

RU EU? Teaching Support Materials

Support Material for Teachers

The RUEU? Game: A short outline



The Aim of the Game

The RU EU? Game aims to increase understanding of the complexity of EU identity by making players more aware of how issues of identity impact on how we think, feel and behave in different situations and contexts. When he has been offered the job the player is directed to a map of Europe showing 5 countries (UK, Netherlands, Germany, Greece and Croatia) that represent the partner countries for the project. Each country is linked to one of 5 assignments where one's sense of European identity might be relevant. These are:

1. Brexit (UK)
2. Rights of EU citizens to work across Europe (Netherlands)
3. Rights of immigrants (Greece)
4. Who is European anyway? - differences between EU nations (Germany)
5. Changes in EU identity over time (Croatia)

The Tools of the Game

The game uses specific tools by which to investigate the issues involved in each individual assignment

Tool	Desktop Icon	Function
Mobile phone chat tool	Mobile phone	used by the mentor to provide instructions for the player's next assignment.
Interview tools	Pro and Anti campaigners	to interview 2 people with opposing views on EU in a formal setting
Discussion tool	Bottle of wine	to listen to discussions in informal settings about participants' views on European identity
Newsflash tool	Newsflash banner	allows players to categorise Newsflashes with respect to their theme and polarity (pro EU, anti EU or neutral)
Final assignment tool	Laptop	Only visible after the player has completed the other tasks to work on the final assignment

Following up on the Game

Once your students have played the game you can utilise the associated Teaching Support Materials available on this site to address specific aspects of the game and the various concepts involved.