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European Union Module
Course Title: HIST 3470: Modern Europe
Fall 2023

Module Description:

My central idea is to provide a lecture and introductory readings on the history of the EU's origins and the individual and collective functions of the core EU institutions as context for a role-playing game that simulates the work of the Council of the EU. The goal of this exercise will be to instill a deeper understanding of the perspectives of individual member states on issues facing the EU (in this case, through the example of regulations regarding textile production and importation) and the collective decision-making process in institutions such as the Council.

Schedule of Classes:

Week 14 (Nov. 13-Nov. 17): Europe since 1989

Monday (11/13): The European Union and Contemporary Issues (Lecture)
-Reading: *A Concise History of Modern Europe*, chapters 14 & 15

Wednesday (11/15): The European Union Today
-Reading: Drakulić, *Café Europa Revisited* (all)

Week 15 (Nov. 20-Nov. 24): European Union Simulation

Monday (11/20): Council of the EU Simulation
-Introduction to the Game and Preparation of Roles

Wednesday (11/22): Thanksgiving Break
-No Class

Week 16 (Nov. 27-Dec. 1): European Union Simulation

Monday (11/27): Council of the EU Simulation
-Initial Negotiations and Internal Deliberations

Wednesday (11/29): Council of the EU Simulation
-Official Negotiations and Resolution

Assessments:

Students' understanding of the European Union will be assessed in several different ways. Their understanding of the lecture topic on the European Union will be assessed through the final exam in the course, and their understanding of EU enlargement and its implications for contemporary issues facing the EU today will be assessed through reading questions about *Café*

Europa Revisited. Finally, their understanding of how EU institutions function to address issues of concern to the EU will be assessed through the Council of the European Union simulation game, which will require students to role-play as a representative of an assigned member state, debate other students, and produce speeches and reports from the perspective of their member state.

Role-Playing Game Resources:

The Council of the European Union Simulation Game:

<https://www.consilium.europa.eu/en/documents-publications/educational-resources-teach-learn-play/games-and-quizzes/>

The Council of the European Union Voting Calculator:

<https://www.consilium.europa.eu/en/council-eu/voting-system/voting-calculator/>

General Background and Context on EU Member States and Institutions: https://european-union.europa.eu/index_en

Assigned Readings:

David S. Mason, “The European Union: Europe United and Free?,” in *A Concise History of Modern Europe* (Rowman and Littlefield, 2022)

Slavenka Drakulić, *Café Europa Revisited* (Penguin Books, 2021)