

100:00.111 --> 00:04.579

[SPEAKER_00]: [Automatic captions by Autotekst using OpenAI Whisper V3. May contain recognition errors.]

Welcome

to After Us, Becoming Good Ancestors. This is Tim. And this is Tanu. This

00:04.639 --> 00:10.970

[SPEAKER_00]: week, we're talking about our course, Negotiating Politics in Deep Polarization. And you'll hear from our colleague, Jan Grzymski, in

00:11.050 --> 00:13.374

[SPEAKER_00]: conversation with students who participated in the course.

00:28.742 --> 00:36.568

[SPEAKER_03]: Hello, everyone. We are at the University of Stavanger, and we've just completed the course Negotiating Politics in Deep Polarization.

00:37.369 --> 00:46.076

[SPEAKER_03]: And during this course, we had a chance to play the educational board game How to Win Brexit. My name is Jan Grzymski. I was one of the teachers

00:46.256 --> 00:55.723

[SPEAKER_03]: and also the creator of the game. And today with us, we have students who participate in the course and played the game. Hi everyone, I'm Aronne,

00:55.943 --> 01:02.805

[SPEAKER_05]: I'm from the University of Trento and I'm completing my bachelor's degree in International Studies. Hi everyone, my name is Maria, I'm

01:02.825 --> 01:12.068

[SPEAKER_01]: from Brazil and I'm a master's student at the University of Trento in the Master of European and International Studies. Hi everyone, my name is

01:12.148 --> 01:21.178

[SPEAKER_02]: Trang, I'm a master's student at the University of Trento and I am studying European and International Studies. Hi, this is Mustafa from

01:21.198 --> 01:32.545

[SPEAKER_04]: Tampere University, and my course is Sustainable Societies and Digitalization. Okay, guys, so you played a game. So how did playing the

01:32.585 --> 01:45.015

[SPEAKER_03]: game helped you to understand more about politics, society, and history? That's a good question. In many ways, I have to say, one of them

01:45.095 --> 01:55.885

[SPEAKER_05]: could be that by listening and trying to find ways to argument the different points, you get to understand better the different point of

01:55.925 --> 02:06.990

[SPEAKER_05]: views that you might also not agree with. But by impersonating those characters, you can start to see why and the consequences of it. I agree

02:07.010 --> 02:18.454

[SPEAKER_01]: with Aloni. I think it was a really interesting experience, really. And also understand Brexit in the context, as the event, as a lot of us are now

02:18.574 --> 02:27.057

[SPEAKER_01]: European students. So it was a really great experience. And also playing the game was really important to understand and try to be in the

02:27.077 --> 02:38.249

[SPEAKER_01]: other person's shoes and really see the perspective and see the whole context with a different view. I think the course helped us to

02:39.370 --> 02:49.399

[SPEAKER_02]: understand more about Brexit, especially for me as a Vietnamese citizen. I think I didn't understand about the context and also the

02:49.419 --> 03:00.364

[SPEAKER_02]: politicians within this context that much. But thanks to this course, I understand more. And then I was in the role of... president of European

03:00.445 --> 03:13.256

[SPEAKER_02]: Commission and also in the second round I was in a role of the parliamentary opposition party so it was a very interesting

03:13.696 --> 03:26.418

[SPEAKER_02]: experience for me to understand their individual goals and also how to balance between individual goals and the team goals For me, Brexit was,

03:27.459 --> 03:42.667

[SPEAKER_04]: from the very beginning, Brexit was the age-ending event for me. And as a Bangladeshi citizen living outside of Europe, I wasn't very much

03:43.067 --> 03:57.596

[SPEAKER_04]: affected by the event. But yeah, it was some sort of fascinating event topic for me and when I got the chance to participate in the game and in the

03:57.636 --> 04:16.467

[SPEAKER_04]: first game I played Jeremy Corbyn a very influential character though not for Brexit but for the UK But and yeah, he did negotiation not only for

04:17.427 --> 04:29.911

[SPEAKER_04]: the UK, but he did negotiation within his team, within his country with the government team. So there was a very interesting opportunity to

04:30.391 --> 04:44.784

[SPEAKER_04]: learn the actual multi-faceted negotiation skill. Just to pick up this roleplay aspect of the game, because in the game you were supposed to

04:45.886 --> 04:56.623

[SPEAKER_03]: take the characters, the real life characters, which were actually the part of the Brexit negotiations. So you could also choose your

04:56.663 --> 05:04.309

[SPEAKER_03]: character in the game, right? So that was also your choice. We didn't assign anything for you. So you could represent, in principle, the

05:04.349 --> 05:15.998

[SPEAKER_03]: politician or a character who you would personally disagree or agree. But how did it feel to represent a political position that might not

05:16.198 --> 05:26.225

[SPEAKER_03]: match with your views? Yeah, as I said before, I think it's really challenging because you really have to go and search through media

05:26.345 --> 05:38.232

[SPEAKER_05]: outlets or sources that you usually don't go. So it's really enriching, I think, as an experience and also to try and find what they were really

05:38.332 --> 05:51.721

[SPEAKER_05]: thinking and understand the logic behind things. Most of the time, I think, in political debates, we don't see

05:51.821 --> 06:00.508

[SPEAKER_05]: the way that people think behind what they present. We only see the proposal. So I think this game puts you in the other person's shoes and

06:00.568 --> 06:09.806

[SPEAKER_05]: also puts you in a condition to see beyond just proposals, but also further deeper. I totally agree. And I think switching the teams,

06:10.186 --> 06:19.034

[SPEAKER_01]: having two games was really interesting because, well, at least for me in the first game, we were in the UK team. And I think most of our

06:19.075 --> 06:28.924

[SPEAKER_01]: delegation wasn't happy to be there kind of way. But it was really interesting. As much as I admire Theresa May, I was a prime minister in

06:28.944 --> 06:36.589

[SPEAKER_01]: the first game. it was really interesting to see a different perspective and the arguments that after the game, we were actually,

06:36.629 --> 06:46.656

[SPEAKER_01]: oh, okay, like some arguments actually make sense. And when we switched the teams, we changed our mind completely and had to go with you. So it was

06:46.716 --> 06:57.319

[SPEAKER_01]: really great to learn why they did what they did and why they defend the arguments. And it really makes sense. I think it was... in a very

06:57.379 --> 07:07.585

[SPEAKER_02]: interesting way and also help students to kind of think out of the box because that previously I always think like oh okay let's think in this

07:07.625 --> 07:18.110

[SPEAKER_02]: way and I think my thought is always stick in that way but then I try to choose the character that I don't really agree with their political

07:18.130 --> 07:31.153

[SPEAKER_02]: views, but I try to do research and read more and also try to watch maybe in real life how they talk, how they act. And also it helps me to understand

07:31.333 --> 07:47.999

[SPEAKER_02]: their political views more. uh mostly uh I was uh got fascinated with uh Jeremy Corbyn the more I dig into his career and his decisions taken

07:48.019 --> 08:02.204

[SPEAKER_04]: because it somehow it connected uh with everyone's life like you are never uh the um main uh driver of your life but you always try to drive as

08:02.304 --> 08:20.460

[SPEAKER_04]: per your wish but uh yeah at the end it happens uh with the wish and with the direction of others but you are uh trying you should try till the end to

08:20.980 --> 08:31.469

[SPEAKER_04]: direct it that way so yeah Jeremy Corbyn's character was something like that to me So how about reaching an agreement? I mean, you've just spoke

08:31.509 --> 08:42.838

[SPEAKER_03]: about how difficult it is. So can you share a little bit about this experience of convincing others, of obviously hearing from the others

08:42.898 --> 08:53.606

[SPEAKER_03]: that they will not agree at a certain point? If you would like to speak a little bit about how you reach an agreement or how you handle

08:54.026 --> 09:03.781

[SPEAKER_03]: disagreements. Well, it was really challenging during the whole process because every team had its own strategy, so everybody was

09:03.841 --> 09:15.846

[SPEAKER_05]: aiming for something. Through the game, however, we did this negotiation and what you can see mostly is how, yeah, proposal

09:16.046 --> 09:27.173

[SPEAKER_05]: arguments are fundamental, but also there are factors like emotion, Pressure was a huge factor, I think, during the whole game, because

09:27.213 --> 09:38.221

[SPEAKER_05]: seeing the time ticking and having rounds that you need to solve in order to reach a deal puts everybody in a condition which is really realistic,

09:38.262 --> 09:46.828

[SPEAKER_05]: I think. Nowadays, politicians and policymakers have a definite

amount of time that they need to use in order to give replies to the

09:46.868 --> 09:56.157

[SPEAKER_05]: different issues of our communities. So it was really challenging, really tough. In fact, in some cases, we reached an agreement. In

09:56.277 --> 10:08.340

[SPEAKER_05]: others, we didn't. And so, yeah, this. It was a great experience. And I think we had to establish red lines, as we already spoke before. And

10:08.380 --> 10:18.824

[SPEAKER_01]: especially in the first game, I think we were a little bit more soft and really of the mind of the power of friendship. And so we reached a deal and

10:18.884 --> 10:30.789

[SPEAKER_01]: we were really diplomatically about it. We were really flexible, I think both teams. And in the end, we had a tie. So I think we had to be really

10:30.849 --> 10:41.011

[SPEAKER_01]: flexible and try to think of the final goal. Our main goal was the deal, it wasn't the points, it wasn't like which team is going to win more points

10:41.071 --> 10:50.273

[SPEAKER_01]: or which characters are going to win. It was only the making a deal in the end. And I think in the second game was way harder because I think

10:50.433 --> 11:02.067

[SPEAKER_01]: everyone for both of the teams We're more individual focused. So I think that's way harder. We end up not reaching a deal. So I think we really have

11:02.108 --> 11:16.450

[SPEAKER_01]: to be more flexible and always aim in the final goal. And I agree with Maria. I think reaching the deal in this game is very difficult because

11:16.731 --> 11:28.935

[SPEAKER_02]: everyone has their own goals. And also, I think the games helps us. We have to choose which tactics or which strategy we're going to play with.

11:29.475 --> 11:41.613

[SPEAKER_02]: For example, if I follow my individual goals, then I would just... find the argument, the mistake in the arguments of the opposing

11:43.215 --> 11:54.783

[SPEAKER_02]: teams. And then I'm trying to back up. But then I think it's very interesting is that the first simulation, the first game, we kind of

11:54.803 --> 12:07.114

[SPEAKER_02]: like try to reach the compromise. But then the second game, we try to change the strategy. So it's like... we try to think out the box of it.

12:07.174 --> 12:20.480

[SPEAKER_04]: Look, I compared the game, this game with chess before, but thanks to the

creator of the games, like in the chess, you will play as a team. There are

12:20.860 --> 12:30.885

[SPEAKER_04]: 16 players in your board and all the players act as a team, part of the team. But in this game, each and every player has their own individual

12:30.985 --> 12:43.778

[SPEAKER_04]: agendas that made this game more interesting, more uncertain and unpredictable. Like you prepared a strategy last night and suddenly

12:43.878 --> 12:57.791

[SPEAKER_04]: two of your team mates just revolt and they disagreed to your strategies, to your planned position. And it made the total game, total

12:57.851 --> 13:11.973

[SPEAKER_04]: strategy very uncertain. And this was really enjoyable, really breathtaking. I really enjoyed both the sessions. I think it also says a

13:12.334 --> 13:25.423

[SPEAKER_03]: lot about politics and how we can treat politics and approach politics. Because as you said, there are a lot of unexpected things. And I think one

13:25.443 --> 13:35.750

[SPEAKER_03]: of the most important takeaways from the experience which we all have is that nothing is predetermined in politics. and role-playing the

13:35.770 --> 13:48.338

[SPEAKER_03]: character and having also being aware of the decisions and seeing this decision, how the strategies shifted, that could maybe give players a

13:48.779 --> 13:59.967

[SPEAKER_03]: sense of real politics. But a part of real politics today is also polarization and that was the leading theme of the course. So how did

14:00.027 --> 14:14.405

[SPEAKER_03]: your character handle being in this polarized negotiation setting? Well... I would think about mostly the second game that we played and I

14:14.445 --> 14:23.753

[SPEAKER_05]: think that moment really described the tension and what really happened during the Brexit negotiation. In fact, I was playing as the

14:24.834 --> 14:32.460

[SPEAKER_05]: European Council President and bringing the different interests of the different states clashing with each other because they had

14:32.520 --> 14:43.947

[SPEAKER_05]: different interests inside of European Council was a challenge to put them together. Furthermore, trying to have a unity inside of our team

14:44.127 --> 14:56.555

[SPEAKER_05]: and then try to break the unity of the opposite government was really

challenging. So I think that my character really tried to... thanks to

14:56.575 --> 15:07.704

[SPEAKER_05]: the game, was really realistic, I think, what we did during that play.

Also, we managed to convince the opposition and the other team to change

15:07.744 --> 15:20.675

[SPEAKER_05]: their leadership. So I think that we really entered in the deep polarisation that was inside of those negotiations and we really felt

15:20.775 --> 15:29.663

[SPEAKER_05]: like how many things could change and how many conditions. were being changed during the different stages of the negotiations. Yeah, I

15:29.703 --> 15:41.506

[SPEAKER_01]: believe in the first game I was the prime minister of the UK, Theresa May.

So I was more, I was trying to break kind of the polarization and the other

15:42.007 --> 15:53.210

[SPEAKER_01]: team's leader also wanted that. So it was much easier, I might say. But in the second game, it was way harder, I believe. And the whole table was

15:53.310 --> 16:04.879

[SPEAKER_01]: really polarized. Some of us were really in an extreme perspective and other ones really extreme ones. So it was way harder. And in the end, we

16:04.919 --> 16:14.968

[SPEAKER_01]: did not reach a deal. And I think it was because of that. In the second game, I was Angela Merkel. And I was more focused on Germany and only

16:15.008 --> 16:27.232

[SPEAKER_01]: Germany, I think. So that was a little bit hard. So I think that's it. I was very impressed with the second game because I was in the role of the

16:27.272 --> 16:42.095

[SPEAKER_02]: leader of parliamentary opposition party. So my individual goals was aligned with the EU team more. So I was trying to find... the argument to

16:42.955 --> 16:55.381

[SPEAKER_02]: back the foreign secretary of my team because he was very tough. And then I was trying to, no, you shouldn't say that. And we should do this. We

16:55.422 --> 17:10.553

[SPEAKER_02]: should do that because... So I think it was very... And also it was kind of interesting because it helps me to build up the argument and how to think

17:10.713 --> 17:26.147

[SPEAKER_02]: logically. And I think that if it's in the real context of politics like this, how people can be when they contain that much power in their hands.

17:28.153 --> 17:39.937

[SPEAKER_04]: Look, the age, the era is different now because polarization might

sound something negative, but it is the demon of this era. While you have

17:39.977 --> 17:48.000

[SPEAKER_04]: the mobile on your hand and your best friend is sitting beside you, you are hearing the reels with him or her, but you are not talking with him.

17:48.500 --> 17:59.461

[SPEAKER_04]: It's like it's always you are very polarized in any way, in any way. So it is not a negative. It is just positive. going with the flow and like

17:59.881 --> 18:16.971

[SPEAKER_04]: Jeremy Corbyn he had every agenda against UK but when my president was out of the box and he wasn't thinking of her own points Then initially I

18:17.452 --> 18:28.928

[SPEAKER_04]: decided, and it was really a political movement to be with her because I knew that in the last three rounds it will be on the EU side, it will be

18:29.049 --> 18:40.936

[SPEAKER_04]: orange and it will come to my court. And so in the first round, I supported her openly and I knew that time is ticking. At the end, there will be a rush

18:41.536 --> 18:54.561

[SPEAKER_04]: and it will go orange because my opponent team was so good, so strong that

they will not negotiate on the last round. So yeah, polarization, it

18:55.001 --> 19:07.997

[SPEAKER_04]: might sound negative, but yeah, it is what it is today. Yeah, and we also in our course, we put Brexit in a perspective, in a historical

19:08.057 --> 19:22.130

[SPEAKER_03]: perspective, but in a very specific context of generational justice. A lot of young people now in the UK, they were not able to vote in the

19:22.190 --> 19:34.941

[SPEAKER_03]: referendum. A lot of voters who voted to leave, they're no longer with us. And that also brings this intergenerational tension of

19:35.441 --> 19:47.171

[SPEAKER_03]: opportunities, of the life the younger generation wanted to have, in which the European Union would be the part of. So how did this simulation

19:47.251 --> 19:57.980

[SPEAKER_03]: help you to understand this generational divide between younger and older generations? Well, first of all, I would say that helped me

19:58.020 --> 20:07.620

[SPEAKER_05]: understand it by the fact that during the negotiation, oftentimes we didn't think about the next few generations. We only talk about

20:07.721 --> 20:17.149

[SPEAKER_05]: ourselves right now. One of the main arguments that the United Kingdom team brought up was that's the will of the people right now. That's the

20:17.269 --> 20:28.799

[SPEAKER_05]: result of a referendum. But this doesn't take into consideration the younger generation who didn't vote. The people who... are going to be in

20:28.819 --> 20:38.412

[SPEAKER_05]: the future and the seventh generation ahead, as we've seen during class. So I think it helped me understand how difficult it is to bring

20:38.492 --> 20:52.769

[SPEAKER_05]: into the equation people who are not sitting at the table, people who you usually don't see them. It's a very, I think, I would say, materialistic

20:52.829 --> 21:03.221

[SPEAKER_05]: thing. In order to be able to understand more other people, you need to see them, to engage with them. Otherwise, there is this risk of not

21:03.301 --> 21:13.145

[SPEAKER_05]: remembering them and that's a huge mistake that could be done during a negotiation. So I think that this really helped me understanding and

21:13.205 --> 21:23.049

[SPEAKER_05]: remembering as also someone who would love to engage more into institutions, to think more not only of the present conditions but also

21:23.069 --> 21:34.887

[SPEAKER_05]: about future generation and the people in our societies that I usually don't engage with, which are also part of our society. totally agree

21:35.027 --> 21:44.851

[SPEAKER_01]: with Aronne and also thinking yesterday in the table itself, like who are the characters that we're playing? Almost all men or everyone, I

21:44.871 --> 21:55.995

[SPEAKER_01]: think, over 60. So I think really, really have to give voices to younger generations beyond the voters, for example, that a lot of them are no

21:56.015 --> 22:01.857

[SPEAKER_01]: longer with us today, but also put them in the decision-making positions.

22:04.221 --> 22:16.609

[SPEAKER_02]: I think characters that we were playing in, they have their own individual goals. But when it comes to the negotiating table, we need to

22:16.789 --> 22:27.256

[SPEAKER_02]: think broader. So we need to think in terms of education, economy, society. What can we do for the people in the next generations? So I think

22:27.316 --> 22:36.067

[SPEAKER_02]: it's very difficult for us. Politicians right now, they have to think more and then they have to think broader rather than just aim to

22:36.127 --> 22:48.580

[SPEAKER_02]: political views of the country. look when uh after 10 years uh we are standing here and we are looking back to 2016 2020 and uh we are now

22:48.640 --> 23:05.573

[SPEAKER_04]: judging the movement though uh on that current time the UK representatives they did what they thought is right and the EU

23:05.673 --> 23:16.822

[SPEAKER_04]: representative they tried to protest what they thought was right but after this 10 years we are looking at them and we are now facing the

23:16.882 --> 23:31.109

[SPEAKER_04]: consequences which I would like to say that they might not have considered. But yeah, now today, if we like to point our fingers to them

23:31.429 --> 23:45.516

[SPEAKER_04]: and we don't vote, then I believe that we cannot change the upcoming days. If we want to change whatever... on our opinion bad or negative has

23:45.596 --> 24:03.306

[SPEAKER_04]: happened and we are we were discriminated we were taken out of our legal rights so we if we want to change we have to act without action we cannot

24:03.406 --> 24:14.275

[SPEAKER_04]: change the future because after 10 years then somebody is standing there and pointing out their fingers towards us that why you guys didn't

24:14.375 --> 24:32.008

[SPEAKER_04]: vote why you guys were restraining yourself from going forward Guys, so you spend a week in Stavanger in our micro module. So what did you learn

24:32.048 --> 24:41.232

[SPEAKER_03]: about yourself through the simulation, through the scores, through the time you spend with the colleagues across from different

24:41.372 --> 24:52.092

[SPEAKER_03]: universities, different countries, also different cultures? What did you learn about yourself? Wow, that's a really deep question. I

24:52.132 --> 25:02.976

[SPEAKER_05]: think, well, if thinking about the game inside of our class, I've learned how easy it is to make the same mistakes that have been done in the

25:03.016 --> 25:15.703

[SPEAKER_05]: past. That's, I think, a huge ring bell that rang, I think, once we've done playing. But besides this, the other day we also went to

25:15.743 --> 25:26.811

[SPEAKER_05]: Priekestolen for a hike and I think during that moment every person in that group was coming from different countries in Europe and I thought

25:27.172 --> 25:36.479

[SPEAKER_05]: how nice it is to be able to speak and understand each other even though we come from different backgrounds, way of thinking. So I think I've

25:36.519 --> 25:51.039

[SPEAKER_05]: learned about myself how nice it is, how I love this way of thinking about the future, a future without borders, barriers, but in a way that we are

25:51.219 --> 26:02.745

[SPEAKER_05]: all part of the same community. I think I learned that I don't like conflicts at all. I'm a great mediator, but I don't like attacking or

26:02.785 --> 26:13.897

[SPEAKER_01]: defending myself. So I think I learned that. And also in life of... I don't want to just say... I think we made the same mistakes during the

26:13.917 --> 26:21.208

[SPEAKER_01]: game. In the second game, we were just talking with our colleagues, and we realized that we were making, especially the other team, but also

26:21.348 --> 26:29.017

[SPEAKER_01]: ours, that we were making the same things that they did in Bruxelles. And

we ended up with the same results, almost. So I think we really have to

26:29.777 --> 26:41.502

[SPEAKER_01]: think, but also reflect in some way with critical lenses about the decisions and how it's going to impact the future generations, not only

26:41.642 --> 26:50.466

[SPEAKER_01]: ours, not only our position as, in my case, like Prime Minister or Chancellor of Germany. So I think we really have to think to make the

26:50.506 --> 27:01.318

[SPEAKER_01]: decisions based on what it's going to be like in the future, not only our current position. I think this course builds a very multicultural

27:01.418 --> 27:14.249

[SPEAKER_02]: environment that helps students get a chance to talk with each other. Like we get a chance to discuss about, for example, my friends, the

27:14.329 --> 27:26.461

[SPEAKER_02]: political situation or their countries that I never have a chance to talk with. And also the second thing is like in the game, I had a chance to

27:26.701 --> 27:37.192

[SPEAKER_02]: understand myself more. So I think I would like to negotiate. If in the future, I would like to negotiate very diplomatically. I don't want to

27:37.392 --> 27:53.055

[SPEAKER_02]: fight. I don't want to polarize. And also I think it helps me to... think roughly and build the argument logically without being threatened by

27:53.095 --> 28:06.249

[SPEAKER_02]: the opposing team. Yeah, the game was a bit eye-opening for me because professionally I had mediated many times. I knew that I might have some

28:06.309 --> 28:23.119

[SPEAKER_04]: good mediation skills, but I never was into politics. And from very far, standing far, I would like to kind of dislike politicians and... But

28:23.259 --> 28:37.768

[SPEAKER_04]: while playing this game, I found that, yeah, politics is interesting. I like that. Yeah, so it was a bit eye-opening for me. Okay, guys, thank you

28:37.808 --> 28:48.914

[SPEAKER_03]: very much for your participation in the course, playing the game and for our conversations this afternoon. And hopefully we see each other

28:49.234 --> 28:55.038

[SPEAKER_03]: around again with some games, negotiations or just at the universities. Thank you very much.