**Role Immersion Game**

The game takes places in an alternative universe exactly like ours in a country identical to the one we currently inhabit, but for specific differences that are outlined in the game. Chief among them is that the United States is government by a very large national assembly composed of factions and independent representatives defined by different philosophical positions. Students play the roles of representatives who are proponents of particular philosophical positions. They give speeches, write essays and vote on motions in character.

There are four 50-minute game sessions. During the first session delegates have to vote on whether to raise or lower national welfare provisions.

The starting agenda calls for a vote on immigration policy in the second sessions and a vote on minority rights in the third sessions. These will be the default topics put up for a vote unless the assembly votes to replace them with different topics. (The first topic, welfare, cannot be deferred to a later session but the motion can be amended).

The starting agenda leaves open what the topic or topics will be in the final game session. Many characters have issues they want to add to the agenda and the competition to do so may be fierce: certainly not everyone will be able to add their preferred issue to the agenda. Representatives are well advised to build alliances that will increase the possibility of their preferred issue coming to a vote.

Players succeed at the game to the degree that they meet the victory conditions outlined in their role sheets.

**Three Major Factions**

Small Government Faction (6 members)

Role sheet basis: Nozick and Hayek

Uniform Liberalism Faction (6 members)

Role sheet basis: Rawls and Dworkin

Difference Liberalism Faction (6 members)

Role sheet basis: Kymlicka and Patton

**Indeterminates**

John Stuart Mill What Utilitarianism Is. *On Liberty and Utilitarianism* (London: David Campbell, 1992): 117-136.

**Judith Shklar. The Liberalism of Fear. *Liberalism and the Moral Life*, Nancy Rosenblum ed. (Cambridge, Mass: Harvard University Press, 1989), 21-38.**

\*Martha Nussbaum. Capabilities as Fundamental Entitlements: Sen and Social Justice. *Feminist Economics* 9.2-3 (2003), 33-59.

Amartya Sen. Capabilities and Resources. *The Idea of Justice* (Cambridge, Mass.: Harvard University Press, 2009), 253-68.

Elizabeth Anderson, What is the Point of Equality? *Political Philosophy in the Twenty-first Century*: *Essential Essays*. Steven Kahn and Robert Talisse, eds. (Routledge, New York, 2013), 31-56.

\*Susan Moller Okin. Toward a Humanist Justice, *Justice, Gender and the*

*Family* (New York: Basic Books, 1989), 170-86.

K. C. Tan, A Defense of Luck Egalitarianism. *The Journal of Philosophy*, *105*/11 (2008), 665-690.

Richard Arneson. Equality and Equal Opportunity for Welfare. *Philosophical Studies* 56/1 (1989): 77-93.

Derek Parfit. Equality and Priority. *Ratio* 10/3 (1997): 202-221.

\*Chandran Kukathas. The Cultural Construction of Society (excerpt), *The Liberal Archipelago*: *A Theory of Diversity and Freedom* (Oxford: Oxford University Press, 2003) 211-45.

**Role Sheets without lectures**

**Joseph Carens. Aliens and Citizens: The Case for Open Borders. *The***

***Review of Politics* (1987), 251-273.**

**Peter Singer, *Animal Liberation*: *Second Edition*. (New York: New York Review of Books, 1990), 1-24.**

**Other Possibilities (TBD)**

Robert Goodin (public utilitarian)

Michael Walzer (communitarian)

Alasdair Macintyre (communitarian)

Gilles Deleuze and Felix Guitarri (post-structuralist)

Hannah Arendt (Civic Republican)

???

Total roles: 36 (18 max in factions, 18 indeterminates)

Output: each of us will write six indeterminate role sheets and one faction role sheet.