


<b>Name</b>	<b>Roleplay</b>
<b>Brief Description</b>	<i>Roleplay consists in giving participants the possibility to play a fictional role, f.e. A major, an ambassador, a department head of office... Both role-plays and simulations are an opportunity to enact a scenario, practice skills around it, and explore emotional reactions to it.</i>
<b>Methodology</b>	<p>In a roleplay, participants can:</p> <ul style="list-style-type: none"> <li>• test <b>“what if” ideas</b>; they can try out new skills; or</li> <li>• put themselves in the shoes of characters they’re role-playing, gaining insight (and compassion)</li> </ul>
<b>Estimated planning time needed:</b>	1-2h
<b>Objective</b>	It is useful to <b>prepare</b> a team <b>for difficult situations</b> . You can also get a sense of what other people are likely to be thinking and feeling in the situation.
<b>Time estimated:</b>	10-30 min
<b>Composition of audience:</b>	All audiences suit this format
<b>Experience level required:</b>	Divergent level of experience among participants is envisaged
<b>Number of audience:</b>	<10
<b>Level of complexity and possible challenges</b>	Medium to High - The organiser and the participants should have a sound understanding of the subject matter of the event
<b>Picture</b>	 <p>A photograph showing a large group of people, mostly young adults, gathered in a grand, high-ceilinged hall with large arched windows. They are seated on the floor, facing a large screen at the front of the room. The atmosphere appears to be one of a formal or semi-formal event, possibly a conference or a workshop. The hall has a classic architectural style with high ceilings and large windows.</p>
<b>Relevant sources</b>	<p>M. Donahue; A. Heyde Parson (1982), <i>The Use of Roleplay to Overcome Cultural Fatigue</i>, Tesol Quarterly</p> <p>R. McLaughlan, D. Kirkpatrick, P. Hirsch, H. R. Maier (2012), <i>Using Online Roleplay/Simulations for Creating Learning Experiences</i>, IJISME</p>