

RENKEI PAX SCHOOL 2016 Group 1 – Fearless

Members

Juhyung Shin (Ritsumeikan University), Will McGowan (University of Liverpool), Haneza Hamid (Nagoya University), On Ni Chan (Nagoya University), Joseph Junior Aduba (Ritsumeikan Asia Pacific University)

Fear/Gas Mask

Fear can be define as an unpleasant emotion that is caused by the threat of danger, pain, or harm. It also is the reaction to risk and people who are having fear cannot think properly and they tend to feel insecure. Danger could lead fear because it creates community of interest in reacting in certain way. People who are facing danger, risk, pain and harm could act irrationally because they will feel fear. Therefore, people who feel fear they need to decide whether to face it or to run and avoid it. As happened in Japan, they have been in fear for many years because of the atomic bomb and nuclear weapon.

Japan continued to develop and use chemical weapons even after toxic chemical weapons had been banned by the Geneva Protocol in 1925. Gas masks were given to ordinary Japanese civilians for many years after World War I to protect them from gas attacks. The fact that civilians were given gas masks made them highly fearful even though the risk of gas attacks was low. Rather than questioning their own government and its use of chemical weapons, the people of Japan became more afraid of being attacked by an unknown enemy who they were told might strike at any moment. The Gas mask become symbolizes the fear and uncertainty associated with war. Peace can only be achieved in a world without chemical and nuclear weapons which still pose a risk to humanity, whether they are used by allies (friends) or enemies.

In order to better grasp the sense of fear, we came up with our game named “the blinder leader.” The background of the game is set in Yuusha (勇者) town where people are suffering from a poisonous gas attack. The town survivors are therefore wearing their gas masks and trying to escape from the conflict zone to a peaceful and safe location as soon as possible. The layout of the actual game is designed as a board-game-sized maze with some

traps and can be played by two people. The two players take turn to be the leader and the civilian by switching their roles every twenty seconds. The leader needs to wear an eye mask and hop with 1 finger by following the civilian's verbal directions. The civilian can choose to tell the truth or lie to lead the leaders into the traps. Each of the two players will also be provided with one life (gas mask) sticker that can ONLY be used to help the other person to get out from the trap. The person who first reaches the destination (goal) will be the winner.

The message behind this game is to help people feel the dilemma and fear when they need to decide under uncertainty. The blind leader has to rely on instructions given by the civilian symbolizes that leaders always have to make difficult choices with imperfect information (which can be true or false). The requirement for the players to switch their roles every 20 seconds attempts to ask the players to put themselves into others' shoes and feel the uncertainty that the other has felt. The game also allows the player to choose to lead the other into a trap and finish the game by himself or herself as the leader with no civilian. It would however be very difficult because they cannot see the way when wearing their eye mask. In other words, the game can be completed with two people easily while one would have to let the other wins. Thus, it is intended to bring out a message that people can either forget everything and run for oneself (in which no one can finish and win the game), or face everything and rise by being open and supportive even when knowing that the other player will win the game.