style you find most useful (but one that involves some sort of writing), and review your notes before class. Reading and taking notes is one of the best ways to ensure success in the games. **You must bring your readings to class, which means that you will need to print any readings from Western Online.**

Reading Quizzes

On days marked with a on the calendar, a quiz will be administered in class using Socrative; you will need to have your phone with you (charged up and ready to go!) to take the quizzes. These quizzes will be **closed book** and **open note**, meaning that while you may not use the course texts, you may use any notes that you have taken on the readings. After each quiz is completed, we will determine whether or not it counts with a roll of the freakishly large dice. Your lowest quiz grade will be dropped from the calculation of your quiz average. **Students must be present in person to take the quizzes and no make-up quizzes will be administered.**

Game-Related Writing

The structure of the French Revolution game is such that the exact format of your written work will be designed to further the goals of your assigned character. For example, some players will be responsible for writing newspaper editorials, others will write critiques of those editorials, and still others will write travelogues or letters from constituents. All players, however, will be responsible for writing **three** pieces of at least 750 words each. For the South Africa game, you will be required to write **two** pieces of at least 750 words each. The first will be a newspaper editorial and the second will be your choice of either a newspaper editorial or letter. A detailed checklist of requirements will be distributed for all written work, which will be graded as satisfactory or unsatisfactory. Only work that meets the **basic requirements** on the checklist will count as complete. Work that meets **all of the requirements** on the checklist will earn a designation of satisfactory. Incomplete writing may be revised at the cost of two lives. Unsatisfactory writing may be revised at the cost of one life (see “Extra Lives,” below).

Final Reflection

Instead of taking a final exam, you will be required to complete a contemplative essay of at least 750 words reflecting on your experience in the games. Instructions will be provided at least a week in advance.

Attendance

The nature of this course makes attendance **extremely important**. What would happen if Louis XVI was absent from the French Revolution or the African National Congress Executive didn't show up for the talks in Kempton Park? Attendance is required and will be taken daily. If you will be missing class for **any reason** and would like the absence to be excused, you must let me know **prior to** the class you will be missing. At that time, I will give you a writing prompt based on the missed day's material or activity and you will complete a 600-word assignment to make up that day's work and quiz (if applicable). This assignment will be due via email by the beginning of the next class meeting unless alternate arrangements are made in advance. No matter why you miss class or whether you choose to complete the work to have the absence excused, it is **your responsibility** to find out what you missed from me and/or one of your classmates.

Grading

To pass this course with a **D**, students must achieve the following:

- a reading quiz average of **60%** or above.
- basic completion of at least **4** of the 5 game-related pieces.
- satisfactory completion of at least **3** of the 5 game-related pieces.
 - French Revolution #1
 - French Revolution #2
 - French Revolution #3
 - South Africa #1
 - South Africa #2
- completion of the final reflection.
- attendance at no fewer than **26** class sessions (no more than three unexcused absences).

To level up to a **C**, students must achieve the following:

- a reading quiz average of **70%** or above.
- basic completion of all **5** of the 5 game-related pieces.
- satisfactory completion of at least **3** of the 5 game-related pieces.
 - French Revolution #1
 - French Revolution #2
 - French Revolution #3
 - South Africa #1
 - South Africa #2
- completion of the final reflection.
- attendance at no fewer than **27** class sessions (no more than two unexcused absences).

To level up to a **B**, students must achieve the following:

- a reading quiz average of **80%** or above.
- basic completion of all **5** of the 5 game-related pieces.
- satisfactory completion of at least **4** of the 5 game-related pieces.
 - French Revolution #1
 - French Revolution #2
 - French Revolution #3
 - South Africa #1
 - South Africa #2
- completion of the final reflection.
- attendance at no fewer than **28** class sessions (no more than one unexcused absence).

To level up to an **A**, students must achieve the following:

- a reading quiz average of **90%** or above.
- satisfactory completion of all **5** of the 5 game-related pieces.
 - French Revolution #1
 - French Revolution #2
 - French Revolution #3
 - South Africa #1
 - South Africa #2
- completion of the final reflection.
- attendance at all **29** class sessions (no unexcused absences).

Students who do not complete the requirements for any of the grade categories above will earn an **F**.

Plus and minus grades will be determined based on the quality of proofreading exhibited in written work as follows: + for highly developed writing (skillful, clear writing with zero or very few errors), no + or - for developed writing (mostly clear writing with some errors), - for underdeveloped writing (unclear writing with a distracting number of errors).

Extra Lives

Each of you starts the semester with four extra lives. One life may be traded for the following:

- the opportunity to revise an unsatisfactory piece that meets the basic criteria. Students will have seven days from the day feedback is made available to revise. Meet with me before the seven days is up to arrange for your revision.

Two lives may be traded for the following:

- the opportunity to revise an incomplete piece that does not meet the basic criteria. Students will have seven days from the day feedback is made available to revise. Meet with me before the seven days is up to arrange for your revision.

At the end of the semester, extra lives will be translated into points that will be added to students' quiz averages:

4 lives = 4 points

3 lives = 3 points

2 lives = 2 points

1 life = 1 point

Lateness, COVID Protocols & Other Standards of Classroom Behavior

Being **on time** for our sessions is extremely important for the same reason that attendance is. When we begin, the door will be closed and locked. Each of you will receive one "Get Into Class Late" card at the beginning of the semester (attached); to get in late, knock on the door and I'll open it take your card. If you don't have a card, **DO NOT KNOCK**—you won't be admitted into class late. If you do not use, lose, sell, or give away your card by the end of the semester **and** have not missed more than one quiz, your card can be redeemed for 3 extra credit points being added to your final quiz average. Remaining "Get Into Class Late" cards will be collected on the last day of class and must be submitted to earn the extra points.

As required by the university, we will adhere to all current university COVID-19 protocols, which are available at http://www.wiu.edu/policies/covid_safety.php. Non-compliance with any university COVID-19 policy may be considered disruptive student behavior and disciplinary action will follow general process outlined in disruptive student behavior procedures (<http://www.wiu.edu/policies/disrupst.php>) and/or other applicable enforcement measures applicable to the Code of Student Conduct.

Finally, please show respect for me and your classmates by avoiding the following: leaving class early, taking frequent or daily trips to the restroom, holding conversations with your neighbors when someone else (me or a classmate) is talking, sleeping during class, and using tobacco during class. Students who make a habit of engaging in these or any other disruptive behaviors will receive one kind and gentle email warning and, if the behavior continues, a second public and potentially embarrassing in-class warning. After that, repeat offenders will be asked to leave.

Cellular Phones, Laptops, & Tablets

You will need a phone with you in class to take our daily quizzes, but phones should be put away once quizzes are complete. At the beginning of the semester, there will be a bank of five extra credit points available. Each time I see a phone when it's not quiz time, I will deduct one point from this bank. At the end of the semester, the number of points left in the bank will be added to each student's total points. The use of laptops or tablets during our sessions is also prohibited.

Email

During the workday (8 am to 5 pm), I usually respond to email within hours, but it does take me longer in the evenings and on weekends, when I am off-duty and trying to spend time away from screens. For this reason, you should assume that a) if you email me in the evening, you will hear back from me the next day and b) if you email me over the weekend, you will hear back from me on Monday; it is your responsibility to plan accordingly. It will help me get back to you more quickly when you include the number or name of the course (POLS 302 or Democracy Games) in your subject heading.

Students with Disabilities

In accordance with University values and disability law, students with disabilities may request academic accommodations where there are aspects of a course that result in barriers to inclusion or accurate assessment of achievement. To file an official request for disability-related accommodations, please contact Disability Resources at 309-298-1884, sdsc@wiu.edu or in 125 Memorial Hall. Please notify me as soon as possible to ensure that this course is accessible to you in a timely manner.

Sex Discrimination and Sexual Assault or Misconduct

University values, Title IX, and other federal and state laws prohibit sex discrimination, including sexual assault/misconduct, dating/domestic violence, and stalking. If you, or someone you know, has been the victim of any of these offenses, we encourage you to report this to the Title IX Coordinator at 309-298-1977 or anonymously online at:

http://www.wiu.edu/equal_opportunity_and_access/request_form/index.php

If you disclose an incident to a faculty member, the faculty member must notify the Title IX Coordinator, no matter when or where the incident occurred. The complete Title IX policy is available at:

<http://www.wiu.edu/vpas/policies/titleIX.php>.

Student Rights and Responsibilities and Academic Integrity

You are required to familiarize yourself with the university's Student Rights and Responsibilities and Academic Integrity policies, which are available at the following URLs:

<http://www.wiu.edu/provost/students/> <http://www.wiu.edu/policies/acintegrity.php>

Please pay special attention to the Academic Integrity Policy. I take academic integrity very seriously, and all violations of this policy will be punished in accordance with the guidelines it describes; **all writing submitted containing any plagiarism will automatically be marked unsatisfactory and will be ineligible for revision.**

Calendar

This schedule may be changed if the needs of the class or circumstances change. Changes will be announced in class and online, via email and/or on Western Online. It is your responsibility to come to class and to check your email and the course's Western Online page regularly. Readings should be done by the date next to which they are listed. **Please reach out (e-taylor@wiu.edu) if you have questions!**

Readings should be done for the date by which they are listed. The symbol indicates an in-class quiz.

Date	Topic	Readings	To-Do
TH Jan 20	Course Introduction	GH302 Syllabus	<input checked="" type="checkbox"/>
T Jan 25	What is Democracy?	Isakhan (WO), pp. 1-12	<input checked="" type="checkbox"/>
Part I: The French Revolution			
On Your Mark...			
TH Jan 27	Rousseau & the Enlightenment	pp. 3-9, 19-33, 87-107 (FRGB)	<input checked="" type="checkbox"/>
T Feb 1	The French Revolution to 1791	pp. 33-47, 108-111, 115-120 (FRGB)	<input checked="" type="checkbox"/>
TH Feb 3	Rousseau & Burke	pp. 2-44 (OSC) pp. 120-123, 145-167 (FRGB)	<input checked="" type="checkbox"/>
Get Set...			
T Feb 8	Understanding Reacting	pp. 10-13, 49-57 (FRGB)	<input checked="" type="checkbox"/>
TH Feb 10	Getting to Know Your Faction	Individual Role Sheets pp. 69-84, 123-125 (FRGB)	Online Quiz Due by 9:15 am
T Feb 15	NO CLASS MEETING – Individual conferences with GM, MG 424.		

GO!			
TH Feb 17	Game Session 1	pp. 62, 125-126, 128-136 (FRGB) Gamemaster News Service #1	Faction Newspapers Volume 1 Due
T Feb 22	Game Session 2	pp. 63, 128, 136-145 (FRGB)	Indeterminates Piece 1 Due
TH Feb 24	Game Session 3	p. 63 (FRGB) Gamemaster News Service #2	Faction Newspapers Volume 2 Due
T Mar 1	Game Session 4	p. 64 (FRGB)	Indeterminates Piece 2 Due
TH Mar 3	Game Session 5	p. 64 (FRGB) Gamemaster News Service #3	Faction Newspapers Volume 3 Due
T Mar 8	Game Session 6	p. 65 (FRGB)	Indeterminates Piece 3 Due
TH Mar 10	Debriefing the Game	"What Happened?" (WO)	
T Mar 15	NO CLASS	Have a great spring break!	
TH Mar 17			
Part II: The End of Apartheid in South Africa			
On Your Mark...			
T Mar 22	South Africa & The Development of Apartheid	pp. 35-71 (SA) pp. 54-69 (SAGB)	<input checked="" type="checkbox"/>
TH Mar 24	Resistance to Apartheid	pp. 72-98 (SA) pp. 1-11, 70-87 (SAGB)	<input checked="" type="checkbox"/>
T Mar 29	Negotiating a Path Forward	pp. 99-129 (SA) pp. 12-35, 109-116, 133-139 (SAGB)	<input checked="" type="checkbox"/>
Get Set...			
TH Mar 31	Game Setup	pp. 36-53, 126-133, 139-151 (SAGB)	<input checked="" type="checkbox"/>
T Apr 5	Faction Meetings & Final Setup	Individual Role Sheets pp. 36-53 (SAGB)	
GO!			
TH Apr 7	Game Session 1: All-Party Talks	NOTE: During this section of the game, your required readings will depend on which character you are playing and to which Constitutional Working Groups you belong. Consult your role sheet and the SAGB for details.	
T Apr 12	Game Session 2: All-Party Talks		SA Piece 1 Due
TH Apr 14	Game Session 3: Constitutional Working Groups 1		
T Apr 19	Game Session 4: Constitutional Working Groups 2		
TH Apr 21	Game Session 5: All-Party Talks		
T Apr 26	Game Session 6: All-Party Talks		
TH Apr 28	Debriefing the Game		SA Piece 2 Due
Part III: Reflecting on Democracy			
T May 3	Democracy in France & South Africa	Wolin (WO)	<input checked="" type="checkbox"/>
TH May 5	Democracy in France & South Africa		
TH May 12	Final Exam Period, 8-9:50 am		Final Reflection Due in WO by 9:50 am