STUDY GUIDE

FICTIONAL COMMITTEE

Anna Ioannou

President of Executives

Dear reader,

This study guide is an introductory on how the Fictional Committee will operate during the MSKMUN Conference. The committee is highly recommended for beginners in Model United Nations since it's easy to address the committee with your personal beliefs but remain in-character. The topics are presented from different fictional themes, e.g. Harry Potter, Star Wars, Disney etc., but will tackle important issues like domestic violence, human rights, pollution, etc. Even though the committee is referred for beginners, it is such a fun and enjoyable committee that all ages and experienced or not delegates can take part.

Believe it or not, even the words of Walt Disney inspire what MUN is about "We keep moving forward, opening new doors, and doing new things, because we're curious and curiosity keeps leading us down new paths."

"ARRRGGHH UGGHAH AAGGGRHRHH GAHH HAGGHGHAAA"

- Chewbacca

Anna Ioannou – President of Executives

What is the Fictional Committee?

The Fictional Committee is mainly for delegates who are beginners. Delegates represent fictional characters and can implement their personal opinion but if their character is a villain or a hero, they must follow the dark path or the light. The topics are disguised in a way to enter the fictional realm but tackle important topics in the real world. Each delegate should write one resolution for the two out of three topics and write a policy statement on who their character is, from which realm and some important facts. The procedure is the same as other General Assembly Committees but the resolutions will not be discussed during the General Assembly. Delegates should remain in-character **but not be dressed as one**.

> *"Of course, it is happening inside your head, Harry, but why on earth should that mean that it is not real?"– Albus Dumbledore, Harry Potter and the Deathly Hallows.*

Procedure

Prior to the conference, as stated before, delegates should write at least two resolutions, one per topic, but research very well for the third one. Policy statements are highly encouraged since not all delegates know all the heroes and villains backgrounds. For the policy statement, delegates should write a short 1minute speech as an introductory to who their character is and from which realm, e.g. Wizarding World, Star Wars etc.

During the conference, the resolutions should be printed (1-2 copies) and also have it in a USB stick. On the first day, during the lobbying and merging, delegates/characters should form alliances with others. Delegates do not have to find alliances from the same realm but should follow their dark or light path, meaning, they should form an alliance with other villains or other heroes. Then, as an alliance, delegates should write a new resolution with clauses proposed by all members of the alliance and finally give it to the Chairs for final check. If the Chairs accept it, congratulations, your resolution will be debated!

The debating procedure is the same. The Main Submitter will be called in order to take the floor and read the operative clauses. Afterwards, the Chairs will set the debate time of the resolution and kindly ask the Main Submitter to deliver a speech in favor of the resolution. Then, the delegate will be asked if he/she is open to any points of information and the delegate must reply "Any and all" (it is up to the Chairs to determine the number), "Up to X" (X: number of points the delegates wishes to entertain), "No" (the delegate does not want to be asked questions). The Main Submitter may yield the floor to the Chairs or any other delegate. If the floor is open then

the Chair we kindly ask any delegates wishing to make a speech in favor of the resolution, recognize any delegates and proceed. When the time has elapsed, the resolution will be voted. Then we move to the next resolution.

"You have controlled your fear. Now, release your anger. Only your hatred can destroy me." – Darth Vader, The Empire Strikes Back.

Delegations / Characters

Heroes

Albus Dumbledore	IronMan
Ariel	Luke Skywalker
Black Panther	Moana
Black Widow	Mulan
Dr. Strange	Snow White
Flash	Spiderman
Gandalf	Superman
Harry Potter	Thor
Hercules	Wonder Woman
Hermione Granger	Yoda

Villains

Bellatrix Lestrange	Magneto
Boba Fett	Maleficent
Captain Hook	Mysterio
Cruella de Vil	Saruman
Darth Vader	Scar
Evil Queen	Sith Lord
Galactus	Thanos
Hades	Ursula
Joker	Venom
Lucius Malfoy	Voldemort

"Go where you must go, and hope!" — Gandalf, The Two Towers.