



ANNUAL REPORT 2020

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Picture on front page: *The picture on the cover was taken during the Capacity Building workshops implemented under our project “Masarna” – Our Pathway: Fostering Jordan Youth Vision Towards Effective Civic Engagement and Self-Reliance in Jordan.*

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Dear partners, supporters and friends,

We hope that you, your families and colleagues are fine and you have managed to deal with the challenges during 2020. These days, we are thinking especially of our partners and participants from the countries that have not yet received the COVID-19 vaccine and thus are still struggling with the COVID-19-pandemic.

Of course, the pandemic also had a strong impact on our work. After the first turbulent phase in March, when we had to reschedule the entire year, we were quickly able to adjust to the new requirements. We tested new online platforms on a weekly basis and combined different functions so that we soon had a well-functioning basis for working from the home office and for conducting our simulation games.

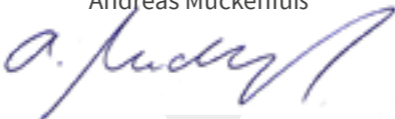
So our online offer has expanded by leaps and bounds. We are now very happy to be able to reach even more people and win them over for civil conflict transformation, or to get them more involved in political education or local politics.

In addition, we were (finally) able to find the time to think more concretely about many of our ideas and to translate them into project formats. Never before have we submitted so many funding applications as in 2020, so we hope to be able to expand and intensify our engagement even further in the coming years.

As a team, we have shown that we can work quickly and purposefully. But of course, much of our work would not be possible without our numerous partners or without the commitment of our intrepid participants. Many thanks to all of you who continued to support us last year.

We wish you all the best and look forward to hopefully meeting you again soon and continuing our work together.

Florian Dunkel


Andreas Muckenfuß




CRISP is based in Berlin. Since 2007 we have been working in the fields of civic education and civil conflict management. Through our projects we aim to promote a critical transnational democratic culture, in which different groups can engage in constructive dialogue to solve conflicts. We facilitate seminars and trainings dealing with conflict transformation and political participation.

With our work in post-conflict areas we contribute to peaceful conflict resolution. That is why we support critical democratic forces, which initiate, support and encourage a peaceful conflict transformation in society. In this process, our guiding principle is to adjust our projects to local needs.

To achieve these objectives we mainly rely on the method of simulation gaming. We have developed an expertise in the simulation game methodology over the last years. We have developed different types of simulation games for different target groups and on various topics.

Our activities are targeting mainly young civil society activists interested in experience-based learning. With the use of simulation games enriched by role-play elements CRISP aims for a self organizing, holistic, and highly hands-on learning culture.

The permanent goal of our activities is mainly focused on the development of a strong, active civil society and a non-violent management of conflicts. Currently, our focus regions are the Western Balkans, South and North Caucasus, the Middle East, and since 2014 also Ukraine.

However, CRISP also acts as a platform for other projects, supporting the ideas and approaches of our partners and members, as well as looking out for new project proposals

PROJECTS

HIDDEN MEMORIES – FOLLOW UP



LOCATION

Kyiv and all 24 oblasts of Ukraine, Berlin, Saarbruecken

PROJECT COORDINATOR

Kateryna Pavlova

DURATION

01.08.2020 - 31.08.2021

PARTICIPANTS:

140

BENEFICIARIES:

720

BUDGET:

94.995,61€

PARTNER:

This project was designed and implemented in close cooperation with *Kyiv Educational Center „Tolerspace“*

DONORS:

The project is realized thanks to the kind support of the *German Federal Foreign Office and Civil Society Cooperation*

DESCRIPTION

Since 2017, “Hidden Memories” mobile application, which can be downloaded both in Apple Store and Play Market enables the users to experience different perspectives on Maidan events 2013/14 through the format of a walk-in audio installation. Within this follow-up-project, tailor-made pedagogical modules are developed in cooperation with the local teachers and recommended for use at secondary schools. As a result, it contributes to overcoming the current polarization of the Ukrainian society and supporting dialogue about common values.

PROJECT GOALS

The project’s goal is to increase the appreciation of dialogue about fundamental values among Ukrainians and thereby contribute to a democratic and pluralistic society. We are developing pedagogical modules that will serve as a framework, built around the app “Hidden Memories” or the experience that was received during the work on it. We believe that a constructive dialogue on the fundamental values of a democratic, liberal order can be held in a safe environment and aim to create more of such spaces.

In combination with the concept of historical memory and creative tools, we want to establish a space of freedom of expression in which a far less polarized but rather critical and differentiated discourse

on the topic of the recent Ukrainian history and its underlying values is possible. Thus, we encourage a peaceful dialogue, tolerance towards different opinions and enable teachers to develop critical thinking among their students.

TARGET GROUP

The primary target group of the project are teachers of Ukrainian secondary schools. Together with 26 teachers from 24 oblasts of Ukraine we develop the pedagogical modules which will be available to all Ukrainian teachers and trainers of non-formal education in the end of the project.

ACTIVITIES

- **Kick-Off Meeting** – took place in August 2020
- **First Training of Trainers** – took place in October 2020: participants received an introduction to historical memory and peaceful dialogue facilitation. Having analysed topics, which should be raised at schools but teachers feel a high sensitivity when discussing them, the group has identified 6 topics, on which they want to develop pedagogical modules: religion, fall of the USSR, lives of internally displaced persons, gender, information wars and revolutions in modern Ukraine. As a continuation of the training, participants visited a row of webinars delivered by famous Ukrainian experts on the topics of historical memory, dialogue, non-violent communication etc.
- **Test Phase** – March 2021: participants implement the newly-developed pedagogical modules and gather feedback from the students. A special focus during the test phase lays on evaluating in how far the chosen methods suit discussing sensitive topics in the school frame. Based on the results of the test phase modules will be adjusted to the needs of teachers and students. Consequently, the modules will go through the examination at the Ministry of Education of Ukraine and receive an expert evaluation.
- **Second Training of Trainers** – planned for summer 2021: teams consisting of students and teachers will develop 20 mini-projects in their regions. The aim of the mini-projects is to raise the sensitive topics of modern history of Ukraine in the communities and enhance open dialogue in the society.

- **Implementation Phase** – planned for summer 2021: mini projects planned in the second training of trainers will be implemented.
- **Evaluation Seminar & Final Event** – planned for September 2021: the publication with educational modules as well as results of the mini-projects will be presented by teachers and students to the interested guests and partners.

OUTCOMES / ACHIEVEMENTS

Within the follow-up we equip teachers and trainers with pedagogical modules that encourage a secure and differentiated exchange on the topic of Maidan 2013/14 and other sensitive topics, like revolutions, integration of internally displaced persons, annexation of the Crimea or remembrance about the fall of the USSR. These pedagogical modules shall facilitate discussions about underlying fundamental values standing behind the different perspectives on the topics. This way the project contributes to overcoming the currently rather polarized and heated atmosphere when it comes to debates about the recent events or Ukrainian past. Beyond that it supports crucial democratic values such as peaceful dialogue, tolerance and pluralism.

PROJECTS

CCP SYNERGY – ALGERIA



LOCATION

Algiers, Algeria

PROJECT COORDINATOR

Andreas Muckenfuß

DURATION

01.09.2020 - 30.11.2020

PARTICIPANTS:

Youth activists from Algiers

BENEFICIARIES:

ca. 300

BUDGET:

4.424,00 €

PARTNER:

This project was designed and implemented in close cooperation with *Amnesty International*

DONOR:

This project is funded by *ifa (Institut für Auslandsbeziehungen)*

DESCRIPTION

In collaboration with Amnesty International Algiers, the project consisted of implementing a training of trainers' workshop. The participants became capable of using a tool-kit of non-formal education methods, including simulation games to further enhance the impact of the local trainers to contribute to positive change.

The project initially would have taken place in Algeria, however, given the Covid-19 situation, the project was implemented in an online format due to the flight restrictions and health situations prevailing.

Throughout a training of trainers workshops, the capacities of local trainers/ facilitators in the field of human rights promotion, civic engagement and conflict transformation were increased. The participants learnt how to design workshops and seminars, they became capable of using a tool-kit of non-formal education methods, including simulation gaming. Beyond that CRISP provided the trainees with soft skills for implementing non-formal education learning modules and how to moderate and guide learning processes. Here we put emphasis on the necessity of democratic values, attitudes and mind-sets during teaching processes.

PROJECT GOALS

The overall goal of this project and its follow-ups was to empower young people to take over a critical and constructive role in the national democratic transformation process in a sustainable manner. Therefore, the outcomes of this project phase were trained local trainers, who feel enabled to use the simulation game method in their general, everyday work. Thus they will have the capacities to stimulate a critical attitude towards the ongoing democratic processes in the country and serve as multipliers for a sustainable and active civil society.

In combination with the concept of historical memory and creative tools, we want to establish a space of freedom of expression in which a far less polarized but rather critical and differentiated discourse on the topic of the recent Ukrainian history and its underlying values is possible. Thus, we encourage a peaceful dialogue, tolerance towards different opinions and enable teachers to develop critical thinking among their students.

TARGET GROUP

Active youth aspiring to lead positive change in their local communities.

ACTIVITIES

The project activities included virtual input sessions introducing the tool of non-formal education; simulation games. In addition to the implementation of the previously developed simulation game "Ahl Heissa" on the ground with the help of our local partners.

OUTCOMES / ACHIEVEMENTS

By introducing the innovative methodology of simulation games, the participants benefited from the method by using simulation games to amplify their toolkit, which ultimately led to higher effectiveness of their work. The long-term impact of this project is in building the capacities in non-formal education techniques (simulation games) of the involved trainers/facilitators and furthermore to introduce them to an international community of peacebuilders that will inspire and support them to follow the lengthy, but sustainable, bottom up approach for social change.

Moreover, we will jointly plan possible follow-up activities. CRISP is eager to implement a project in 2021-2022 in cooperation with AI-Algeria, focusing on the human rights situation in Algeria. Here we want to further capacitate and train local facilitators to use the method of simulation gaming, focusing on the topics civic education and conflict transformation.

“MASARNA” – OUR PATHWAY



LOCATION

5 governorates in Jordan (Ajloun, Irbid, Al Zarqa, Amman and Karak)

PROJECT COORDINATOR

Andreas Muckenfuß

DURATION

01.03.2020 – 31.12.2021

PARTICIPANTS:

more than 150 participants: municipality staff, other local stakeholders, partners, CDS, MOTIVE, audience

BENEFICIARIES:

ca. 4.000

BUDGET:

424.720,92 €

PARTNER:

The project was designed and implemented in close cooperation with *Center for Development Services (Egypt)* and *Motivators Foundation (Jordan)*

DONOR:

This project is funded by *ifa (Institut für Auslandsbeziehungen)* with resources provided by *the German Federal Foreign Office*

DESCRIPTION

After the successful creation of the Jordan Youth Vision 2030, the project supports its realization through the development and implementation of local initiatives by the youth themselves. Throughout the project, youth will not only be enabled to become active citizens and to take over responsibilities for their local communities, but will also become key-actors in realizing the developed Jordan Youth Vision. The project significantly contributes to setting-up the required groundwork to allow a comprehensive and far-reaching realization of the Jordan Youth Vision.

This project is divided into two Working-Packages (WP) that go in parallel. WP-1 offers a series of Capacity Building Workshops on Local Community Development that will enable youth to transfer their ideas for change into concrete initiatives. The initiatives will be implemented on the community level and eventually lead to the realization of the Vision for Jordanian Youth 2030. WP-2 is focusing on a favorable institutional set-up for civic engagement. The main goal of WP-2 is to create three Youth-Friendly Spaces in three different governorates. These spaces shall provide easy access to relevant know-how and further information about civil society engagement and furthermore allow youth to gather in a progressive, innovation-friendly environment where further ideas for civic engagement can flourish.

PROJECT GOALS

The goal of the project is to provide Jordanian youth with the necessary knowledge and skills needed to implement local initiatives. The initiatives will be implemented on the community level and eventually lead to the realization of the Vision for Jordanian Youth 2030.

The project also aims to capacitate youth from Civil Society in Jordan to create three Youth-Friendly Spaces in three different governorates. This will enable the youth to become focal points for civic participation in their communities. These spaces will provide access to information about civil society engagement to allow youth to come together to improve civic engagement.

TARGET GROUP

Main target group: Youth from Civil Society Organizations in Jordan. Key actors within the project: Representatives of state actors and relevant Ministries, local civil society organizations and representatives of private and media sectors.

ACTIVITIES

The project activities include two capacity building workshops which will prepare the participants to go through the process of developing drafts for their initiative ideas to implementing the community led initiatives on the ground. The most impactful initiatives from 2020 shall be upscaled, continuing the realization of the vision. The project entails structural planning meetings to organize Youth-friendly Spaces and CSO-Hubs to create a sustainable platform for the developed initiatives locally. Finally, impact measurement of local initiatives will take place in form of one evaluation workshop followed by a closing event for the project as a whole.

OUTCOMES / ACHIEVEMENTS

As this project builds capacities among key actors of civil society (trainers) and subsequently empowers and encourages youth (between 18 and 35 years old) in bringing forward their interests and new ideas in developing and presenting alternative problem solving approaches, as well as being aware of opportunities for participating in the decision making processes, the project supports positive civic engagement. The outcome of the project is to have youth friendly spaces as well as the establishment of one national hub (CSO Hub) that is self-supported and independent so the trainers trained in the course of this project manage to convey not only the results, but further the general idea of experience-based learning into sustainable structures as well. The Civil-Society-Hub will significantly contribute to a long-term development of Jordan's Civil Society, by offering capacity-building-workshops, legal assistance, networking-events and potentially becoming the point of contact for all youth willing to become personally engaged in their communities. Additionally, another outcome is to create communication channels between official decision-makers and civil society actors.

WOMEN FOCUSED NETWORKS – WOMEN'S RIGHTS ARE HUMAN RIGHTS



LOCATION

Armenia, Azerbaijan and Georgia – South Caucasus

PROJECT COORDINATOR

Nathalie Rücker & Stephanie Buljugić

DURATION

01.04.2020 – 31.12.2020

PARTICIPANTS:

Women from both rural and urban regions of the three participating countries

BENEFICIARIES:

From rural and urban areas as well as their communities

BUDGET:

66.657,46 €

PARTNERS:

The project was implemented in close partnership with *IDP Women's Association "Consent" (Georgia)*, *Peace Dialogue (Armenia)* and *Youth Club PU (Azerbaijan)*

DONOR:

The project could be realized thanks to the kind support of the *German Federal Foreign Ministry*

DESCRIPTION

With the support of gender-experts the country team members and the newly-involved participants were able to get acquainted with special tools and techniques aimed at a positive mindset and self-empowerment. Subsequently, in the course of the workshops, the country teams' women developed skills of systematization methods and by applying those they ascertained their team's strengths and weaknesses which influenced on the efficiency of their work, as well as identified and discussed issues raised during the implementation of the project under inconstant circumstances in the countries. All women of the three countries will be continuing with their individual support circles beyond the project's end. As one Georgian participant stated: "The workshop was a new start to a new life and the first courageous step that they took after a 44-day-long war".

The participants, who are facing increasingly complex challenges in their everyday work, first got some insight in central aspects of complexity theory. They also trained the classification of different problems according to the CYNEFIN framework and discussed what constitutes leadership competence in the context of complex tasks.

On the second day, the participants took part in the simulation game "Großbürgerhausen", in which a citizen forum is simulated. The challenge here was to agree on a joint proposal for a resolution on the

use of the site of an old weaving mill in a German city. The simulation gave the possibility to experience complex dynamics in a safe environment and to reflect on prototypical challenges arising from them. On day three, the focus was put on the application of the gained competences to challenges in their practical work. Here the participants used their own case studies to train the use of methods for visualizing and structuring complex issues.

PROJECT GOALS

- Long-term independence of the networks of the support circles of women in Georgia, Armenia and Azerbaijan.
- Expansion of the support circles
- Raising women's awareness of the UN-Agenda "Women, Peace and Security" (UNSCR 1325)
- Capacity building of the participants in the fields of "Community Development" and Human Rights Education.

TARGET GROUP

Participants are women from rural and urban areas as well as the capitals of the three target countries.

ACTIVITIES

- Activity 1: Capacity building training for 24 participants
- Activity 2: 6x regional workshops: Capacity building and knowledge transfer to new women, men and young people from the regions through multipliers*
- Activity 3: 6x situation analysis with local stakeholders* and community representatives
- Activity 4: 6x regional workshops: Planning of human rights initiatives
- Activity 5: 6x Implementation of local initiatives
- Activity 6: 1x evaluation workshop of the 24 participants and 2 women from each of the 6 regions (36 in total)

OUTCOMES / ACHIEVEMENTS

The women who participated in the project in 2019 acted as multipliers in 2020 and passed on their knowledge to other women, men and young people in the regional workshops. This way, they took on more responsibility for the network's tasks and made the project a success in this respect. Each support circle involved at least 2 new women from 6 villages from the participating regions.

Men and young people also participated in the regional workshops. During the initial capacity building workshop, the support circles worked with an expert from the working group on the implementation of the UNSCR NAP in Georgia. The women learnt about the goals of the resolution and about the current status as well as challenges of the implementations of the respective NAP in their country. They also exchanged "best practice" examples. Each support circle implemented an initiative that addressed a women's rights-related issue. This involved at least 5 people involved. The information about the initiatives was published in social media such as the facebook pages of the partner organisations.

SIMSCHOOL – TEACHING HUMAN RIGHTS WITH SIMULATION GAMES



LOCATION

Ukraine

PROJECT COORDINATOR

Kateryna Pavlova

DURATION

January 2020 – November 2021

PARTICIPANTS:

15 school teachers and 5 civil society actors

BENEFICIARIES:

2500

BUDGET:

186.774 €

PARTNERS:

This project was designed and implemented in close cooperation with *EdCamp Ukraine*

DONOR:

The project could be realized thanks to the kind support of *Delegation of the European Union to Ukraine*

DESCRIPTION

CRISP and EdCamp are sure that human rights education in Ukraine should be facilitated through spreading new tools to deal with the topic at schools. Simulation games method is a perfect way to teach about complex issues in an interactive and easy-to-understand way. During the first year of this two-year-long project, we have already involved a big pool of teachers and civil society actors, as well as hundreds of their student. Even more educators and activists will be engaged in 2021, and thousands of students will experience the method. We are working in close cooperation with local stakeholders and have a political support from the side of Ministry of Education and Science of Ukraine.

PROJECT GOALS

SIMSschool aims to increase respect towards human rights and basic freedoms in Ukraine and foster democratic and tolerant society by empowering Ukrainian schoolteachers with relevant knowledge and practical skills on how to create and facilitate simulation games as a sustainable and interactive tool.

Before the target groups act as multipliers, they need to have a clear understanding of human rights themselves, thus the project included an introduction into the topic and was built up on the needs of the actors involved.

TARGET GROUP

To the target groups of SIMSchool belong:

- 225 teachers from different regions of Ukraine actively engaged in secondary schools and eager to gain new tools for human rights education;
- 75 civil society activists involved in the reform “New Ukrainian School” or eager to increase their engagement in this field;
- 3000 school students taking part in the simulation games facilitated by the trained teachers.

ACTIVITIES

The direct target group – 15 teachers and 5 civil society actors – gathered in 2020 for several Trainings of Trainers both offline in Ukraine and in online format. Their goal during these sessions was to create a toolkit with 3 modules:

- Introduction to non-formal education, human rights and non-discrimination;
- Exercises on human rights adapted for Ukrainian context;
- Simulation games on human rights for 5-11th grades.

Besides that, our participants have conducted beta-testing of the developed toolkit for human rights education in September-October 2020. In 2021, we have started organization of online and offline workshops and roundtables to explain how to use the toolkit. Participants of these events will then use the developed toolkit in the educational process and share the results (January-October 2021). The team is formed with attention to the different representation by regional affiliation, age, positions, subjects of teaching.

Throughout the project, the team members will receive the following:

- certificate of the developers of simulation games and coaches on the method of their implementation in the educational process;
- indication of the authorship in the final version (online and printed versions) of the toolkit;
- non-competitive invitation to participate in EdCamp Ukraine 2021 events;
- advisory support for further development and implementation of simulation games on other topics by CRISP.

OUTCOMES / ACHIEVEMENTS

The most tangible outcome has already been published - our toolkit on human rights education bit.ly/simschoollinks. Different exercises and simulation games in Ukrainian language will help raise understanding and awareness of human rights. Simulation games are explained in a way, that every teacher can take and implement them in their schools immediately. Everyday situations in them will show different points of view and discriminating practices that can exist in our life. We're looking forward to the feedback on toolkit implementation in Ukrainian schools – some of the impressions can already be found by the hashtag #simschool. Human rights can be taught in a creative, non-formal, game way!

The simulation game *Bezvodiv or Nowaterburg*, that is a part of the toolkit, gives the participants space to reflect on who is responsible for the realization of their right to education, and how public and private spheres are interrelated in their influence on it. The simulation game can be conducted with a group of 12 to 30 participants and over a time span of 90 minutes.

The goal of another simulation game from the toolkit “*School rules*” is to raise understanding of the importance of human rights in everyday life and show the advantages of applying a human rights-based approach to the school environment. The experience gained in the simulation game shows its participants their importance in developing school community, as well as leads to a more active and effective participation. The simulation game can be conducted with a group of 9 to 32 participants and over a time span of 90 minutes.

Y-LEAD – CREATING CIVIC SPACES FOR ACTIVE CITIZENSHIP



LOCATION

15 different governorates in Egypt

PROJECT COORDINATOR

Andreas Muckenfuß

DURATION

01.02.2019 – 31.12.2020

PARTICIPANTS:

Focusing on youth and women, more than 600 participants

BENEFICIARIES:

ca. 10.000

BUDGET:

897.278,11 €

PARTNERS:

This project was designed and implemented in close cooperation with *Center for Development Services* and *Nadi El Mohakah Foundation*

DONOR:

The project could be realized thanks to the kind support of the *German Federal Foreign Ministry*

DESCRIPTION

The Y-Lead project promotes inclusive participation of Egyptian youth, with a strong focus on women, to become active citizens and take leading roles in the public sphere in general. In particular, the project emphasizes their role in the upcoming Local Council Elections.

The Local Council Elections in Egypt are considered as an opportunity for youth and women to actively engage in their communities, in order to push for a more democratic political life and to become more involved in the development of their local communities. Due to their participation in the project they will understand the rights and duties of the Local Councils and eventually take over the roles of deputies of local councils.

However, only a small percentage of youth and women are ready to take over such responsibilities due to the lack of required know-how and skills available. Anyhow, Local Council Elections is a great chance for the democratic transition in Egypt, as it will allow political participation to those who have been and still are excluded. Therefore, the Local Council Elections are in the very center of Y-Lead Project with a main aim of raising awareness about the importance of the Local Council Elections among people in 15 different governorates which qualify particularly youth and women to run for Local Councils and to become office holders.

PROJECT GOALS

The program aims to achieve increased social and political participation among youth and women, increasing overall accountability of the political system in Egypt. The program is empowering youth and women to contribute to a sustainable change in their communities and thus, maintaining the motivation for social change. This will ideally provide a solid basis for any further efforts towards a more open environment for change and cohesive society.

Through the course of the project, youth and women will learn how to facilitate dialogue, how to include marginalized groups and reach out to local actors from different sectors through implementing community-led initiatives and connecting them with representatives and local actors from different sectors to bring a positive change and develop the sense of ownership, inclusion and peaceful coexistence.

TARGET GROUP

To the target groups of SIMSchool belong:

- 225 teachers from different regions of Ukraine actively engaged in secondary schools and eager to gain new tools for human rights education;
- 75 civil society activists involved in the reform “New Ukrainian School” or eager to increase their engagement in this field;
- 3000 school students taking part in the simulation games facilitated by the trained teachers.

ACTIVITIES

The development and empowerment of youth and women in an attempt to change the social culture and norms that limit their full participation at the political and economic arenas. Therefore, the main target group are youth and women shall become empowered to take over more responsibilities for the development of their communities. The majority of the participants and beneficiaries are youth and women.

Although the proposed project is mainly targeting civil society actors, the applicants highly rely on a cross-sectoral approach. Here, we want to build up on previous efforts of the SET-Project-Series and continue cooperation with stakeholders from other sectors: media, religion, public and private sectors.

ACTIVITIES

After several planning meetings with the organizers we've started the development process. Together with our partner CDS we will implement activities on empowering local actors of civil society, as well as stakeholders from other sectors so they can fulfill the project aim.

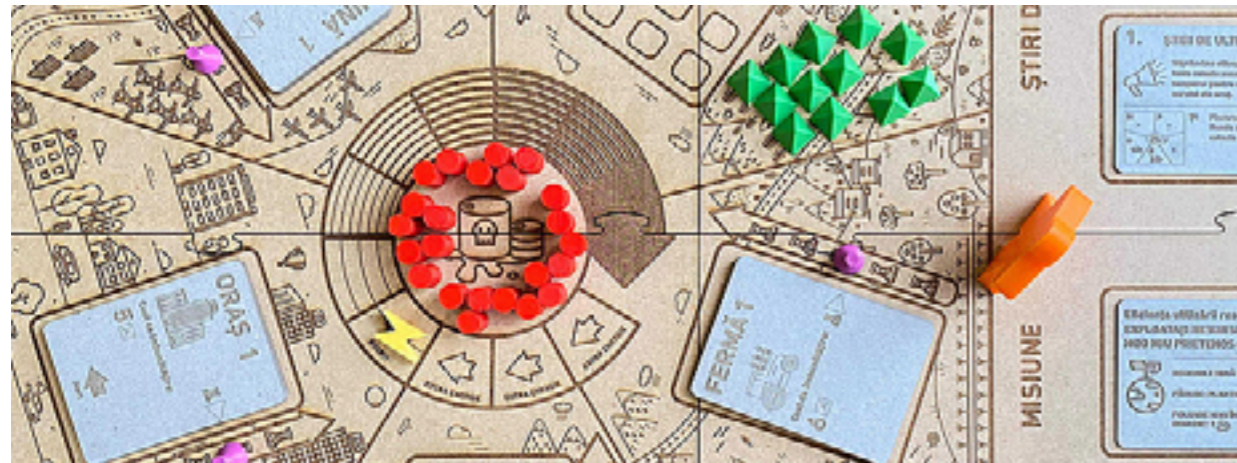
During all project phases the participatory approach will be adopted in such a way that it highly engages the participants in the dynamics of the action and the continuous follow-up-activities and evaluation, in order to enhance commitment and ownership on behalf of the participants.

OUTCOMES / ACHIEVEMENTS

In the course of the program, youth and women will acquire the needed knowledge and skills to run for Local Council Elections. A minimum of 45 individuals that will be equipped to run for Local Council Elections in the 15 targeted governorates.

In 15 governorates the project will establish cross-sectoral networks that support the implementation of local community initiatives and furthermore use their leverage to demand Local Council Elections. The cross-sectoral networks are supposed to be save spaces for people with different backgrounds (social, economic, religious, ethnic, etc.) to exchange opinions freely.

K2GAMES - LEARNING BY PLAYING



LOCATION

Germany, Romania, Italy, Lithuania

PROJECT COORDINATOR

Anastasiia Halyko

DURATION

01.09.2018 – 30.04.2021

PARTICIPANTS:

25 game developers, 80 multipliers

BENEFICIARIES:

Approx. 400 youth workers

BUDGET:

115.279,00 €

PARTNERS:

This project was designed and implemented in close cooperation with *European Environment and Health Youth Coalition*, *Insight_epd* and *Society for Responsible Consumption*

DONOR:

The project could be realized thanks to the kind support of the *European Commission*

DESCRIPTION

Sustainable development, climate change risks and their impact on human health are among the big challenges of current and next decades. Young people today are facing these problems more than anyone, and they will be the ones having to deal with the consequences of past generations. It is key for the sustainable development on European and global levels, for young people to be appropriately educated in the topics of environmental health and sustainable consumption.

A good education, however, needs well equipped youth workers who have a multitude of educational tools and methods at hand to convey competences and to strengthen constructive, pro-active, empowering attitudes about environmental issues that impact human health and community welfare. Together, project consortium is exploring the possibilities that games open for an effective and sustainable environmental education concept. As a result, two board games and five simulation games will be developed to tackle the most pressing issues within these topics as well as a guide on how to use them in educational situations.

The process started with a seven-day training bringing together youth workers from Romania, Italy, Lithuania and Germany who received an introduction to non-formal education, environmental health, and game development. Participants formed teams and started developing game sce-

narios together. In the following months after the training, the games and the guide were further elaborated by the developer-teams under coordination of the project managers. In 2021, all the development, translations and design will be finalized, and the games will be published online for broader audiences.

PROJECT GOALS

With this project we want to make accessible for youth workers, and thus for young people, educational tools and methods in non-formal and informal contexts to acquire competencies, and to develop constructive, pro-active, empowering attitudes about environmental issues that impact human health and community welfare.

TARGET GROUPS

The games and the guide are being developed developed by youth workers from Germany, Italy, Romania and Lithuania who are interested in environmental education with the help of games.

ACTIVITIES

In the framework of the project, several transnational meetings and trainings took place offline in each participating country. In addition, a lot of game development sessions happened online in 2020.

All the project partners are now working hard on finalizing the games and getting ready to transit into dissemination phase, during which the result will be presented on a bigger scale in all the four countries.

OUTCOMES / ACHIEVEMENTS

We provided youth workers with know-how on how to develop simulation and board games as learning tools in education for environmental health and sustainable consumption. Thus, we fostered a better awareness of games as tools for development of knowledge, skills and attitudes among the community of youth workers and young people.

ACTIVITIES

WORKSHOP ON COMPLEXITY MANAGEMENT FOR CIVIL SERVANTS

	KINDER	ELTERN	ERZIEHER* IN	LANDESPRE- GERURK	TRÄGER	ARBEITGEH
INFEKTIONS- SCHUTZ	+	+	+	+	+	+
ind. GESUND- HEIT	+	+	+	+	+	+
BILDUNG/ BETREUUNG	+	+	0	0	0	+

TOPIC

Workshop

LOCATION

Berlin, Germany

PARTICIPANTS

14

PARTNER

This project was designed and implemented in close cooperation with *Ministerium für Inneres und Kommunales*

CONTACT

Oliver Wiechmann

DESCRIPTION

Between 13th and 15th of July, we had the opportunity to carry out a workshop on complexity management as part of a leadership training course for civil servants from various ministries of the federal state of Thuringia.

OUTCOME

The participants, who are facing increasingly complex challenges in their everyday work, first got some insight in central aspects of complexity theory. They also trained the classification of different problems according to the CYNEFIN framework and discussed what constitutes leadership competence in the context of complex tasks.

On the second day, the participants took part in the simulation game "Großbürgerhausen", in which a citizen forum is simulated. The challenge here was to agree on a joint proposal for a resolution on the use of the site of an old weaving mill in a German city. The simulation gave the possibility to experience complex dynamics in a safe environment and to reflect on prototypical challenges arising from them. On day three, the focus was put on the application of the gained competences to challenges in their practical work. Here the participants used their own case studies to train the use of methods for visualizing and structuring complex issues.

ACTIVITIES

YOUTH PARTICIPATION IN KYRGYZSTAN



DESCRIPTION

Within the framework of the GIZ Project "Prospects for Youth" we conducted a consultancy aiming at enhancing youth participation on a communal level. The activities included among others the development of a tailor-made simulation game and the implementation of local workshops in the target regions.

OUTCOME

In a first step a simulation on youth participation in Kyrgyzstan was developed. During the simulation game, the participants have the task to decide on thematic priorities for youth development in their city as well as concrete activities, which should be financed from the communal budget. Via a training of training, local facilitators were enabled to make use of the simulation in workshops for youth leaders from 20 municipalities. Apart from the simulation, the workshops included exercises on formal and informal ways of participation as well as reflections on the situation of young people in the respective communities. In a final step, a workshop for community representatives has been conducted, raising their awareness on the value of youth participation.

TOPIC

Consultancy

LOCATION

Kyrgyzstan

PARTICIPANTS

165

PARTNER

This project was designed and implemented in close cooperation with *giz The Deutsche Gesellschaft für Internationale Zusammenarbeit GmbH*

CONTACT

Oliver Wiechmann

ACTIVITIES

ORGANIZATIONAL DEVELOPMENT IN KYRGYZSTAN



TOPIC

Consultancy

LOCATION

Kyrgyzstan

PARTICIPANTS

5

PARTNER

This project was designed and implemented in close cooperation with *IPD - Institute for Peace and Development*

CONTACT

Oliver Wiechmann

DESCRIPTION

Throughout the year we conducted an organizational development process for our partners “Institute for Peace and Development” (IPD) in Kyrgyzstan.

OUTCOME

IPD was founded 2019 in Kyrgyzstan and consists of our long-term cooperation partners and alumni from the numerous activities we conducted in the country over the last five years. Apart from continuing the project work independently, they also established themselves as a training provider for various INGOs and Kyrgyz state institutions.

To further support them in their organizational development we conducted a two phased consultancy. In the first phase the focus was put on organizational basics. This included an organizational capacity assessment, the creation of a code of conduct for key administrative processes as well as the development of a mid- and long-term strategy plan. During the second phase, the consultancy process was related to project development and application writing. Starting from a thorough problem analysis we supported IPD in developing a comprehensive two-year peacebuilding project, which they applied for at the German Federal Foreign Office.

ACTIVITIES

ONLINE SIMULATION ON CLIMATE CHANGE FOR ODIHR



DESCRIPTION

Within the workshop “A Change of Climate - Youth Activism towards New Environmental Reform” in the framework of the Academy of Young Diplomats, we conducted a simulation game on behalf of the OSCE Office for Democratic Institutions and Human Rights (ODIHR).

OUTCOME

30 young leaders from 17 countries took part in our online simulation game “NISIA – Climate induced conflicts”. The simulation deals with the complex challenges that developing states are confronted with as consequences of climate change. It is set on the fictional island state of Nisia, which is facing severe problems such as a poor economic development, poverty and rapid urbanization. Slowly changing patterns in the climate as well as acute impacts of extreme weather make the situation even more challenging and while affecting many of the existing difficulties, they are likely to create new ones. The participants took over the role of representatives of various institutions, such as political parties, the tourism industry or civil society organizations. In three thematic committees they tried to develop a strategic plan for key questions for the future development. Through the simulation, the participants not only gained a deeper understanding of the severe effects of climate change on developing states but could also develop their overall competences in complex problem solving.

TOPIC

Simulation Game

LOCATION

Online

PARTICIPANTS

30

PARTNER

This project was designed and implemented in close cooperation with *OSCE Office for Democratic Institutions and Human Rights (ODIHR)*

CONTACT

Oliver Wiechmann

ACTIVITIES

PEACEFUL CONFLICT TRANSFORMATION



TOPIC

Conflict Transformation

LOCATION

Berlin, Germany

PARTICIPANTS

-Young professionals, working or applying for work in the field of international development cooperation, humanitarian work and peacebuilding

-Experienced practitioners who want to refresh their knowledge

-Grassroots activists and individuals interested in gaining background knowledge about approaches to conflict transformation

CONTACT

Kateryna Pavlova

DESCRIPTION

CRISP is regularly offering an online training consisting of four sessions, which will give you a profound introduction to peaceful conflict transformation. In 2020 we have implemented this course several times with different partners like Konrad Adenauer Foundation and Institut für Auslandsbeziehungen and target groups from many countries. Currently, the course exists in English, German and Ukrainian.

What is this course about:

1. Explaining main notions of peaceful conflict transformation
2. Diving into core concepts of peace, violence and conflict
3. Getting to know basics of conflict analysis, its use and approaches
4. Applying the gained theoretical knowledge to real practical cases

After completing the course you will be able to:

- operate with the basic concepts of peaceful conflict transformation
- conduct conflict analysis with various tools
- use conflict analysis in professional life

ACTIVITIES

SIMULATION-BOARD GAME “ENERGETIC URBAN DEVELOPMENT”



DESCRIPTION

Our latest addition to the CRISP simulation game family came to life: we were able to implement the board game twice in its first-ever online format.

OUTCOME

The board game was originally designed to be played face-to-face. Together with our partners “Begleitforschung Energetische Stadtsanierung, “Urbanizers – Büro für Städtische Konzepte” and “KEEA – Klima- und Energieeffizienz Agentur” as well as members from 6 different municipalities in Hessen, Germany, we were able to turn this board game into a COVID-19 safe version: participants joined in from more than 10 different locations in Hessen, Hamburg and Berlin. The board had been carefully translated into an online platform accessible to everyone and via a conferencing platform the participants were able to play: introductions, conversations and lively discussions ensued and the game truly came to life. After the final round more than one participant stated that they were motivated to get started with the funding process and that this implementation was helpful in getting the thought process started. The game is available in German and for free.

TOPIC

Simulation Game

LOCATION

Berlin, Germany

PARTICIPANTS

8 Municipality staff and partners

PARTNER

This project was designed and implemented in close cooperation with *Energetische Stadtsanierung*, *Urbanizers*, *Keea* und *Plan Zwei*

CONTACT

Stephanie Buljugić

ACTIVITIES

DO NO HARM IN CONFLICT SETTINGS – REVISED EDITION



TOPIC

Conflict Transformation

LOCATION

Berlin, Germany

PARTICIPANTS

17

DONOR

The project could be realized thanks to the kind support of the *Engagement Global*.

CONTACT

Nathalie Rücker

DESCRIPTION

In the very beginning of 2020 different actors of development cooperation came together in Berlin to learn about the Do-No-Harm-approach and participated in exercises on different aspects connected to this topic. The group of participants consisted mainly of staff from German NGOs, public institutions, think tanks and institutes involved in implementing development cooperation on the ground. In addition, students took part in the workshop, for whose first work experience the topic will be relevant in perspective.

OUTCOME

In order to approach the leading question, participants among others joined sessions on postcolonial studies, critical whiteness, nonviolent communication and of course the do-no-harm-concept. During the follow up workshop they participated in the simulation game “Kodori” and were introduced to main notions of conflict analysis tools.

The participants shew high interest in the inputs and exercises and were very active throughout the discussions in which they expressed the urgent need of a critical reflection of one’s own role in the development field.

ACTIVITIES

WHAT ROLE DOES RACISM PLAY IN REFUGEE SUPPORT WORK?



DESCRIPTION

Volunteers make a major social contribution to the integration of refugees by making it easier for them to arrive in Germany. Without this personal commitment, which fills many gaps in the state structures in this area, the many success stories of recent years would not have been possible. But even in this context, conflicts and challenges repeatedly arise that are related to unconscious racist stereotypes and prejudices. The imbalance in terms of privileges or language between refugees and the host society also has an impact on the relationships within the voluntary support work. This three-day workshop was specifically aimed at volunteers who would like to take a closer look at and reflect on these inequalities and unconscious patterns of thought and action.

OUTCOME

Volunteers from Berlin’s support initiatives for refugees were sensitized to work with refugees at eye level and reflect on their own role in the context of prejudice and racism. The workshop strengthened the participants’ conflict resolution skills and promoted their understanding of conflict issues and dynamics in the context of their support work.

TOPIC

Migration

LOCATION

Berlin, Germany

PARTICIPANTS

15 volunteers from Berlin refugee support initiatives

PARTNER

The project could be realized thanks to the kind support of the *Bundesamt für Migration und Flüchtlinge*

CONTACT

Nathalie Rücker

ACTIVITIES

SOLVING SOCIO-ENVIRONMENTAL CONFLICTS IN THE BOLIVIAN LOWLANDS



TOPIC

Simulation Game

LOCATION

La Paz, Bolivia

PARTICIPANTS

12-20 local trainers that are prepared to implement the simulation game

PARTNER

The project could be realized thanks to the kind support of the *GIZ Bolivia (Deutsche Gesellschaft für Internationale Zusammenarbeit)*

CONTACT

Andreas Muckenfuß

DESCRIPTION

In cooperation with Civil Peace Service (CPS) we contributed to Bolivia's efforts in promoting sustainable and peaceful management of environmental land and resource conflicts by supplementing GIZ Bolivia's training course on transformation of socio-environmental conflicts with a simulation game.

OUTCOME

The Civil Peace Service (CPS) provides project funds and works with international and local experts and with local partner organizations. The program supports people in the Bolivian lowlands in their efforts to promote dialogue, human rights and peace. Conflict sensitivity and impartiality are crucially important. The activities focus on changing people's attitudes, behaviors and relationships, which all have an influence on structures and institutions and on the culture of conflict in Bolivian society.

In this framework, CRISP developed a simulation game so local consultants can test and train their conflict management skills. Further we trained local facilitators in the method who conduct the simulation game independently on the ground.

ACTIVITIES

UN SECURITY COUNCIL SIMULATION AT THE DIPLOMATIC ACADEMY IN VIETNAM



DESCRIPTION

Continuing our cooperation with Konrad Adenauer Foundation and the Diplomatic Academy in Vietnam, we developed a simulation game on the Peacekeeping Mission MINUSMA in Mali.

OUTCOME

Within the simulation, the participants take over the role of diplomatic representatives of the current UN Security Council (UNSC) member states and negotiate the conditions for a possible prolongation of the peacekeeping mission in Mali. A special thematic focus is put on the climate & security nexus, discussing the question if the impact of climate change on the conflict situation in Mali and the wider Sahel region should be mentioned in the resolution. The implementation of the simulation was accompanied by several preparation sessions, dealing with the rules and procedures of the UNSC, communication and resolution drafting.

TOPIC

Simulation Game

LOCATION

Hanoi, Vietnam

PARTICIPANTS

30 students of the Diplomatic Academy of Vietnam

PARTNERS

This project was designed and implemented in close cooperation with *Konrad Adenauer Stiftung* and *Diplomatic Academy in Vietnam*

CONTACT

Oliver Wiechmann

ACTIVITIES

SIMULATION GAME ON THE FUTURE OF YOUTH PARTICIPATION STRUCTURES IN GERMANY



TOPIC

Simulation Game

LOCATION

Berlin, Germany

PARTICIPANTS

20 representatives of youth organizations

PARTNER

This project was designed and implemented in close cooperation with *DeZIM*

CONTACT

Oliver Wiechmann

DESCRIPTION

In the framework of a research project conducted by the German Center for Integration and Migration Research (DeZIM) we developed a simulation game on representation of young people with migration biography in the formal youth participation structures of Germany. The scenario is set in the year 2030: while the diversity of German society has further increased, organizations focusing on youth with migration biography are still hardly represented in the official youth policy bodies. During the simulation game, the actors will discuss various strategies on how to deal with this challenge as well as develop concrete action plans for a more inclusive participation structure. The simulation will be implemented for representatives of youth organizations in Berlin presumably in autumn this year as soon as the overall situation allows it again.

OUTCOME

The project has two main layers: As an educational tool it aims at sensitizing the participants for the different perspectives on the representation of youth with migration biography in the official youth policy bodies in Germany. It also provides a space for the development on new strategies on how to tackle this challenge. At the same time, it is an integral part of a research project and serves as a pilot initiative on how the method of simulation games can be used as a tool in qualitative scientific research.

ACTIVITIES

“GAMES FOR EDUCATION” FAIR IN BERLIN IN COOPERATION WITH DEUTSCHE WELLE ACADEMY



DESCRIPTION

In cooperation with Deutsche Welle Academy we are planning a games fair event to discuss how educational games can bring socially relevant topics to young people.

OUTCOME

The goal of the event is to create a space for representatives of the German education system to become familiar with different inter-active methods of games and enrich their knowledge of how to use them for educational purposes. In addition, the event will function as a networking space for different actors exchanging their experience with games as educational tools. The game fair aims as well to capacitate the participants with first-hand experience of how a simulation game works, through implementing the CRISP simulation game “Rexania” together.

TOPIC

Simulation Game

LOCATION

Berlin, Germany

PARTICIPANTS

40 Representatives from Germanys education system, Representatives from political foundations, Experts on educational games

PARTNER

This project was designed and implemented in close cooperation with *Deutsche Welle (DW)*

CONTACT

Nathalie Rücker

ACTIVITIES

AWARENESS FOR DIFFERENT PERSPECTIVES ON THE “MIDDLE EAST CONFLICT”



TOPIC

Simulation Game

LOCATION

Berlin, Germany

PARTICIPANTS

Civil society youth activists from Israel and Palestine

PARTNER

This project was designed and implemented in close cooperation with *KIGA - Politische Bildung Für die Migrationsgesellschaft*

CONTACT

Nathalie Rücker

DESCRIPTION

In cooperation with our partner KIGA we have successfully developed the simulation game “Our common future” that deals with an international youth conference where participants discuss solutions for peace in the “Middle East Conflict”.

OUTCOME

This simulation game aims to raise awareness for the multitude of perspectives and voices in the Middle East Conflict. Furthermore, its purpose is to build capacities of youth to understand the historical context and the complexity of the conflict. Additionally, the game challenges the participants to self-reflect on their own stereotypes and discriminatory attitudes related to the conflict.

ACTIVITIES

CLIMATE AND SECURITY TRAINING FOR INTERNATIONAL DIPLOMATS



DESCRIPTION

This year – in line with the Foreign Office’s policies, the focus was on the climate and security nexus. Specific emphasis was put on the discussions around this topic within the United Nations Security Council (UNSC). The different nations’ varying points of view on the issue along with different and sometimes even opposing (geo-) political interests lay at the heart of the discussions and negotiations of the simulation game. A fictional conflict at the heart of Central Asia was at the centre of the simulation that we implemented for the first time in this training. Participants were given the role of a representative for a specific country and had to discuss within a UNSC setting what measures were to be taken in response to this conflict. In negotiations they formed alliances and within the council forum a resolution was formulated. In a second round the negotiations and discussions towards the resolution revolved around the question if the link between climate change and security should be drawn within the UNSC and if so, what consequences that would have for the work of the council.

OUTCOME

- Better understanding of relationship between climate and security.
- Better understanding of the United Nations Security Council with regards to climate and security, its processes and roles with regards to the topic.

TOPIC

Workshop

LOCATION

Berlin, Germany

PARTICIPANTS

18 young international diplomats

DONOR

The project could be realized thanks to the kind support of the *German Federal Foreign Ministry*

CONTACT

Oliver Wiechmann

THE TEAM

The staff of CRISP has extensive experience in the development and implementation of simulation games, project management, and cooperation with international partners and organizations. All in all we are an experienced team that possesses



Florian Dunkel
Executive Director
Personal Focus: Participation and Civil Society



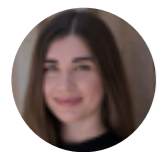
Kateryna Pavlova
Regional Project Coordinator
Personal Focus: Eastern Europe; Evaluation and Impact Assessment



Nathalie Rücker
Project Coordinator
Personal Focus: Human Rights & Conflict Transformation, Women's Empowerment



Jan Lucas
Trainee
Personal Focus: Mediation, Conflict Transformation, MENA Region



Anastasiia Halyko
Trainee
Personal Focus: Social Change, Youth Engagement



Annette Reinecke
Accounting
Personal Focus: Numbers and Foreign Currencies

different skills, qualifications and regional expertise, what gives us the possibilities to adapt to many different needs and requests. Furthermore we are a hosting organization for the European Volunteer Service.



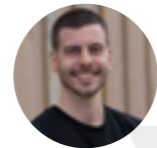
Andreas Muckenfuß
Executive Director
Personal Focus: Conflict Transformation, Anti-Corruption Policies



Oliver Wiechmann
Project Coordinator
Personal Focus: Conflict Transformation, Peace Education



Stephanie Buljugic
Project Coordinator
Personal Focus: Conflict Resolution, Reconciliation, Human Rights, Civil-Military Cooperation



Lennard Brodner
Trainee
Personal Focus: Informal Learning, Anti-Discrimination Education



Nadine Fahmy
Trainee
Personal Focus: Youth Empowerment, Civic Education, Non-Formal Education



Andrea Picadaci
PR & Visual Graphic Designer
Personal Focus: Graphic Design, Editorial Design

ASSISTANTS & INTERNS



Mareike Bödefeld
Volunteer
October - December



Umeda Ahmedova
Remote Intern
October - December



Justine Bitam
Intern
October - December



Lidiya Maidanova
Intern
April - June

Moreover we work with one assistant/intern a regular period of 3 months and additionally we cooperate with external trainers in order to satisfy the requests from our partners.

By offering an internship, we hope to give young professionals or students the possibility of gaining deeper insight into the work of an international NGO.

During the internship, we focus on the interests, the existing knowledge and talents of the assistant and thus receive great input.

Further, we try as much as possible to offer the assistants tasks in the course of our projects that allow them to look behind the curtains of project management and to gain experience-based knowledge.

At this point, we want to thank all our assistants who worked with us this year and contributed tremendously to the implementation of our projects and to the organization in general.

All of the assistants shaped our organization and became reliable and highly committed colleagues during their internships.

NEWS & EVENTS IN 2020



17.04.2020

VIRTUAL OFFICE MEETING

Also we at CRISP miss the direct social interaction during the quarantine. Facing the challenges of getting concentrated in the home office, balancing between children-care and work, free time activities like puzzles, series streaming and drawing with numbers, we still try to get through this extraordinary time with a positive attitude.



14.07.2020

CRISP-INFOPAPER, NOW IN FRENCH

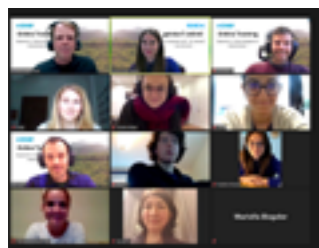
Nous sommes très heureux de vous présenter notre nouveau document d'information en française pour 2020. Vous trouverez ici de brèves informations sur le contexte, les objectifs, les buts, les méthodes, les projets et les réalisations du CRISP.



01.10.2020

FACE-LIFT 2020

Due to the Corona-Restrictions, several of our activities were postponed and we had time to finally work on some internal developments. In this regard and as our team is constantly growing and as some of us got some more grey hair, we felt the need to update the pictures of the team.



30.10.2020

2ND ONLINE TRAINING ON PEACEFUL CONFLICT TRANSFORMATION

In October, we have conducted our second online training on the Peaceful Conflict Transformation. Our group of participants was from different countries and professional backgrounds, but all striving to get familiar with different tools and methods of conflict analysis and transformation.



30.10.2020

¿QUIÉNES SOMOS? - OUR INFOPAPER IN SPANISH

¿Quiénes somos? The infopaper gives a brief overview of our work and us as an organization. Now available also in Spanish. Over the last two years, we have been working in Chile and in Bolivia. During our different work-shops there, the simulation game method has proven to be an innovative and effective learning tool.

OUR TARGET REGIONS

CRISP cooperates with congenial organizations, which also stand up for peaceful conflict management. We also cooperate with educational institutions, where the simulation game method can be also utilized.

In our work we always look for a close cooperation between partners. At this point, we make great efforts to orient our projects to local needs and to develop them in a wider context and in longer term perspectives. Thus, we always try to improve the sustainability of our work and we are close to the local development processes. At present we still work together with our first partners. At the same time, we continuously and actively seek to broaden our network.



FINANCIAL OVERVIEW – NET INCOME DETERMINATION 2020

A. IDEAL FIELD OF ACTIVITY

INCOME

membership-fees	1.336,00 EUR
donations	1.035,47 EUR
project grants	938.618,15 EUR
project coordination & trainings	48.600,39 EUR
participant fees	3.880,00 EUR
short-time allowance & Corona grant	23.368,99 EUR

SUM: 1.016.839,00 EUR

EXPENDITURES

payment of project coordination to other institutions	-616.024,97 EUR
salaries incl. reimbursables	-316.120,10 EUR
honoraries & external personnel costs	-47.221,33 EUR
volunteer programm payment	-9.965,00 EUR
travel costs, accommodation etc.	-23.054,76 EUR
back-payment project grants	-7.423,95 EUR
(technical) acquirements	-2.725,70 EUR
stationery & printing	-4.526,31 EUR
catering costs	-496,72 EUR
office rent & electricity costs	-20.836,45 EUR
telephone & internet etc.	-1.303,83 EUR
software	-1770,70 EUR
insurances	-794,73 EUR
postage and packing	-521,87 EUR
bank charges	-2.232,47 EUR
others	-793,27 EUR
auditing, consulting, lawyer	-6.565,54 EUR
membership fees & literature	-3.148,43 EUR

SUM: -1.065.526,13 EUR

B. TRUST ADMINISTRATION

INCOME

interests	0,00 EUR
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SUM: 0,00 EUR

EXPENDITURES

–	
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SUM: 0,00 EUR

C. SPECIAL PURPOSE OPERATIONS

INCOME

invoice	0,00 EUR
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VAT refund	0,00 EUR
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SUM: 0,00 EUR

EXPENDITURES

VAT payment	0,00 EUR
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others (allowance)	0,00 EUR
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SUM: 0,00 EUR

D. ECONOMIC BUSINESS ACTIVITIES

INCOME

–	
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SUM: 0,00 EUR

EXPENDITURES

–	
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SUM: 0,00 EUR

TOTAL ACCOUNTING

TOTAL INCOME 2020 1.016.839,00 EUR

TOTAL EXPENDITURES 2020 -1.065.526,13 EUR

TOTAL SURPLUS 2020 -48.687,13 EUR

IMPRINT

EDITOR

CRISP - Crisis Simulation for Peace e. V.

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