

Oh Despicable Me!

Thomas Jefferson Model United Nations Conference

TechMUN XXXII



Middle School Specialized Committee

Chairs: Michelle Zuo and Surbhi Singla

Thomas Jefferson High School for Science and Technology

April 11th-12th, 2025

Dear Delegates,

Welcome to the 32nd iteration of TechMUN! As your co-chairs, we are delighted that you will be participating in the 'Oh, Despicable Me!' committee, and look forward to hearing healthy debates and discussion. The committee will take place on April 11th & 12th, and each delegate will be assigned a position in the Despicable Me universe to represent. This is a specialized committee, meaning the flow of debate and directive cycles will be much faster (and maybe more fun!) than in traditional general assemblies.

The first topic of this committee will be **Minions Global Election**, where the minions have decided it is time to take control of their own leadership, igniting many questions about the future of villains and minion society alike. The second topic will be a **Global Ban on Bananas**, where the villain council has decreed no more bananas! This is obviously horrible for the banana-loving minions, and we're excited to see the solutions delegates will bring to resolve this crisis. Speaking of crises, there will be periodic crisis updates in committee, where you will have to quickly work together to solve unexpected problems.

As we embark on this exciting weekend of debate and collaboration, we encourage delegates to approach the committee with confidence, creativity, and an open mind. A successful delegate not only articulates their ideas persuasively but also listens actively and engages with others in a respectful and diplomatic manner. Whether this is your first or final conference, we hope TechMUN leaves you with unforgettable experiences and valuable skills. If you have any questions, feel free to reach out at despicablemetechmun2025@gmail.com.

Michelle Zuo & Surbhi Singla

Co-Chairs, Oh Despicable Me!

Topic A: United Minions - Global Election

Background:

Minions have always thrived under the rule of strong, dominant figures. Their need for guidance is an intrinsic part of their being, driving them to seek out individuals who exhibit power, cunning, and, most importantly, a touch of villainy. Some of their most notable historical affiliations include the Tyrannosaurus Rex (Prehistoric Era), which were their first known masters who met an unfortunate demise due to an accidental lava-related incident caused by the Minions. Additionally, the Minions served under various rulers including pharaohs of ancient Egypt, though their antics often resulted in the collapse of construction projects and, occasionally, entire dynasties. Napoleon Bonaparte was a French leader they briefly aligned with in the 19th century, but their enthusiasm in battle led to strategic blunders. Then, in the 1960s they attempted to prove their worth under one of history's most ambitious villains, Scarlet Overkill, though internal conflict led to a dramatic fallout.

Their most successful and longest-standing leader, Felinious Gru has given the Minions purpose and stability. However, his changing priorities have sparked discussions about self-governance. For the first time in history, Minions are considering choosing their own leader. This shift in political awareness stems from several factors:

Relevant Issues:

Minions have historically thrived under strong, dominant figures, with their need for guidance being an intrinsic part of their nature. Their past masters included prehistoric creatures, Egyptian pharaohs, Napoleon Bonaparte, and Scarlet Overkill—relationships that typically ended in disaster due to Minion antics. Their current leader, Felonious Gru, has provided unprecedented stability, but his shift away from villainy has sparked self-governance discussions.

This political awakening stems from several factors: the "Gru Dilemma" (his focus on family over villainy), emerging political awareness among Minion groups, a desire for stability after countless fallen leaders, and the potential for global recognition through structured governance.

Despite its appeal, a Minion election faces significant challenges. Key concerns include defining what Minion self-governance means for the Despicable Me universe, establishing leadership criteria (based on despicability, intelligence, popularity, or experience), creating a suitable voting system that accounts for Minions' impulsive nature, and determining how non-Minion entities like Gru or the Anti-Villain League might participate in this new political structure.

Possible Solutions:

1. **Democratic Government Structure:** Minions could establish a formal democratic system with elected representatives and term limits. This structure would include multiple branches of government to ensure checks and balances, preventing any single Minion from gaining too much power.
2. **Hybrid Leadership Model:** A council system could be created where Gru remains as a figurehead while elected Minion representatives handle daily governance. This preserves their cultural need for a leader while introducing self-governance elements.
3. **Merit-Based Leadership Selection:** Rather than popularity contests, Minions could implement qualification tests for leadership positions, evaluating candidates on problem-solving abilities, strategic thinking, and ethical decision-making skills.

4. Autonomous Minion Nation: Minions could establish their own sovereign territory with recognized borders, creating a formal nation-state with international diplomatic relations, including UN membership and treaties with human governments.

Conclusion

The debate over a Minions Global Election represents one of the most pivotal decisions in Minion history. As delegates, you must navigate the political, economic, and social implications of this issue, determining the fate of Minion governance. The structure you create will need to balance the Minions' inherent need for leadership with their potential for self-governance. It must address their impulsive nature while establishing a stable system that can withstand internal and external pressures. The future of Minion society—and its place in the Despicable Me universe—rests in your hands.

Questions to Consider:

1. The Gru Dilemma: With Gru now focusing on his family and less on villainy, some Minions feel directionless. If Gru no longer fully embraces the despicable lifestyle, should they find a leader who does?
2. Political Awareness: Some Minions have started forming ideological groups, debating different governance models, including monarchy, democracy, and a leadership council.
3. Desire for Stability: Minions have seen countless leaders rise and fall. Could an elected government prevent further instability?
4. Potential for Global Recognition: A structured government could enable Minions to establish diplomatic relations with human nations and gain legal status.

Helpful Links:

1. https://en.wikipedia.org/wiki/Despicable_Me

2. <https://despicableme.fandom.com/wiki/Minions>
3. <https://despicableme.fandom.com/wiki/Villains>
4. <https://www.britannica.com/topic/democracy>
5. <https://www.bananalink.org.uk/>



Topic 2: The Great Banana Ban of 2025

Background:

To the Minions, bananas are not just food—they are an obsession, a source of energy, and a cultural icon. The sight of a banana can send them into a frenzy, their songs and chants revolve around bananas, and entire supply chains within their society are dedicated to the production, distribution, and consumption of this fruit. However, despite their deep love for bananas, a controversial movement has emerged advocating for a total or partial ban on bananas.

At first, the idea of banning bananas seemed unthinkable. Yet, as concerns grew about the Minions' reliance on a single food source, the environmental impact of banana farming, and the monopolization of banana distribution, more people were beginning to question whether their beloved fruit should be regulated. Now, a shocking decree has sent Minion society into chaos: The Villain Council has officially banned bananas; the highest authority in the villain world has ruled that bananas can no longer be grown, sold, or consumed under any circumstances.

The ban has created mass panic. Minions are struggling to adjust to a banana-free world, black markets are emerging, and Gru is faced with a difficult choice: Should he comply with the Villain Council's ruling, or lead a rebellion to restore Minion access to their favorite fruit?

Beyond the Minions, the ban has global implications. Human corporations that rely on Minion labor and trade partnerships are experiencing economic instability. Environmental activists are praising the ban, citing the damage caused by large-scale banana farming. Governments are divided—some wish to enforce the ban, while others see an opportunity to profit from smuggling operations.

Delegates must determine how Minions should respond. Should they obey the ruling, or fight for their right to bananas? Should alternative food sources be developed, or should they

push for an underground resistance? The decision will shape the fate of Minions and their place in the Despicable Me universe.

Relevant Issues:

The sudden prohibition of bananas has upended the foundations of Minion society. For generations, bananas have been their primary source of sustenance, providing them with the energy they need to function. Without them, many Minions are left disoriented and sluggish, struggling to find an adequate replacement. Beyond their nutritional value, bananas have held deep cultural significance, serving as symbols of joy, prosperity, and tradition. Their presence has been ingrained in Minion songs, artwork, and daily rituals, making their removal not just an inconvenience but a fundamental loss of identity.

The economic ramifications of the ban are equally severe. Many Minions have long been employed in banana farming, trade, and distribution, industries that have now collapsed overnight, leaving countless workers jobless and uncertain about their future. As Minions scramble to adapt, the psychological effects of the ban are also becoming apparent. Banana deprivation has led to erratic and unpredictable behavior among Minions, with some experiencing heightened agitation and others falling into despondency.

Despite the Minions' emotional and economic distress, supporters of the ban argue that the restrictions are necessary for the greater good. Some researchers have raised concerns about the health implications of a banana-exclusive diet, warning that the lack of essential nutrients could lead to long-term health complications. Environmental advocates highlight the damaging effects of large-scale banana farming, citing its role in deforestation, soil depletion, and biodiversity loss. Additionally, economic analysts have pointed to the monopolization of banana production, arguing that a small group of Minions and human corporations have unfairly

controlled the banana trade, leading to wealth disparities and worker exploitation. The ban, they claim, is an opportunity to break free from these unsustainable practices and explore alternative food sources and economic models.

Opponents of the ban, however, argue that its consequences far outweigh any potential benefits. The cultural loss alone is staggering, as bananas have been an integral part of Minion identity for centuries. Beyond tradition, the economic impact of the ban has been devastating, as thousands of Minions have lost their livelihoods with no clear alternatives in sight. The absence of bananas also raises serious concerns about nutrition. Currently, there is no viable substitute that provides the same sustenance and satisfaction as bananas, and without a suitable replacement, Minions may face severe dietary deficiencies.

On a global scale, the ban has disrupted human economies, with banana-exporting nations suffering financial losses due to the sudden collapse of a major industry. International relations have also been affected, as Minions' relationships with human corporations and governments have become strained. In the absence of legal banana production, black markets have begun to flourish, with smugglers profiting off the illegal trade of the forbidden fruit. Law enforcement authorities are struggling to contain the underground networks that have emerged, and questions about the effectiveness of the ban continue to arise.

Potential Solutions

1. **Organized Resistance Against the Villain Council:** Minions could unite to challenge the ruling, using protests, direct action, or even sabotage to reclaim access to bananas. A well-organized rebellion could pressure the Council into reversing the ban.

2. **Black Market Expansion:** Smuggling rings could be established to illegally distribute bananas, ensuring Minions can still obtain their beloved fruit. However, this solution risks legal consequences and potential crackdowns.
3. **Scientific Banana Substitutes:** Gru's laboratory could develop synthetic bananas that replicate the taste and effects of real ones, ensuring Minions maintain their cultural and dietary needs while complying with the law.
4. **Negotiating with the Villain Council:** Minion representatives could meet with the Villain Council to propose a compromise, such as limited banana consumption under strict regulations.

Conclusion

The debates over a Minions Global Election and the Great Banana Ban of 2025 are two of the most pivotal decisions in Minion history. As delegates, you must navigate the political, economic, and social implications of these issues, determining the fate of Minion governance and their most treasured food source. The future of Minion society—and its place in the *Despicable Me* universe—rests in your hands.

Questions to Consider:

1. **Ethical Implications:** Is it right for the Villain Council to impose such a significant ban on a fundamental aspect of Minion culture and diet? What moral authority do they have to make such decisions?
2. **Health and Nutrition Concerns:** Without bananas, what alternative food sources can provide Minions with the necessary nutrients and energy they require? Are there legitimate health concerns about Minions' banana-exclusive diet?

3. Environmental Impact: How valid are the environmental concerns about banana farming?
Could sustainable farming methods address these concerns without a complete ban?
4. Economic Consequences: How will the banana industry collapse affect both Minion and human economies? What new economic opportunities might emerge from this crisis?

Helpful Links:

6. https://en.wikipedia.org/wiki/Despicable_Me
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8. <https://despicableme.fandom.com/wiki/Villains>
9. <https://www.britannica.com/topic/democracy>
10. <https://www.bananalink.org.uk/>



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"Banana Link." *Banana Link*, www.bananalink.org.uk/.



Oh, Despicable Me: Gru's Grand Scheme Dossier

Doctor Nefario

An elderly, hard-of-hearing scientist who is Gru's loyal gadget man and inventor of various weapons and devices. Despite his age and occasional misunderstandings of Gru's requests, he remains unfailingly dedicated to their villainous goals. His inventions, often quirky and unpredictable, are essential to Gru's plans, and his loyalty to Gru is unwavering, even when things don't go as planned.

Marlena Gru

Gru's critical and somewhat distant mother who rarely showed affection during his childhood. Her cold demeanor and tough love left Gru with a sense of inadequacy, but over time, she comes to realize the depth of his transformation. Despite her harshness, she eventually shows pride in her son's accomplishments, especially as he becomes a loving father and reformed villain.

Gru

A reformed supervillain with a distinctive Eastern European accent who adopts three orphan girls and eventually becomes a loving father and Anti-Villain League agent. Gru's evolution from the world's most feared villain to a dedicated family man is the heart of the series. His journey is filled with comedic mishaps, but his genuine love for his daughters and commitment to doing good ultimately define him as both a father and a hero.

Dru Gru

Gru's long-lost twin brother who is cheerful, enthusiastic, and blonde with a desire to follow in their father's villainous footsteps. Though he lacks Gru's intelligence and skill, Dru more than makes up for it with his boundless energy and optimism. His naivety and lack of experience in villainy lead to some hilarious situations, but his excitement and belief in his potential give him an endearing charm.

Lucy

A quirky, enthusiastic Anti-Villain League agent who becomes Gru's partner, wife, and adoptive mother to the girls. Lucy is characterized by her boundless energy, optimism, and dedication to both her family and her mission. She brings a fresh sense of adventure and excitement to Gru's life, helping him navigate the challenges of fatherhood while also playing a vital role in protecting the world from evil.

Agnes

The youngest and most innocent of Gru's adopted daughters, known for her deep love of unicorns and her instant attachment to Gru. With her wide-eyed optimism, Agnes embodies

purity and innocence, often bringing lightness and laughter to those around her. Her lovable, endearing personality makes her the most adorable and cherished member of the family.

Margo

The oldest and most mature of Gru's adopted daughters, Margo is responsible, intelligent, and initially skeptical of Gru's ability to be a good father. She acts as a surrogate mother to her younger sisters and, over time, comes to trust and love Gru as their father. Margo's growth throughout the series highlights her protective nature and how she learns to embrace the unconventional family they've become.

Edith

The middle adopted daughter who is a mischievous tomboy with a love for pranks and weapons. Edith embraces Gru's villainous side with enthusiasm, often finding herself in trouble due to her playful nature. She wears a pink hat nearly all the time, and her tomboyish attitude contrasts with her sisters' more conventional personalities, making her a fun and unpredictable presence in the family.

Bob the Minion

A small, childlike minion with heterochromia (different colored eyes) who is sweet, innocent, and often carries his teddy bear. Bob is adorable yet brave, stepping up when needed despite his childlike nature. His loyalty to Gru is unwavering, and he often shows surprising resourcefulness, especially when his friends are in danger or in need of a laugh.

Stuart the Minion

A one-eyed, rebellious minion with a love for playing the ukulele and a mischievous personality. Stuart is often distracted, self-centered, and loves to have fun, but when the situation calls for it, he's fiercely loyal to Gru and his friends. His antics often add a humorous layer to Gru's plans, making him a standout member of the minion crew.

Kevin the Minion

A tall, leadership-oriented minion who frequently takes charge of missions and rallies his fellow minions into action. Kevin is intelligent, strategic, and often serves as the voice of reason among his more chaotic counterparts. His sense of responsibility and leadership skills were crucial in finding a new villain to serve when Gru retired, showcasing his ability to lead during tough times.

Dave the Minion

An average-sized, eager-to-please minion who is often involved in comedic mishaps, despite his best intentions. Known for his good-natured personality, Dave is endlessly supportive of Gru and

is particularly infatuated with Lucy. He is also known for his photography skills, capturing hilarious moments throughout their adventures.

Mel the Minion

A minion who briefly led a rebellion against Gru when he refused to return to villainy, seeking to go back to the glory days of being an evil mastermind. After realizing the error of his ways and his true loyalty to Gru, Mel reconciles with the family. His brief stint as a leader adds an interesting layer to his character, demonstrating that even the minions can experience a change of heart.

Otto the Minion

A chubby minion with braces who is devoted but often makes mistakes due to his naivety. In *Minions: The Rise of Gru*, Otto embarks on a cross-country journey to retrieve a lost pet rock after trading an ancient stone for it. His innocence and well-meaning mistakes make him a lovable and often hilariously misguided member of the minion family.

Baby Minion

A tiny, adorable minion who represents the youngest generation of minions. Baby Minion exhibits typical baby behavior, such as gurgling, cooing, and playing with toys, while still maintaining the classic mischievous and energetic minion personality traits. His innocence and cute antics add charm to the minion ranks.

Dad Minion

A minion who displays fatherly characteristics, often seen with a mustache and more serious demeanor. He takes on a guiding, nurturing role in the minion community, often helping to raise younger minions and keeping them in line. His no-nonsense attitude provides a stable, protective presence amidst the chaos of the minion world.

Mom Minion

A maternal minion who exhibits nurturing behaviors toward the baby minions. Wearing feminine accessories like bows or flowers, she represents the more caring, maternal side of the minion hierarchy. Mom Minion takes pride in caring for the younger generation, making her an important figure in their community.

Vector

A young, tech-savvy villain with a bowl cut who is the primary antagonist in the first film and the son of Mr. Perkins. His distinctive orange tracksuit, piranha gun, and elaborate fortress of doom reflect his attempts to make a name for himself as the world's greatest villain. Though he tries hard to compete with Gru, his lack of true villainous skill and flair leads to his downfall.

El Macho

A muscular, Mexican ex-villain who faked his death by riding a shark into an active volcano while strapped to dynamite. After disappearing for years, he resurfaces as the owner of a Mexican restaurant while secretly plotting his villainous comeback. His diabolical schemes include using mutated purple minions to further his evil goals.

Bratt

A former child star from the 80s who became a villain after his TV show was canceled when he hit puberty. Obsessed with his former character, he uses 80s-themed gadgets and weapons while seeking revenge on Hollywood for ruining his career. His over-the-top personality and nostalgic obsession with the past make him a colorful and bizarre antagonist.

Scarlett

The primary villain in Minions, Scarlett Overkill is the world's first female supervillain and Queen of England. With her sophisticated British accent and impeccable manners, she presents herself as a regal and cultured villain, yet her ruthlessness is evident in her relentless pursuit of the ultimate crown. She embodies the archetype of the cold, calculating villainess.

Herb

Scarlett Overkill's inventive husband who creates all of her weapons and gadgets with a groovy 1960s mod aesthetic. Herb shares his wife's dramatic flair for the extravagant and is fully supportive of her villainous ambitions. His quirky inventions and colorful personality provide an additional layer of comic relief in their evil schemes.

Ramsbottom

The straight-laced, proper British director of the Anti-Villain League who recruits Gru into their ranks. His by-the-book approach often clashes with Gru's unorthodox methods, creating both tension and comedic moments. Despite his stiff demeanor, Ramsbottom is dedicated to protecting the world from villains and works tirelessly to uphold the law.

Poppy Prescott

A popular, self-absorbed classmate of Agnes who rubs her achievement of having both a mother and father in Agnes's face. Poppy's picture-perfect family life contrasts sharply with Agnes's more unconventional family structure, leading to feelings of inadequacy. Despite her initial rivalry with Agnes, Poppy's character reveals the pressures of living up to societal expectations.

Antonio

Margo's crush and the charming son of Eduardo/El Macho. With his suave, Latin lover persona, Antonio quickly wins Margo's affections but ultimately breaks her heart after showing his

shallow nature. His ability to charm and deceive makes him a fitting foil to Margo's more mature and thoughtful approach to relationships.

Felonious Gru Jr.

Gru and Lucy's biological son, who appears in Despicable Me 4. Like his father, he inherits some of Gru's villainous tendencies, but he also carries the weight of a legacy as he tries to forge his own path. His distinctive appearance and mischievous nature make him a fun new addition to the Gru family.

Valentina

A character who appears in later films as a love interest or significant character. Valentina's relationship with the main characters develops as the story progresses, adding new dynamics to the Gru family. Her character's evolution plays an important role in the family's continued growth and the introduction of fresh challenges.

Maxime Le Mal

A sophisticated French villain who competes with Gru in the criminal underworld. His refined taste and elegant demeanor mask his ruthlessness, as Maxime is as cunning as he is charming. His relentless pursuit of supremacy in villainy provides an interesting contrast to Gru's more reformed and family-oriented lifestyle.

Florentino Benjamin "Floyd" Eaglesan

A villain known for his unique eagle-inspired technology and distinctive American brashness. Floyd's rivalry with Gru brings out both his over-the-top, flashy persona and his competitive spirit. His extravagant gadgets and bold attitude often lead to comedic confrontations with Gru as they each vie for control of the villainous world.

Mr. Perkins

The imposing president of the Bank of Evil, Mr. Perkins is a formidable figure in the villain community who refuses to fund Gru's plans. His enormous size and intimidating demeanor make him a significant authority figure, and his disdain for Gru adds tension to their already strained relationship.

Robert Gru

Gru's long-absent father, a legendary supervillain who abandoned the family when Gru was young. His absence during Gru's formative years left a lasting impact, driving Gru's desire to prove himself as a worthy villain. Robert's return challenges Gru's sense of self-worth and adds complexity to their strained father-son relationship.

Valerie Da Vinci

A character associated with art theft or forgery in the criminal underworld. Valerie's sophisticated methods and artistic knowledge make her a specialized villain who uses her intelligence and talents to carry out complex heists. Her skill in the art world makes her a unique addition to the rogue gallery of villains.

Perry Prescott

The father of Poppy Prescott, Perry represents the idealized suburban dad. His perfect family image, complete with a pristine lawn and smiling kids, stands in stark contrast to Gru's unconventional family structure, causing tension between the two. Perry's approach to fatherhood and family life serves as a foil to Gru's more chaotic and impromptu approach to parenting.

Patsy Prescott

Poppy's mother, who complements her husband's picture-perfect family image. Patsy represents conventional motherhood, with her well-maintained appearance and traditional values. Her maternal nature contrasts with Lucy's more modern, adventurous approach to parenting, and her presence highlights the differences between Poppy's family and Agnes's.

Sensei O'Sullivan

A martial arts instructor who teaches minions and possibly the girls various fighting techniques. Sensei O'Sullivan's strict training methods, though unorthodox, yield surprisingly effective results. His unusual students may not be traditional martial artists, but under his guidance, they prove themselves capable fighters.

Belle Bottom

A villain and member of the Vicious 6 in *Minions: The Rise of Gru*, Belle Bottom's 1970s disco aesthetic, complete with rollerskates and a disco-ball helmet, matches her confident and funky personality. She is a fierce and determined member of the Vicious 6, often using her unique skills to outmaneuver Gru and his allies.

Nun-Chuck

A nun with a deadly secret—she is a skilled martial artist and a member of the Vicious 6. Nun-Chuck uniquely blends religious imagery with deadly nunchuck skills, providing a fascinating and formidable combination of faith and force. Her presence in the Vicious 6 adds a layer of both mystery and danger.

Wild Knuckles

The original leader of the Vicious 6, Wild Knuckles was betrayed by his team and became Gru's unlikely mentor. His old-school approach to villainy contrasts sharply with the more modern,

flashy tactics of younger villains. Wild Knuckles's wisdom and experience make him an invaluable guide to Gru, even as they both struggle against the changing tides of villainy.

Svengeance

A member of the Vicious 6 with a Viking-inspired persona and roller-skating prowess. His disco-Viking aesthetic, complete with a large axe and fearless attitude, makes him one of the most visually distinctive members of the team. Svengeance is tough, determined, and ready to unleash chaos when necessary.

Jean Clawed

A member of the Vicious 6, Jean Clawed's gigantic lobster claws for hands and thick French accent make him both intimidating and comical. His sea creature theme extends to his fighting style, using his clawed hands to defeat foes in unique and powerful ways. His combination of strength and humor makes him a memorable character.

