

Course Outline

Course number	RBE304				
Course title	Simulation of EU Decision-making				
Credit points	3 ECTS (2 LV)				
Total hours	80				
Lecture hours	16				
Seminar and other hours	16				
Course level	Bachelor				
Prerequisites	None				
Category	Mandatory		Restricted elective	X	Free elective

COURSE RESPONSIBLE

<i>Name</i>	<i>Academic degree</i>	<i>Academic position</i>
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COURSE ABSTRACT

This is a course developed to provide students with an opportunity to learn in depth about the EU decision-making process through a simulation of the ordinary legislative procedure in the European Commission, the Council of Ministers and the European Parliament. The topic that will be discussed will be one related to EU animal welfare law. The course will consist of two main parts, the first one will be a theoretical introduction to animal studies and animal ethics, as well as an overview of EU animal law, including EU Regulations and Directives, EP preparatory materials, and CJEU case law. The second part will be dedicated to the simulation itself, where students will first take the role of the Commission in drafting a new piece of legislation in animal welfare. Following that the students will become both a Minister in the Council and a Member of the EP, where they will discuss, amend and vote on the Commission's legislative proposal. This will allow the students to gain an insight into the dynamics of the process and the different roles and functions of the actors taking part in it.

COURSE OBJECTIVES

This course has the following main objectives:

Knowledge:

1. Students will gain a deep insight into the decision-making and legislative procedures of the Commission, the Council and the Parliament, the way they function on a daily basis and the relationship that the different actors have with each other.
2. Students will also learn about the animal welfare legal framework of the EU.

Skills:

3. Students will reach a good level of competence in law-making procedures of the EU, constitutional law of the EU as well as EU animal protection law.
4. Students will discuss and defend different points of view within a group, helping development of critical thinking skills, as well as teamwork.

Competencies:

5. Students will learn how to present structured arguments that respect a certain legal basis, they will become familiar with drafting reports and legislation. Importantly they will also become more comfortable with public speaking.
6. Students will carry out a simulation of the processes in which policy is made in the EU, helping them gain knowledge regarding decision-making that they will be able to apply to other situations of their academic and professional future.

GRADING CRITERIA

<i>Criteria</i>	<i>Weighting</i>
Mid-course paper	20%
Final paper	30%
Participation	50%

COURSE REQUIREMENTS

Given the nature of the course, in order to pass students will have to be active participants in class. This does not necessarily mean speak up in every session, students can also prove their active interest by drafting proposals or designing legislation strategies. In addition to class participation, students will prepare a position paper of their political groups, which will be a group activity done in Session 11. Lastly, at the end of the course students will have to prepare a final dossier dedicated to analysing how the debate went and how aligned the results were with their initial objectives and their parties' policies.

COURSE PLAN – MAIN SUBJECTS

No.	<i>Main subjects</i>	<i>Planned hours</i>
	Simulation skills	12
	Animal welfare law in the EU	10
	European Parliament and Commission legal framework	6
	Rules of procedure	4