

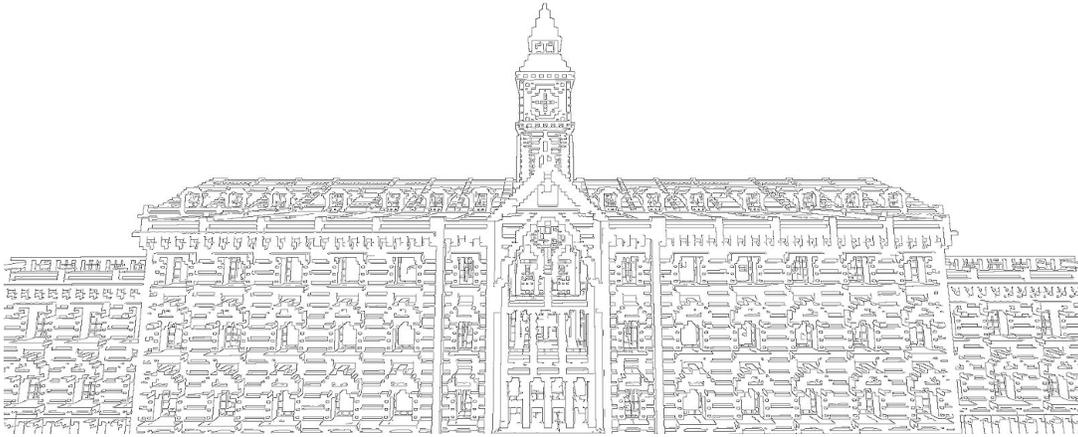


**EXECUTIVE COUNCIL**  
OF THE FEDERAL REPUBLIC OF WOLVHAVEN

# Making Parliament more accessible to all WolvHavers: A Green Paper



Parliament of  
**WolvHaven**



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# **Making Parliament more accessible to all WolvHaveners: A Green Paper**

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Presented to Parliament on 22 September 2018  
By SilverWolv

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# I. Introduction

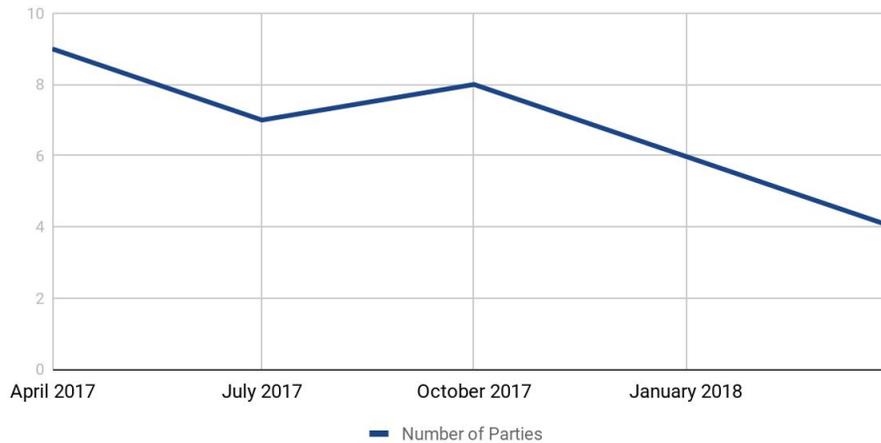
1. WolvHaven's Parliamentary System dates back to 2012. Earlier versions of WolvHaven's parliament mainly involved staff creating and enforcing new laws within the server. Over time, Parliament's main purpose has shifted to become a platform for WolvHaveners to express how they would like their server to operate and have a say in the laws within the server; subject to scrutiny and approval by the newly formed roles of the Senate and the President.
2. This paper will set out:
  - a. The increasing inaccessibility of Parliament to WolvHaveners;
  - b. The impact of said inaccessibility;
  - c. Protecting Parliament's culture & traditions;
  - d. What this means for WolvHaven and the options that can be considered.

# II. Increasing inaccessibility of Parliament to WolvHaveners

3. WolvHaven's Mixed Member Proportionate Era of Parliament has been in place for one and a half years. While performing better than expected, it is in need of occasional changes to ensure it continues to achieve its main objective.
4. The number of political parties running in each election has fallen over time. With many political parties dropping out of the elections citing time constraints or their members being unable to attend during parliament's sitting times.

5. The recent April 2018 General Election had only four parties running - the lowest in history so far

Number of political parties contesting in WolvHaven's General Elections



6. Parliament passed the Parliament Voting Regulation Act on 30 September 2017, further enforcing rules which regarded the conditions under which one could speak or vote in Parliament.
7. This limited participation in parliament debates only in-game on a computer. Members were not allowed to speak or vote in parliament via other mediums such as mobile minecraft server chat apps like "minechat" or through the server's discord channel.
8. Parliament sits every alternate Saturday at 2PM UTC. While the timing has been found to be accomodating to as many people as possible, several members of the community are still left out.
9. The existing timing is not conducive for a portion of the community - largely comprising of WolvHaveners who reside in the west coast of the US and Canada. Parliament is deemed as being held at a timing that is too early in the day.
10. The existing timing may also conflict with members of WolvHaven's European community whom may have other events to attend to during said timing as Parliament sits during the afternoon for them.
11. WolvHaven also faces a maturing population with many having more real-life commitments such as university, school, projects and work to attend to. The current strict guidelines of participating and contributing to parliament does not allow for said members of the community to actively participate.

### **III. Impacts of inaccessibility of WolvHaven's Parliament**

12. The primary effect of the inaccessibility of WolvHaven's Parliament is the ostracising or the suppression of the voices of a large section of WolvHaven's community that is unable to participate in parliament's existing form
13. A lack of differing opinions, ideas and ideologies may also be seen - the larger parties that make up the Government and Opposition are both seen as rather left-wing. Whereas parties that lean towards the right such as the National Front have chosen to leave their voices out of the system as a result of this inaccessibility.
14. Independent voices are also limited to representing those that are only able to attend - reiterating the point set out in paragraph 8.
15. Parliament is not fully achieving its objective of being a platform for all WolvHaveners to express how they would like their server to be run as set out in paragraph 1.

### **IV. Protecting Parliament's culture and traditions**

16. WolvHaven first started having non-staffers participate in regular live-parliament sessions since 2015.
17. Throughout these three years, a culture of functional roleplay and parliamentary traditions have developed.
18. This aspect of the server is also one that is unique to WolvHaven and is not seen being implemented to similar extents in other Minecraft servers. It is arguable that WolvHaven has instead inspired other Minecraft servers or projects such as Exploding Freedom Central City to implement similar systems.
19. WolvHaven has also indirectly developed a culture of understanding of appropriate time and place to perform certain actions. It is rare to see WolvHaveners fighting over issues brought up in parliament outside of parliament. They have learnt to separate politics from personal life.
20. It is also arguable that WolvHaven's parliament holds some educational value to it in the form of political education through the roleplay of parliamentary proceedings. The enforcement of proper debate in parliament also arguably teaches WolvHaveners the

idea of civilised debate.

- a. Mc\_Dunc MP claimed that WolvHaven Parliament helped him a lot in understanding political terms for his politics subject in school. He further said that he would not have known the terms like “hansard”, “front bench”, “cross bench” and “readings” if it was not for WolvHaven’s Parliament.

21. Losing said culture and tradition would be disappointing to many WolvHaveners and erase a part of WolvHaven that is presently enjoyed by many today.

## **V. What this means for WolvHaven and the options that can be considered.**

22. Ensuring WolvHaven’s parliament remains open to as many voices as possible is of utmost importance to ensure that all members are heard.

23. The success of WolvHaven’s parliament system ultimately lies in its community actively participating in it.

24. Parliament’s sitting times may be revised to find a more fitting time for more more WolvHaveners.

25. Parliament debates may be partially shifted into discord.

- a. Live-parliament sessions will stay. Bills will continue to be introduced at parliament sittings and have their first reading debate there.
- b. The second reading debate will immediately begin in a discord channel created specifically for the bill directly after hansard is released. All WolvHaveners are free to contribute to the debate there.
- c. At the next parliament sitting, the text channel will be closed off to contributions by all members. All content of the text channel will be transferred to the hansard and the debate will continue in-game.

26. Voting may be partially shifted into discord

- a. Voting for bills may be shifted to the discord text channels that are created for the bills. The speaker is to call a vote inside the text channel by mentioning MPs.

- b. MPs vote by adding white check mark or cross reactions to to the message sent by the speaker.
- c. Only votes by MPs are to be considered.
- d. Procedural votes will remain in live-parliament sessions