



## "Pope Election 2.0"

A simulation game, theme-related to the  
Council of Constance  
April 27 – May 1, 2017, Constance

### **Simulation game "Pope Election 2.0". What's behind it?**

Object of the historical simulation game is to put an end to the Great Western Schism. Teenagers and young adults, who want to take part, are invited to come to Constance. Their task will be to reunify the Church, to handle the problem of three rival popes and eventually reduce them to one. There are many possibilities to achieve this goal, yet the participants have to deal with certain circumstances and situations oriented on real historic events.

Each participant will be asked to take a historic role and represent its positions and attitudes during the discussions. Conference language will be mainly English.

### **The simulation game is aimed at whom? Who is allowed to take part?**

The simulation game "Pope Election 2.0" is interdenominational and aimed at teenagers and young adults between 16 and 20 years from the whole of Europe. It is possible to take part as a group or class (with one adult attendant), but also individually. The journey to Constance will be subsidised, yet it must be independently organised. Bed and board in Constance will be supplied. The attendance fee won't be more than 50 Euros per person. A binding registration is necessary until February 15, 2017, via [www.planspiel-papstwahl.de](http://www.planspiel-papstwahl.de)

Simulation game experience is an advantage, yet not mandatory. In the run-up, participants will be invited to prepare for the game according to their assigned role profile. The participants should actively involve themselves in the open simulation game process in order to influence it.

### **Why is it worthwhile to take part in the game?**

After the event, every player will receive a participation certificate. The simulation game is also meant to trigger discussions of unusual positions and to encourage players to reflect on their own thoughts and behaviour. A guided evaluation will conclude the game.

Contact with other teenagers and young adults from all over Europe may improve the social competence of each participant. Intercultural encounters and skills are also encouraged.

Last but not least, the participants will playfully acquire factual knowledge about the Council of Constance as part of our common European history. Now of all times it is very important to campaign for the European idea and to realize that solutions in dialogue will be more sustainably successful than force of arms.

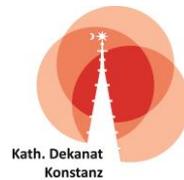
## How will the simulation game pass off?



- |                    |   |
|--------------------|---|
| Thursday, April 27 | Independent journey to Constance<br>Check-in at accommodation   |
| Friday, April 28   | Reception and getting acquainted with the simulation game rules<br>Start of simulation game at the Cathedral of Constance<br>First meeting of the "Nationes" at original sites of the Council |
| Saturday, April 29 | Discussion within the "Nationes" and Council Assembly   |
| Sunday, April 30   | Election of the pope, election party in the warehouse at the harbour (Konzilgebäude)  |
| Monday, May 1      | Conclusion and evaluation<br>Departure after noon.  |

An extensive supporting programme of cinema shows, excursions, market visits, and guided city tours is also planned.

## An event held as part of the Council Anniversary 2014 – 2018 by



For further information please see [www.planspiel-papstwahl.de](http://www.planspiel-papstwahl.de)

**PAPST  
WAHL  
2.0**

