

The Nations of Syr: A Simulation around Arbitrary Citizenship

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Paper Airplane War - Facilitator Instructions

Aims for Participants:

- To create allegiances and nationalisms around 'countries' with no basis other than arbitrarily assigned pieces of paper and corresponding colours.
- To understand the effects of resource inequalities on power structures between communities and countries.
- To raise and discuss issues around border control, territorialization, tribalism, and arbitrary citizenship.

Paper Airplane War - Facilitator Instructions

Setup Instructions:

- Divide the space into four uneven areas using tape or fabric:
- Quad A (purple, Ragaria) contains food and has a clear demarcation.
- Quad B (blue, Shyroon) has drinks.
- Quad C (green, Domboni) has the most space and a lot of paper.
- Quad D (yellow, Janderland) has less space but the majority of paper, and is the entry point to the room.
- Using the materials below, create a 'passport' for participants with their country alliance and the simulation instructions.

Paper Airplane War - Facilitator Instructions

Simulation Instructions:

- When everyone has a passport, call attendees to attention.
- Explain that tensions are mounting, and that the key to victory and security is paper airplanes.
- Countdown to war, inciting groups to tribalism and encouraging them to monitor their borders and guard their resources as the space allows.
- Allow airplanes to fly for 5-15 minutes before calling a halt for debriefing – different strategies and behaviours will emerge over time!

Paper Airplane War - Facilitator Instructions

Discussion Prompts:

- What advantages or disadvantages did you have? How did you feel about them?
- How did you feel when you were denied entry? When you were denying entry? What was the experience of crossing the borders? What responses did you receive?
- When might this happen in the real world? What other resources are valued? What is the world's 'paper'?
- What conflicts can stem from these resource-based issues? Who is disproportionately harmed?

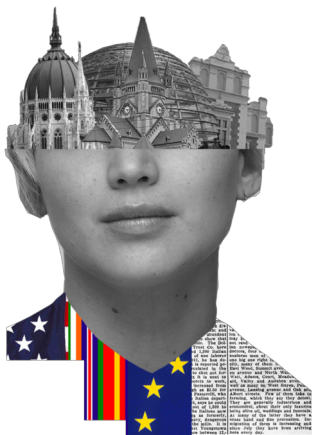
The Kingdom of Janderland



PASSPORT



The United States of Domboni



PASSPORT



The Empire of Shyroon



PASSPORT



The Republic of Ragaria



PASSPORT



Proud Citizens:

There have been grave disturbances within the other Nations of Syr, and they are leaking into our borders. Your people are in danger.

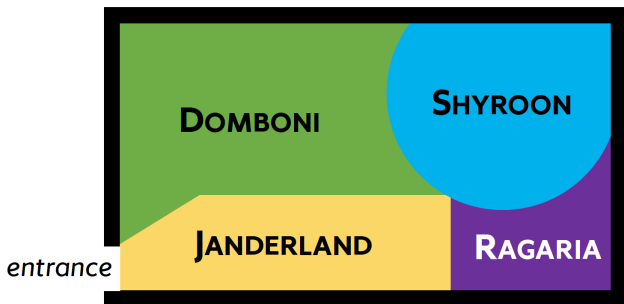
Protect our borders. Other groups will want to steal resources, particularly paper, food, and drink — and maybe secrets...

Be careful of who you let in.

To protect your community and defend our proud nation, you must send as many of your colour paper planes into the other countries as you can. Once a paper plane has landed in our territory, consider it hazardous and do not attempt to remove.

As always, we will prevail. Prepare a victory chant for our inevitable success!

The Nations of Syr



Country Overviews:

The Kingdom of Janderland:

- only link to world beyond
- largest supply of raw material

The United States of Domboni:

- longest borders; largest land area
- strongest built economy

The Empire of Shyroon:

- landlocked
- only producer of drinks

The Republic of Ragaria:

- best protected borders
- only producer of food