

MS Special Committee
Graded Model United Nations XI
February 27-March 1st, 2026



Head Chair: Beatriz Ramazzotti

Co-Chair: Seon-Gyu Kwon

Table of Contents

Introduction from the Chairs	3
Topic A: (Reassessing the Isle: Immigration Rights and Ethical Treatment of Villain Families)	4
Background Information	4
Suggested questions for further research	7
Bloc Positions	8
Works Cited	10

Introduction from the Chairs

Hello delegates,

We are your chairs, Bea and Sean, and we are thrilled to welcome you to the Middle School Special Committee at GMUN XI! We are incredibly excited to see you step into the world of Descendants and explore meaningful issues, such as immigration, through the lens of fantasy.

As your chairs, our role is to guide debate, ensure a respectful and engaging committee environment, and support you throughout the conference in any way we can. We understand that for some of you, this may be your first Model United Nations experience, and we are honored to be part of your MUN journey. Don't worry, we're here to help you learn, grow, and gain confidence every step of the way.

This topic guide is the first tool we're providing to help you prepare. It includes background information designed to introduce you to the topic and support your research. We strongly encourage you to use it alongside your own individual research to fully understand your character and the issues at hand. We urge every single delegate to begin their journey of preparing for this conference by watching the first descendants movie. For more experienced delegates, we hope this committee presents an opportunity to challenge yourselves, refine your skills, and take on leadership roles.

If you have any questions or concerns at any point, please don't hesitate to reach out to either of us. We are always happy to help and can't wait to see your ideas, creativity, and diplomacy come to life in committee.

Kind regards,

Bea and Sean

Contact Beatriz Ramazzotti at: gr361139@graded.br

Contact Sean at: gr361399@graded.br

Guide to Researching

The following information will serve to guide you in your research.

The first thing you should do is find the basics about your character. The sources you use should be reliable— meaning that the writers are credible and trusted by most. Sources such as the movie and Wiki fanpages are great resources (see the ones linked in the Works Cited). Continue reading and understanding the information within the topic guide, and extend your knowledge by asking yourself more questions and search for the answers! Your chairs have worked very hard to make sure this topic guide gives you foundational knowledge on what you will be discussing, but don't be afraid to take your learning further!

Good luck and please reach out to us if anything is needed,
Beatriz Ramazzotti and Seon-Gyu Kwon

Topic: Reassessing the Isle: Immigration Rights and Ethical Treatment of Villain Families



Depiction of the Isle of the Lost <https://www.markhofeling.com/decendants>

Background Information

The realm of Descendants is a magical kingdom divided into two starkly different societies: the Kingdom of Auradon and the Isle of the Lost. Before this division existed, the world was made up of separate kingdoms, each ruled by heroes such as Cinderella, Aurora, and the Beast. Over time, these kingdoms faced repeated threats from powerful villains whose actions caused widespread harm, instability, and injustice. In response, the heroes ultimately prevailed and chose to unite their realms into a single nation known as Auradon, founded on values of peace, order, and security. To prevent further conflict, the leaders of Auradon exiled all defeated villains and their families to the Isle of the Lost, sealing it off with a magical barrier that removed magic and prevented escape. While Auradon developed into a prosperous and orderly kingdom, the Isle of the Lost, cut off from magic, resources, and opportunity, became a place marked by poverty, resentment, and limited social mobility.

For many years, movement between the Isle and Auradon has been completely restricted. Villains and their descendants are confined to the Isle, while Auradon citizens live with stability and privilege. This division has created deep inequalities and strong stereotypes on both sides. Many Auradon citizens fear the Isle's population, believing villains and their children are inherently dangerous. Meanwhile, those confined to the Isle feel abandoned, and newer generations feel like they are being punished for crimes they did not commit and denied the chance to change their future.

As the consequences of this long-standing divide become increasingly visible, the system that separates Auradon and the Isle of the Lost is now being questioned. While the original exile of the villains was intended to ensure safety and stability, its effects on future generations, particularly the children born on the Isle have raised concerns regarding fairness, justice, and opportunity.

This committee is set during the rise of a new heir to the Kingdom of Auradon, King Ben, the son of Belle and the Beast. With a new ruler comes a new set of beliefs and perspectives. King Ben questions the system established by his predecessors, believing that it is unjust and that opportunity should be equal for all, regardless of one's past or lineage.

As a result, King Ben proposes a new initiative in which four Villain Kids are selected to leave the Isle of the Lost and enter Auradon, where they will study alongside the children of heroes. This program challenges long-standing assumptions about identity, security, and fairness, and marks a significant shift in Auradon's approach to the divide between the two societies. It is meant to integrate the descendants of villains into a society with a high quality of life, not allowing their parents' actions to dictate their fates.

King Ben's proposal immediately draws attention to long-standing disagreements within both Auradon and the Isle of the Lost. In Auradon, the idea of allowing Villain Kids into the kingdom challenges beliefs that have shaped society for generations. Many citizens have grown up viewing the Isle and its population as dangerous, and the possibility of increased contact raises concerns about safety, trust, and the preservation of Auradon's way of life. At the same time, the initiative forces Auradon to confront whether judging individuals based solely on their family background is fair or ethical.

On the Isle of the Lost, the proposal is viewed in the context of years of isolation and hardship. Although the program focuses on the children of villains, it also highlights the continued confinement of the villains themselves, who remain restricted to a society with limited resources and opportunity. This raises questions about whether the punishment imposed after the defeat of the villains should continue indefinitely, especially as new generations are born having no involvement in past conflicts.

The arrival of four Villain Kids—Mal (daughter of Maleficent), Evie (daughter of the Evil Queen), Jay (son of Jafar), and Carlos (son of Cruella de Vil)—leads to increased discussion surrounding the program. As a result, the debate expands beyond the four individuals selected to enter Auradon. The initiative brings forward broader ethical questions related to immigration, freedom of movement, and quality of life. Is it just to force an entire population to remain on the Isle because of their heritage? Should opportunities be limited based on one's family history? And to what extent do individuals, both villains and their descendants, deserve the chance to change their futures?

This committee takes place shortly after the arrival of the four Villain Kids in Auradon. While the program has officially begun, its future remains uncertain. Questions now arise regarding whether the initiative should continue as planned, be expanded to include more individuals from the Isle of the Lost, or be accompanied by broader reintegration policies. Delegates must consider how Auradon should respond at this early stage, weighing the potential benefits and risks of change while determining what role, if any, integration should play in the future of the kingdom.

Suggested questions for further research

- What are the root causes of the separation between Auradon and the Isle? How drastic were the villains' wrongdoings?
- What is the quality of life like in the Isle? What is it like in Auradon?
- How is immigration controlled? What measures have been taken to ensure that there will be no contact between the Isle and Auradon? To what extent are these measures ethical?

- Who were the main drivers for the separation? Who were the biggest opposers?
- How was the decision to exile the villains and their families justified at the time it was made? What alternatives, if any, were considered?
- How have conditions on the Isle of the Lost affected different generations of its population? In what ways might long-term isolation shape attitudes, behavior, and opportunities?
- What role does magic play in maintaining the separation between Auradon and the Isle, and how does the loss of magic impact daily life on the Isle?
- How do fear and stereotypes influence how Auradon's citizens view the Isle and its inhabitants? How might these perceptions affect policy decisions?
- What responsibilities, if any, does Auradon have toward those it exiled, particularly individuals born after the separation was established?
- How might increased contact between Auradon and the Isle affect social stability, security, and trust on both sides?
- What safeguards, if any, could be put in place to address concerns while still allowing for greater freedom of movement?
- How should the success or failure of the Villain Kid program be evaluated, and who should have the authority to make those decisions?
- Should other programs be implemented to bridge the gap between the Isle and Auradon? Why? Why not?

Bloc Positions

Bloc 1, Villain Kids

The Villain Kids (Mal, Evie, Jay, and Carlos) are directly affected by King Ben's initiative, as it offers them access to education, resources, and a quality of life previously unavailable on the Isle of the Lost. Having grown up under confinement due to their parents' actions, they generally view the program as an opportunity for fairer treatment and personal freedom. Their primary concern lies in being judged based on their heritage rather than their actions. While some approach the initiative with hope, others remain cautious, uncertain whether

Auradon will truly accept them or whether the program is temporary. Overall, this bloc emphasizes ethical treatment, equal opportunity, and the ability to determine one's future independently of family background.

Bloc 2, Villains

The villains view the initiative through the lens of long-standing punishment and loss of power. While they publicly support the program as a step toward reintegration and justice for their children, their motivations are shaped by years of resentment toward Auradon's authority. Many villains remain skeptical of Auradon's intentions and question whether the system will ever allow true equality. At the same time, the initiative presents potential opportunities to regain influence or challenge the existing balance of power. As a result, this bloc often frames its arguments around injustice, confinement, and the consequences of permanent exile, while maintaining an underlying interest in restoring autonomy and control.

Bloc 3, Heroes (Auradon Parents)

Auradon parents and authority figures prioritize security, stability, and the preservation of the kingdom's values. Having lived for generations under a system that kept Auradon safe, many view the separation as necessary and justified. While some acknowledge ethical concerns surrounding generational punishment, they argue that security must come before reform. This bloc often raises concerns about the risks associated with increased contact between Auradon and the Isle, questioning whether the initiative could lead to instability or influence from villain parents. Their arguments are centered on responsibility, prevention, and protecting Auradon's citizens from potential harm.

Bloc 4, Heroes Kids (Auradon Students)

Auradon's youth have grown up with privilege, stability, and limited exposure to life on the Isle of the Lost. Many view the arrival of Villain Kids as a disruption to their daily lives,

particularly within shared spaces such as schools. Concerns within this bloc often focus on safety, fairness, and the fear of losing opportunities or status. While some Auradon students may be open to integration, others resist change due to discomfort, stereotypes, or loyalty to the system they have always known. Their perspectives reflect how social norms and upbringing influence attitudes toward inclusion and reform.

Bloc 5. Ben

King Ben supports the Villain Kid initiative as a response to what he views as an outdated and unjust system. He believes that continued isolation based on heritage creates inequality and long-term instability. However, as ruler of Auradon, he must also address concerns raised by authority figures and citizens regarding security and public order. Ben's position centers on balancing ethical responsibility with political practicality, using the initiative as a test case for whether broader reform is possible. His role places him at the center of the debate, mediating between calls for change and resistance to it.

Works Cited

Descendants. Directed by Kenny Ortega, Disney Channel, 2015. Disney+, www.disneyplus.com. Accessed 17 Dec. 2025.

“Descendants.” Disney Fandom, Fandom, <https://disney.fandom.com/wiki/Descendants>. Accessed 17 Dec. 2025.