

“Escaping (Un-)Democratic Deadlock” A game-based seminar

Course for Master Students of Political Science

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This is a Master seminar funded by EUCOR and based on a cooperation between the universities Freiburg and Basel. The course entails three preparatory sessions (online) as well as a block session (three full days at the University of Basel).

Session 1: Wednesday, 27.04.2022	10:15 – 11:45h (online)	Introduction	
Session 2: Wednesday, 25.05.2022	10:15 – 11:45h (online)	The EU, the CoE and illiberal member states, part 1	
Session 3: Wednesday, 15.06.2022	10:15 – 11:45h (online)	The EU, the CoE and illiberal member states, part 1	
Wednesday, 13.07.2022 + Thursday, 14.07.2022 + Friday, 15.07.2022	EUCOR Course, full days, taking place in Basel	Creating and testing the Escape Room	

Short description:

The European Union (EU) and the Council of Europe (CoE) are two important regional organizations in Europe. Together, they cover a broad range of policy fields and can impact the daily lives of the citizens of their member states. The composition of member states is diverse with respect to size and regime types. In the EU as well as in the CoE, the majority of member states are liberal democracies of medium to small size. However, some states, such as Poland under the government of PIS or Turkey under Erdoğan, call into question some of the core liberal and democratic norms and rules of the CoE and the EU. This might even endanger the core achievements of European regional integration: stability, peace and prosperity.

How can the EU and the CoE and the democratic member states in the inter-governmental bodies and parliamentary assemblies of the CoE and the EU escape (un-) democratic deadlock?

This *innovative seminar* brings together Master students from EUCOR universities and addresses above question based on a mixture of *established didactic tools* and a novel *game-based learning approach*. The first part of the seminar uses regional integration and negotiation literature to lay the foundation of substantive knowledge, the second part allows the students to apply this knowledge in practice by developing an Escape Room game. In the thematically grounded *Escape Room*, students have to collectively solve a variety of different problems of regional cooperation in the EU and the CoE, such as dealing with un-democratic member states or avoiding deadlock of negotiations.