

AGORA



Public Policy Simulation

Teams create parties, debate
and win audience support

FORMAT AT A GLANCE

Teams create fictional parties, defend their positions in debate, complete a crisis round and compete for political victory.

Why Agora?

So that high school and university students see themselves not as observers, but as people who can influence a shared decision.

Participants create parties, find allies, formulate positions, step before an audience and offer a response to a shared crisis. The game shows how democracy works: a voice brings the responsibility to listen, persuade and stand behind one's position.

Leadership starts with a voice

To be heard, an opinion is not enough. Participants turn it into a clear idea, argument and speech. In debates, they learn to defend their values without pressure or slogans, respond to objections, recognize the strengths of other views and find allies.

Agora helps pupils and students show leadership: speak in public, bring people together around an idea and help create a shared decision.

How the simulation works

The first two rounds take teams from building a party to the first test of their position in public political competition.



01 Creating parties

Teams create fictional parties and prepare them for a public introduction.



02 Presentations

In the first round, parties present; the screen shows their visual profile.



03 First vote

The audience scans the QR code on the big screen and votes from their phones.



04 Topics and debates

The host sets one topic and the audience chooses another. The parties then debate and a second vote begins.

From coalition to final

After the second vote, the balance of power changes: parties may join forces and then face a hidden crisis.



05 Coalition window

Two parties may merge into a new coalition. They then continue together in the game.



06 Hidden crisis

The audience chooses a crisis in advance. In the third round, parties learn its details, propose a response and return to a vote.



07 Voting results

The winner is determined by the total votes across three rounds. A tie leaves the victory shared.

Why the format works

Agora brings together position-building, public argument, immediate audience response and an unexpected challenge. Participants present ideas and test them through debates, coalitions and a crisis round.

Crisis: from choice to resolution

The host selects from a prepared catalogue. On the shared screen, the audience chooses a crisis; once it is revealed, parties and coalitions prepare a response.



01 Scenario selection

The host displays prepared options. The audience votes on mobile devices.



02 Crisis reveal

A card reveals the facts, constraints, conflict of interests and main choice.



03 Responses and third rating

Parties and coalitions present a response. The audience gives its third rating.

Three examples from the catalogue

Agora 1.0 includes five localized scenarios. Each has facts, constraints, a conflict of interests and one key choice for the parties.

City without water

Drought and worn infrastructure. Choice: water access, investment and allocation rules.

City in traffic

Traffic jams and air pollution. Choice: transport, car access and city streets.

Trust crisis

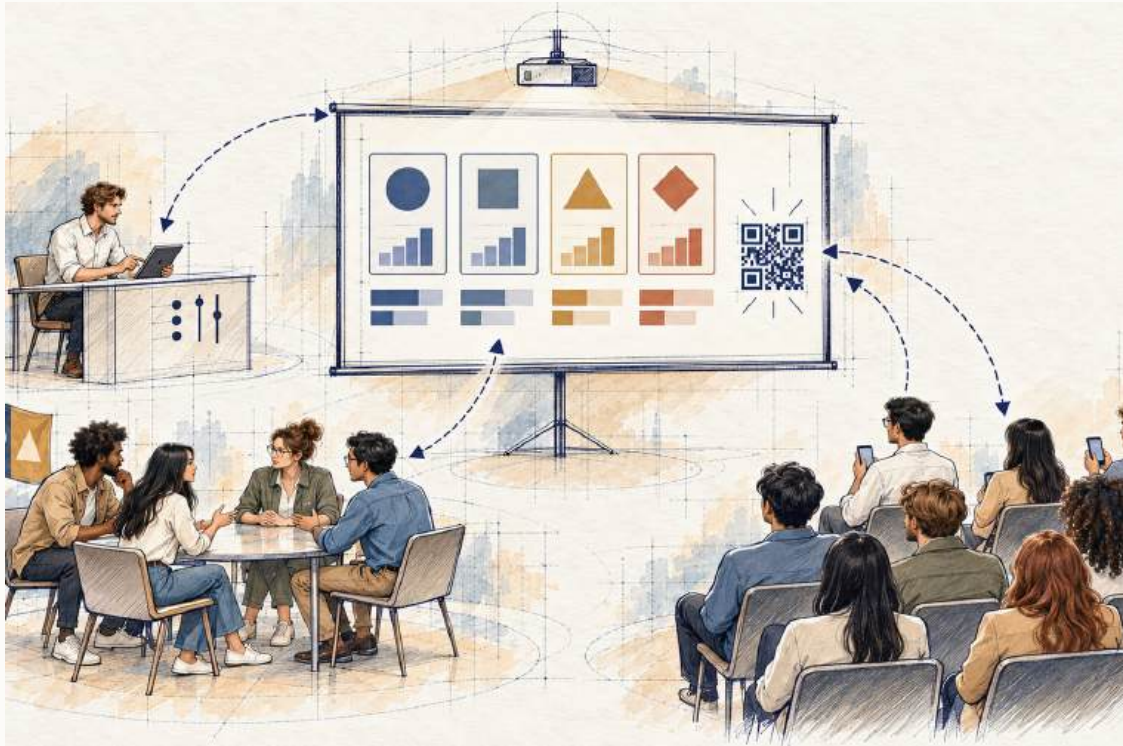
A contract scandal and disinformation. Choice: audit, open data and resident participation.

Final assessment

Votes from the third rating are added to the first two rounds. The party or coalition with the highest total wins.

Roles, screen and shared rhythm

Agora connects people in the room and digital touchpoints in one game cycle: the host manages stages, teams run their parties, the audience sets the agenda and votes, while the shared screen makes the flow visible to everyone.



Host



Creates and runs the session, managing phases, topics, polls and the shared screen.

Party team



Creates the party, presents, debates, joins coalitions and offers a response to the crisis.

Audience



Selects debate topics and the crisis, then votes from a smartphone during active polls via the QR code on screen.

Shared screen



Shows the current party, the active-vote QR code and the results of each round.

What Agora teaches

Agora creates a setting for repeated practice of leadership skills through visible action: a team formulates a position, listens to objections, reaches agreement and decides amid uncertainty.



Public argument



Participants learn to articulate a position clearly, present it to an audience and respond to objections.

Teamwork



A party builds a shared platform, assigns roles and maintains a coherent line throughout the game.

Negotiation and coalitions



The coalition mechanics provide a safe setting for negotiation, compromise and shared decisions.

Decision-making under uncertainty



The hidden crisis requires participants to analyse a new situation quickly, choose priorities and propose a workable response.

How leadership grows

The format turns leadership from an abstract quality into observable practices: organising a team, presenting a position, hearing the audience, negotiating with partners and taking responsibility for a decision.