

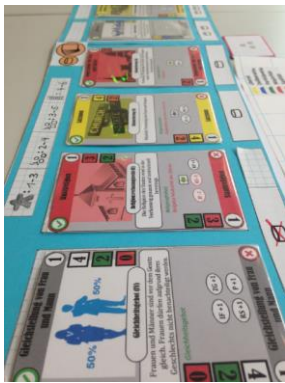
Let's Play – Game test at GIGA Hamburg

April 23, 2018
GIGA Hamburg
Neuer Jungfernstieg 21, 20354 Hamburg
Room: tba

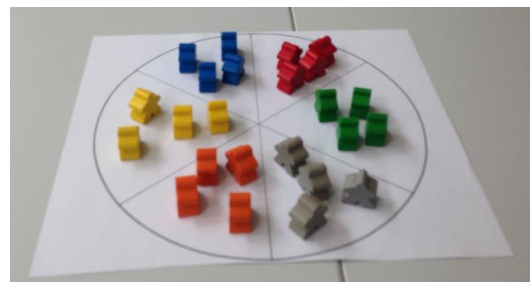
The Democracy Game (working title)

Game Design: Robert Lovell

Thematic Input: Saskia Ruth & Rebecca Welge



The players in The Democracy Game take on the role of five political consultants, who have been invited by a Constituent Assembly to lead a group of delegates in a constitutional design process. Their task is to help create a new democratic constitution for a fictional state. Each player is a renowned advocate of one ideal democratic model (liberal, deliberative, participative, majoritarian or consensual), consequently, they all have quite different ideas about how the institutional design of the new democratic constitution should look like. In their role as delegation leaders all players research new institutional design ideas, propose bill drafts in the committees of the Constituent Assembly and participate in votings about bill drafts that make it into the decision chambers. Each player aims at writing political institutions into the Constitution that are favorable to his/her democratic model and to prevent unfavorable ones from being written into the Constitution. That way all delegates work on their prestige to make an imprint on the institutional design of the newly formed state. In the end, when the new Constitution becomes enacted, only one delegation will be remembered as the intellectual father or mother of the Constitution. However, all players loose the game if they are unable to reach a minimal level of democracy in the proposed institutional design of the new polity.



For more information on the genesis of this game see <https://saskiaruth.com/gamification/>