PRESIDENT FOR A DAY
PALESTINE

TEACHER'S GUIDE

PRESIDENT FOR A DAY: PALESTINE

ABOUT THE GAME

President for a Day: Palestine is the third installment in the President for a Day (PFAD) game-series that also includes PFAD: Corruption and PFAD: Floodings. PFAD: Palestine is strategy game primarily aimed at social studies students in the age group of 13-17 which corresponds roughly with 8th-10th graders in the Danish school system.

In PFAD: Palestine the player take the role of both the Palestinian self-government bodies in Gaza and the West Bank as well as the Israeli prime minister. This will give the player an opportunity to experience the different challenges that face Palestinian and Israeli side.

The aim of the game, rather than delivering a be-all end-all source to the Palestine conflict, is to be a more approachable entry into this very complex conflict. It should ignite the curiosity of students and provide a common starting ground for the discussion of conflict and the topics introduced in the game. Eg. economy, stability and security, equality in the West Bank and settlements.

GAME OVERVIEW

PFAD: Palestine can be played on either computers or android tablets and consists of three different scenarios and one tutorial scenario.

REGION MAP

HOW DOES THE GAME WORK?

Most of the game takes place either in the region map, district screen, mission screen or stakeholders screen.

The region map is a map of the whole area giving you an overview of the different districts in the area. The region map is also where enemy units appear and

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where you can move your military units around to combat militants. You also move your engineering units to the different districts in this map view.

DISTRICT VIEW

The district screen is where you get detailed statistics on each individual district which includes stability, income, housing and other relevant stats depending on which scenario you play. You can fold out each stat to get an overview on what has an effect on the stats.

The district screen is also where you can upgrade your buildings which in turn has an effects on the stats. Eg. as an Israeli prime minister, building checkpoints might increase stability in your district but it will have a detrimental effect to the equality level between Israelis and Palestinians.

Lastly there is the stakeholder screen which is where you will find the stakeholders who have interests in your country. Each one of them affects your country in different ways and give you support according to your relationship with them. You can switch between the stakeholders and gain an overview on their rela-

STAKEHOLDER VEW

tionship to you through the round toggles beneath the stakeholder portrait.

Throughout the game the stakeholders will also have dilemmas that you will need to deal with. The course of the game and your relationship with your stakeholders will change according to how you react to these dilemmas.

Lastly there is the mission screen which is similar to the stakeholders screen in that a stakeholder will have a mission for you. Unlike the dilemmas, you don't necessarily have to make a deci-

sion immediately as the missions give you more time to complete them, or if you choose to you can also ignore them.

SCENARIO 1: TUTORIAL

The tutorial scenario will teach the player the basics of the game and the controls. It is highly recommended that this scenario is played before proceeding to the next three scenarios.

Time to complete: 10-20 minutes

SCENARIO 2: WELCOME TO THE GAZA STRIP!

The first scenario lets the player take decisions as the Palestinian leader of the Gaza strip and has a strong focus on the security threats that are unique to the area, such as the rise of militants and terrorist groups, the imminence of Israeli attacks and the situation with Egypt. At the same time the needs of the Palestinian population also has to be taken care of as well as the International demands.

Time to complete: 15-25 minutes

SCENARIO 3: JUST ABOUT MADE IT...

This scenario casts the player as the Israeli prime minister and focuses on Israel and the West Bank rather than the Gaza Strip. As Israeli prime minister the player will be forced to make decisions regarding the growing number of settlements on the West Bank, settlements which are generally viewed as illegal by the International community and as a means of oppression of the Palestinian people. Furthermore the player must deal with the security threats facing the Israeli people, the actions of fundamentalist Jews and the demands of the Palestinian people of the West Bank.

Time to complete: 20-30 minutes

SCENARIO 4: THE BARE NECESSITIES

The third scenario can be viewed as the flipside to the second scenario as it

also concerns itself with the West Bank but from the Palestinian side. Here some of the pressing issues are access and mobility (partly caused by the presence of settlements), economy, access to basic resources such as power and water and employment. At the same time the player will also have to deal with the presence of Israeli bulldozers dismantling your buildings that are viewed by the Israelis as illegal.

Time to complete: 30-40 minutes

USAGE OF THE GAME IN THE CLASSROOM

PREPARATION

Before you and your class play the game we recommend that you have already had some sort of introduction to the conflict. While the game itself can function as an introduction to the conflict, the learning outcomes of the game will be increased if the students already have a little knowledge to the conflict beforehand as it will help them to make more informed choices throughout the game. You can have a look at the topics guide for an overview on the topics that are covered in the game.

PLAYING THE GAME

It is recommended that your students play the game in pairs as it will lead to discussion and verbalisation of the choices they make in the game. If they are in disagreement over decisions, playing in pairs will train them to rationalise the choices they make

As they play in pairs you can also consider having them take notes, particularly regarding dilemmas where they disagreed over for debriefing and group work afterwards.

DEBRIEFING

To further increase the learning outcome of the game we recommend that you after each scenario have assignments, reflections and discussion based their choices throughout the game. To this end you can look in the student guide for inspiration on assignments and discussion topics. The student assignments are

split into two different types; debriefing and chain of dilemmas.

The debriefing is a list of questions that can be used to start class discussion, group work or individual assignments.

Chain of dilemmas is a group exercise that allows your students to create their own "chain of dilemmas" based on one of the dilemmas that exists in the game. They can then present their own chain of dilemmas to other students and discuss whether they think there should be other choices and dilemmas available in the causal chain or not.
Lastly they can also try to create their own chain of dilemmas with a whole new dilemma, not found in the game, but based on their own research.
This exercise is designed to make them think about how each choice in a dilemma can cause a whole other set of dilemmas to spring forth and how decisions are never black and white. What are the events leading to the dilemmas and what events will ensue now?

TECHNICAL

The game is available as a web-version on school.seriousgames.net where learning materials can also be found. Alternatively the game can also be downloaded from Google Play if you own an Android-tablet.

BROWSER COMPATIBILITY

If you would like to play the web-version, please be aware that the game only works on the following browsers because of the technology used in the game. The browsers are listed after preferred usage:

- Mozilla Firefox
- Google Chrome
- Microsoft Edge
- Apple Safari (does not work in fullscreen, we therefore discourage using this browser unless there is no alternative)