**Pre-Game Assessment**

\* I will use this assessment to determine which role to assign you, so consider your answers and be honest about what you are comfortable with/capable of.

**Check any of the following you think apply to you**:

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| Stop outlineI am good at leadership activities. | Stop outlineI’m good at and like doing research. |
| Stop outlineOrganization is one of my strengths. | Stop outlineI find history interesting. |
| Stop outlineI write well. | Stop outlineI write better than I give speeches. |
| Stop outlineI am good at debating ideas and arguing for my position. | Stop outlineI’m good at collaborating with others. |
| Stop outlineI feel comfortable speaking in front of an audience. | Stop outlineI’m a good negotiator. |
| Stop outlineI’m a good actor. | I work better independently than with a group. |
| Stop outlineI enjoy singing. |  |

**Please answer the following questions:**

**What are your strongest concerns as we head into the game part of the course?**

I have final projects in a lot of my classes, so I’m worried about the amount of time I will be able to devote to the game outside of class.

***Where do you expect that you will do well in the game?***

I’m excited to be able to interact with classmates in class. Politics and political systems are some of the topics I find most appealing in history, and this seems like a cool way to explore that. I’m a strong orator, and I have a cursory knowledge in political theory.

Indeterminates are characters who do not specifically align with one of the factions. This means that they will need to move among different factions and try to decide which faction best represents their points of view (and those may change with each issue under debate). Indeterminates may be wooed by factions—who will always want to solicit votes—but may also find themselves uncertain or resistant to potential falsities. They need to be discerning, pay careful attention, and be prepared to balance their personal objectives with the crisis at hand. Note that indeterminate roles do not avoid public speaking. ***Do you think you would do well in an Indeterminate role? Explain.***

The other roles are mainly in factions. They support a specific set of ideals that fall into four categories:

**Thrasybulans (Radical Democrats)**, who are supporters of restoring the Athenian Empire and strongly believe in direct democracy and that government service is a duty.

Speakers for this group would emphasize broadening the citizen body to bring in more voters, including metics and slaves; they want to reinstitute the Athenian Empire and don’t see doing so as a big risk. They see themselves as the saviors of the state.

**Periclean Democrats (Moderates)**, who think there should be some checks on democracy; they think that citizens should receive some pay for government service and should be chosen by random lottery, not elected.

Speakers for this group would support restoring the Athenian Assembly that Athenians need to come together to rebuild the glory of Athens, much as with the Radicals; however, they do not support extending citizenship.

**Solonian Aristocrats (Oligarchs)**, who see the radical democrats as power-hungry demagogues who are to blame for the disasters of the Peloponnesian War. They want to see government return to the structure under Solon, where the Assembly only ratified the decisions of the Boule (Council), and thus limited its power.

Speakers in this group would be quick to point out the perils of unchecked democracy; they have deep concerns over how easily swayed the Assembly has been by demagogues. They think the experience and knowledge of the wealthy makes them better suited to making decisions that will allow Athens to prosper without bringing it back into a devastating war.

**Socratics**, who are an odd mix of extremely wealthy and extremely poor. They are sympathetic to the Oligarchs because they believe that education is essential to good government, and that comes with wealth.

They want to remake Athens into Plato’s ideal Republic. Their speeches will rely heavily on Platonic and Socratic thought and philosophy and therefore need to be prepared to read the selections from Plato that are part of the game book and rely on them for speeches. This can be a fun faction if you like to throw a wrench in other people’s plans or aren’t that interested in politics.

***Based on the above information, is there any type of role that you’d really like to play (or really don’t like to play)? Please describe and explain.***

*I’m willing to be pretty flexible about my faction, as they all seem interesting. I like the populist flair of the Thrasybulans and the Socratics.*