

SSI2 180: The French Revolution

Experience: Reacting to the Past Simulation

Reflection Assignments:

During the game-

- Give yourself a compliment! Give an example of something you did really well in a particular section.
- Think back to a debate in class. How do you think you could have made a better argument? How can this realization help you in the future of this game?
- What did someone else do that surprised you? Can you suggest some reasons for their behavior?

Post-mortem discussion-

- How do you feel about how the game has gone? What frustrations did you have?
- Think back to a debate in class, how do you think you could have made a better argument?
- What kind of research might have helped you make a better case for your character?
- What questions about the French Revolution, or indeed about anything, has playing the game raised for you?
- What questions have been raised that might connect to your research paper?
- What did someone else do that surprised you? Can you suggest some reasons for their behavior?
- What research might you have done to better understand their behavior?
- Create a 1-page reflection in the form of a letter written to future students who will participate in this SSI2 seminar. This reflection may address your experience of the RTTP game, such as what you learned, liked, disliked, surprised you, etc. You may also use responses to the above reflection questions in a way that is less personal and more anticipatory as advice to future students.