

lipunan

TEACHER'S MANUAL

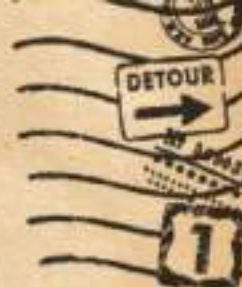

Character roles

Student activists
Military police
Journalists
Political detainees
Civilians
Marcos cronies

Kit Contents

Profile sheet
Game mechanics booklet
Writing journal
Special Item
Envelope
Pencil






INTRODUCTION

Martial law was a very significant period in Philippine history. Declared on September 22, 1972 by the then President Ferdinand Marcos, this would end up triggering a sequence of events that would alter the course of history as we knew it.

The educational role playing game **LIPUNAN** assumes students as key roles that would have certain parts to play in the events that occurred during martial law. The goal of the game is to teach students the different interweaving narratives surrounding the period through immersing themselves as players within a series of significant events, subsequently leading to the People's Power Revolution in February of 1985. The game also draws attention to the process of writing history, as well as the impact and succeeding consequences of martial law on Philippine society today.



TIMELINE

2

Marcos' second
inauguration

4

Declaration of
martial law

6

The Aquino
Assassinatio



1

Marcos'
first
inauguration

3

Plaza Miranda
bombing

5

Nominal
lifting of
martial law
and third
Marcos
inauguration

7

The EDSA
Revolution

MECHANICS


BAGONG LIPUNAN is an educational role-playing game. The teacher begins by assigning each student an individual character to play, each also receiving a special kit they will be using for the entire duration of the game. The kit contents (enclosed in an envelope) include: (1) character profile sheet, (1) game mechanics booklet, (1) writing journal, (1) pencil, and (1) special item, which differs per character role.

CHARACTER ROLES

Three students may have the same type of character, and will be grouped with them to accomplish quests and sidequests assigned by the teacher throughout the game. Their character role will determine how they build their own narrative as the game progresses.

Student Activists

Student activists led groups of other students in protests and demonstrations. They protested against a number of social issues, including US imperialism, sector-based issues, high tuition fees, school policies, and the widening gap between the working proletariat and the elite. Student activists would play a very important part in the events leading to and during martial law.



MABUHAY
KULTURANG
MASA



Journalists

Media at the time of martial law was controlled and limited; Marcos shut down most newspapers, magazines, radios and television broadcasts, leaving the only ones under his own control. Articles had to be screened before being published, as Marcos did not allow any negative news about his regime to come forth in public. Many journalists, at danger of being arrested or killed should they attempt to report the truth, went underground or in hiding.

Military Police



Under martial law, the military at the time had massive authority and control over the public. Due to the proclamation of martial law, the Philippine police and military had the power to conduct search and arrests unwarranted, capturing, torturing and arresting anyone who spoke ill of the President. They also seized all firearms and disbanded private armies belonging to prominent political and influential figures.



Marcos Cronies

One of Marcos' goals in his presidency was to eradicate oligarchy; rich individuals or families who had control over the government and the Philippine economy. While this was true to some extent, Marcos only replaced the existing oligarchs with his own. Known as Marcos cronies, these were individuals with close ties or relations to Marcos, including family members, friends and relatives, given positions of power in the government. Many of them amassed massive wealth they still hold to this day.



Political detainees

Political detainees were people who spoke negatively of the Marcos regime, and were subsequently detained without warrant. This included writers, artists, and political opponents of Marcos, who were taken from their homes or off the streets. Many of them were tortured for more information on other comrades; to this day, there are still many people who have 'disappeared' and never returned.



Civilians

While not as active as some of the other roles during this time period, normal civilians are not to be forgotten, and have perspectives that are important when considering all narratives that make up the collective memory of martial law. Some civilians were aware of what was happening with the government, and had varied reactions: suspicion, anger, fear. Others still remained oblivious. Civilians would also make up one of the most historic events in Philippine history: the EDSA People's Power Revolution.



Experience Points

Instead of the standard grading system, all players begin at level 0, with 0 EXP (experience points). Players then gain more experience points by accomplishing quests and sidequests, in the form of presentations, quizzes, submitting certain types of output, and by writing in their weekly journals. The total number of experience points would be then calculated and translated equivalently into school grades.

Quests/Sidequests

For students to gain experience points and level up, they need to accomplish quests and sidequests successfully. The following lists down the different kinds of quests and the assigned point system:



Main Quests

Weekly Journal Entries	20 points
Presentations	40 points
Quizzes	20 points
Creative Output	20 points

Side Quests

Mini games	10 points
Extra credit assignments	10 points



Weekly Journal Entries

Players progress in the narrative mainly through journal entries. Journals are written in the perspective of their 'characters' and as such follow the flow of the timeline as each week progresses. What was your character doing during the Plaza Miranda bombing? Players are free to control the actions of their characters, so long as it makes sense within the historical narrative.

Creative Output

This entails players to produce any kind of creative output regarding the topic or question given by the teacher. It can be in the form of a drawing, a skit, a collage, or a performance.

Extra credit Assignments

Teachers are able to give extra credit assignments on their discretion, if they believe players are in need of them.

SPECIAL ABILITIES

Some character roles have specific abilities that can affect other characters.

Journalists can interview and reveal secrets about other characters.

Military police can arrest other characters, but this is limited to one per week.

Marcos cronies can influence the economy and businesses in the society.

Political detainees (politicians) can set one rule per week that all other characters must follow.



SCENARIOS

The following details activities each character role is to accomplish for each event. It can act as a basic lesson plan for teachers to use as a guide, but can be adjusted if needed on the discretion of the teacher. All roles must submit an entry for their journals following the events of the timeline; extra output from certain roles will be listed below. Lectures per event from the teacher precede event activities by the students.

PROLOGUE

Introduction to martial law. Teachers ask students for initial ideas/knowledge on the subject, and also introduces the game and its mechanics. Character roles are decided and kits are given to students.

EVENT 1 - Marcos' First Inauguration

Journalists - research on Marcos' life and background, report findings to class.

Civilians - present creative output on infrastructure built during Marcos' regime.

EVENT 2 - Marcos' Second Inauguration

Student activists - Creative output on the First Quarter Storm.

Marcos cronies - Creative output on economy during this time period.

EVENT 3 - Plaza Miranda Bombing & Suspension of Habeus Corpus

Political detainees - Presentation on Plaza Miranda bombing.

EVENT 4 - Declaration of Martial Law

Journalists - Creative output on the state of the media during martial law.

Political detainees - Creative output on political parties against Marcos.

Civilians - Creative output on what you could and couldn't do during martial law.

EVENT 5 - Nominal Lifting of Martial Law and Third Inauguration of Marcos

Military police - Creative output: what did the police do during martial law?

Marcos cronies - Creative output: what was happening in the economy?

EVENT 6 - The Aquino Assassination

Journalists - Presentation on the life of Ninoy Aquino.

EVENT 7 - The EDSA Revolution

Civilians - Creative output on EDSA: why did people go out onto the streets?

Military police - Creative output on active non-violence during EDSA.

Student activist - Creative output on role of student-led mobilities during EDSA.

END OF THE GAME

The last session of the game ends with synthesis of all the characters and their narratives. Do they live at the end of martial law or not? How did they get to this point over the course of all the events? Did they develop into different characters now from the beginning of the game?

How do these stories find relevance in our current society?

The point of the game is to show how different perspectives and points of view play into how history is made and recorded. What we remember collectively as a society is largely due to which of these stories are more successful in delivering a strong narrative.