

RENKEI PAX School 2016 Group 4 Report “Overcoming Fear”

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Introduction

The only one thing that inspired us to participate on RENKEI PAX summer school in Kyoto was its interdisciplinary relationship of peace, arts, culture and science (PACS) which was defined as multiple dimensions of peace. Our group worked on Gas Mask with group task named “Fear, Cooperation and Peace: (FCP)”.

Exhibition

During the war, fear of retaliation deterred the major powers from using chemical weapons against each other. Serendipitously, Japan also frequently deployed the chemical weapons within the expansion into China through its notorious Unit 731 which ferociously carried out brutal experiments on the population of recently-invaded Manchuria. Whole villages and towns were deliberately infected with plague, and thousands of Chinese were killed in germ warfare field experiments. The research unit was established in 1938 in Japanese-occupied China in aims to develop biological and a more potent poison gas.

Having said that, the main idea of this exhibition is not only to disclose the unforgotten “Unit 731” during the Second Sino-Japanese War, but also to emphasize how the concept of fear itself is a real double edged of sword. In the realist point of view, a country’s lust of power has created “fear” to their enemy in order to maintain their national interest and ensure the survival. In fact, the history has reminded us of how the “fear thriving” would never lead a country to an obsolete victory, instead it would end up at the disastrous total war and eventually backfire on its people’s security.

Game

The game we created aims to overcome the feeling of fear that is created by the uncertainty through cooperation. This concept is based on the fact that the cooperation amongst government, police and citizen protected the people from the fear of gas attack and controlled citizens through the distribution of gas mask.

The rule of this game is as follows. Three people form a team composed of one civilian, one police officer, and one government official. Each magnet represents a crime the police, government, and civilian must solve together. Each card represents an address where a crime may need to be solved.

The way of playing game is the following order. Firstly, government will draw a card and tell the civilian the card that was drawn; the card corresponds to the location of a crime on the board. Secondly, after the civilian locates the crime (i.e. card) on the board, the civilian will non-verbally communicate to the government the location of the crime. Acceptable non-verbally communication includes body language and physical interaction. Thirdly, the government will orally communicate the location of the crime to the police. Fourthly, the blindfolded police will move the magnetic stick according to the directions communicated by the government. Fifthly, once the specific number of crimes have been solved within the specified timeframe, then the police obtain a shipment of gas marks for distribution.

To win the game, seven crimes (magnets) must be solved (taken) before experiencing a gas attack. Successful cooperation will lead to solving all seven crimes within five minutes. Five crimes must be solved within the first three minutes to obtain a gas mask. If less than five crimes are solved, then after three minutes all spades and clovers (black suited) cards become gas attack locations. A total of six crimes must be solved within four minutes to obtain a gas mask. If less than six crimes are solved, then after four minutes all spades, clovers, and diamonds become gas attack locations.

A gas mask obtained within the first three minutes prevents all spades and clovers (black suited) cards from becoming gas attack locations for one minute. A gas mask obtained within the four minutes prevents all diamonds from becoming gas attack locations for 30 seconds.

Conclusion

The exhibition and game demonstration from various study groups was inspirable and creative way of thinking about peace and we learned about how to give message of peace to the public.

We hope our work, which shows the fear of time and the uncertainty of communication, will be the good trigger of rethinking about the fear of war.