

STUDY GUIDE

FICTIONAL COMMITTEE



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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."



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. 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.

In 2024, a new procedure will be followed. It's simpler and will give the delegates a new wholesome and exciting experience where they can do whatever they want inside the committee. Events may be introduced, superpowers may be used and plot schemes may be entertained.

Procedure

Prior to the conference, delegates must prepare policy statements. 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 1-minute speech as an introductory to who their character is and from which realm, e.g. Wizarding World, Star Wars etc.

Delegates do not have to write a resolution prior to the conference. On the first day of the conference, the chairs will begin by entertaining policy statements and then the first event will occur. The first event will be proposed by the chairs and it will be on an imaginary (or not-so-imaginary) event e.g. a zombie apocalypse or deforestation issues.

Then, delegates will have to do the so-called lobbying and merging. During this time, delegates are free to move around the room, find alliances and write a new resolution. There is no minimum number of alliance members, but the resolution must have at least 4 clauses. Should delegates need any help, the chairs will gladly provide it to them.

Upon completion of writing a resolution, the debating procedure starts. 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. Delegates may also use personal pronouns since they represent themselves and not a country.

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

During the debating procedure a new Motion is introduced for the specific committee. That is the “Motion to enable my superpowers”. With the present motion, one may use their superpowers to revoke privileges from another delegate. These privileges include;

- Revoke ones right during the voting process
- Revoke ones right to speak

By doing so, the delegate who proposed this special motion must take the floor and deliver a short speech about why they did it and which delegate is affected by. Delegates may use this motion once in every resolution and affect only one delegate. For example;

“Motion to enable my superpowers and revoke Magneto’s right to vote”. Then the delegate is called upon the floor to deliver their supporting speech e.g. “I strongly believe that Magneto will influence the whole committee to vote against our resolution because they always vote against”. Then, Magneto is called upon the floor to deliver a speech why this motion should not pass e.g. “This is not the case since I have voted in favor multiple times.” The delegates will be subjected to Points of Information, respectively, and finally the motion will be voted upon. The whole committee will decide the fate of this motion.

What is more, delegates may propose their own events/crises. These events may include strategic movements (e.g. send spies and troops to Captain America’s house), new events (e.g. meteorite shower) and many more since imagination has no limits! These events/crises may be sent within a note to the chairs and it will be up to the chairs discretion to entertain them or not.

On the final day, the delegates must set aside their differences and find peace among them. All events will lead up to the signing of a Peace Treaty where the Civil War will be avoided if both parties come to an agreement. For this task, two main alliances will be formed. Each alliance must propose 4 clauses to be passed and be part of the Peace Treaty. Then, a clause-by-

clause procedure of debating will be entertained. The standard procedure of debating is followed but it will be upon each clause. Prior to the voting procedure, delegates will have 2 minutes to move around and talk freely to reach a consensus upon the clause. That means that the whole committee should unanimously vote in favor or against the clause. When a consensus is reached, the clause passes or fails and then the committee moves to the next clause.

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

