Module 5 European Studies through Digital Political Science

Lecture Plan No. 1

Topic 1: EU Policy Simulations Through Digital Tools

1. General Information

- **Duration:** 90 minutes
- **Format:** Lecture + Hands-on Simulation + Group Discussion
- **Target Audience:** Higher Education students, policymakers, political science researchers, digital governance experts
- **Required Materials:** Digital policy simulation tools, EU legislative process resources, case study materials, presentation slides

2. Learning Objectives

By the end of the session, participants will be able to:

- Understand the role of digital simulations in policy-making and EU governance.
- Utilize digital platforms for policy scenario analysis and decision-making.
- Evaluate the impact of policy simulations on real-world governance.
- Discuss challenges and best practices for using digital tools in political education.

3. Lecture Structure

Part 1: Introduction to EU Policy Simulations (20 min)

- Definition and significance of policy simulations in governance
- The role of digital tools in enhancing policymaking processes
- Examples of policy simulation platforms used in EU institutions

Part 2: Digital Tools for Policy Simulations (30 min)

- **EU Policy Lab and Futurium**
- **AI-driven policy modeling platforms**
- **Serious games in political decision-making**
- **Case study:** Simulation of an EU Council decision-making process

Part 3: Challenges and Ethical Considerations (20 min)

- The accuracy and reliability of policy simulation models
- Potential biases in AI-driven simulations
- Ethical concerns in using digital platforms for decision-making
- **Case study:** The use of digital twin cities in urban policy planning

Part 4: Hands-on Simulation & Discussion (20 min)

- Participants engage in a live policy simulation using a digital tool
- Group debate on the effectiveness of simulations in policy analysis
- Policy recommendations for integrating digital simulations in EU decision-making

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4. Assessment & Follow-up Activities

- **Simulation Report:** Students reflect on their experience with a policy simulation tool.
- **Policy Brief:** Participants draft a simulated policy response based on digital scenario analysis.
- **Recommended Reading & Resources:**
  - European Commission. (2023). The Role of Digital Policy Simulations in EU Governance.
  - Case studies on AI-driven decision-making in European politics.
  - Reports on serious games and policy education.
  - Best practices in digital policy simulations for political science education.

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5. Conclusion

This session explores the use of digital simulations in EU policy-making, equipping participants with skills to analyze governance scenarios, assess policy impacts, and engage in interactive decision-making exercises.