

Working Man's Paradise

ABSTRACT

This Role-play is designed to engage students in the content, language and politics raised by a novel. The role-play is run within the Blackboard Learning Management System.

KEYWORDS

19th Century Australian literature; Politics; Blackboard LMS; Australian Studies

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The screenshot shows a Blackboard LMS interface. At the top, there is a navigation bar with icons for 'Build', 'Teach' (selected), and 'Student View'. The title '[ENGL260]- (S109) Nineteenth Century Australian Literature' is displayed. On the left, a vertical toolbar contains various icons for course management. The main content area has a sidebar titled 'Table of Contents for Online Roleplay: The Workingman's Paradise' with links to ten sections, including '1 In the marketplace'. The main content area displays a historical engraving of a marketplace scene with many figures in 19th-century attire. Below the engraving, the text 'National Library of Australia' and 'nla.pic-an8021185-v' is visible.

DESCRIPTION

The online role-play takes place in a marketplace in Sydney in 1891 and is based on the novel, *The Working Man's Paradise* by John Maurice Miller.

Scenario: The atmosphere in Sydney is one of turmoil. The shearers' strike in Queensland is inspiring even more people to support unions for manual labourers in Sydney, especially the working-class women, who are exploited by their male bosses. The marketplace is abuzz; some people support unions while others support a capitalist system and see unions as the death of capitalism. All the characters are in the marketplace and have gathered around a speaker, who is proclaiming his position atop a soapbox.

Students are allocated a character from which they respond to the scenario. The action takes place in three scenes. Scene one allows the students to introduce their character; Scene two, students respond in character to a statement made on a "soap box" in an outdoor market; Scene three, students debate and defend their position. The final debrief activity takes place within a face-to-face tutorial.

AUDIENCE/GROUP SIZE

- Total number of students is 90. 15 groups of 7 students
- University 200 Level
- Arts, Literature subjects

LEARNING OPPORTUNITIES

This learning design aims enable students to demonstrate:

- Critical analysis of the novel
- Understanding of language, politics and ideology
- Independent and groups online action

- Critical and respectful engagement with the work of colleagues
- Understanding of political discourses within the novel
- Understanding of the discursive means by which gender and class are formed within the novel
- Understanding of the ideological position of a character
- Understanding of voice in terms of form and content

TIME AND SETTING

The role play is designed in the following time and setting:

- The role play is set in late 19th century urban Australia
- It takes place over one teaching week in which a minimum of three postings are made

RESOURCES

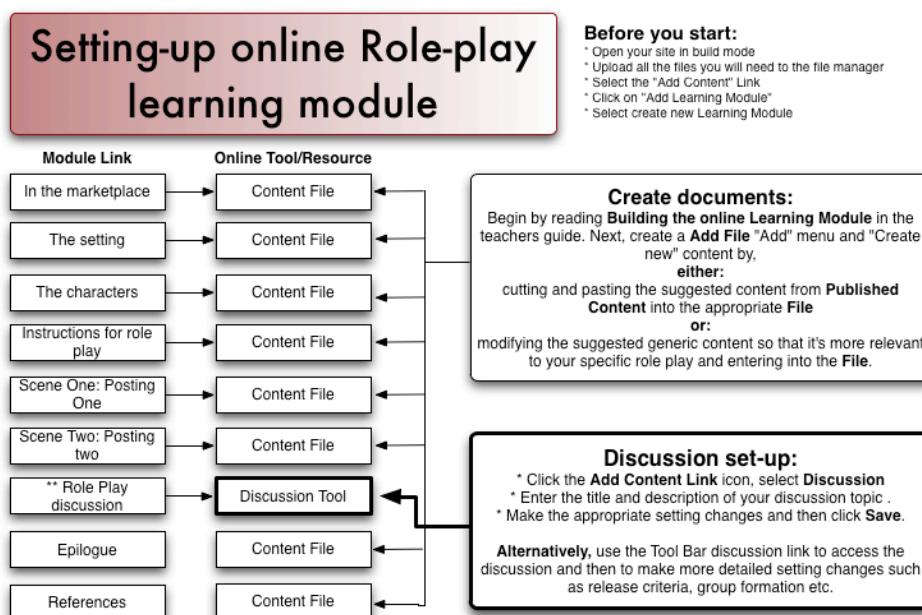
Overview of resources supporting the role play

- Online learning module within Blackboard LMS
- Online discussion area
- Scenario
- Student instructions

ASSESSMENT

The task is compulsory and assessment is ungraded.

SET-UP



FACILITATOR ISSUES

- Introduce role-play in lecture
- Set up online learning module in Blackboard LMS
- Set up student groups
- Allocate roles
- Provide student instructions
- Set up online discussion
- Debrief in a face-to-face tutorial environment

REUSABILITY

- Literature
- Politics
- Cultural theory
- Sociology