

Role-Playing Game: The Quandary of Muslim Minorities in Xinjiang

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You Xi designed the Xinjiang game for a teaching demo at a campus visit after being given the task of teaching race and religion in modern Chinese history. You Xi consulted with Mark Carnes, the founder of Reacting to the Past, about the game design. The main goal is to make students aware of the contemporary crisis of Muslim minorities in Xinjiang, through reading government documents, journalist reports and witness accounts. At first, participants will take the roles as college students of three different ethnic minority groups – Uyghurs, Huis and Kazakhs. Each of them has a different response to government crackdown and re-education camps in Xinjiang: pursuing international attention, staying silent, and going abroad. Each group will receive a role sheet detailing their objectives and sources. After each group presents their case, by throwing a dice, some participants will be thrown into jail, while others will be reincarnated as government officials who will decide the fate of those arrested students. You Xi hopes the game will help students practice primary source analysis and public speaking skills, and understand various perspectives regarding Muslim minorities in China.

Please see the [Xinjiang Role Playing Game Guidelines](#) & [Xinjiang Role Playing Game Role Sheets](#).