

# ANNUAL REPORT 2021

Picture on front page: The picture on the cover is made in the framework of the project „K2Games - Learning by Playing“.



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# FOREWORD

*Dear reader,*

*We hope that you, and your families and loved ones are well. 2021 was another difficult year for all of us due to the Covid-19 Pandemic. While we were adapting as good as possible to the situation and continued most of our projects by switching to online solutions, we also missed direct contact with our partners and participants on the ground.*

*We are extremely happy that we were not only capable of continuing our ongoing projects, but also managed to start new ones: in Chile, where we are supporting the constitutional process, as well as the projects in Yemen, Moldova and Mindanao are dealing with very current political challenges.*

*We also managed to further digitalize our concepts. In this context we have developed a smartphone-based simulation game “Wer regiert Neuland?” allowing the participants (first and young voters) to experience the challenging of process of “Coalition Building” in the German political system.*

*Due to the expansion of our activities to new regions and new topics, we have also been able to expand our team. In 2021, new colleagues Elena Fiedler, Frederick Broers and Nicolás Soto have joined our team. We are very happy to see how our team continues to grow and how we realize ever larger projects with ever greater impact.*

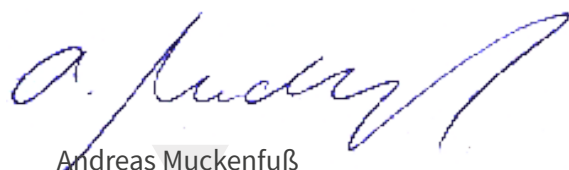
*We would like to send out a big “thank you” to all our new and long-term local partners from around the world. Without you our work would not be possible, you make all the difference.*

*We hope this annual report gives you enough insight into our work. Please feel free to contact us at any time with any comments or questions you may have.*

*With kind regards*



Florian Dunkel



Andreas Muckenfuß

# WHO WE ARE



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

## Y-LEAD - VIRTUAL SPACES FOR ACTIVE CITIZENSHIP



### TOPIC

Professional Qualification, Democracy, Elections, Citizen Participation

### LOCATION

27 Governorates in Egypt

### PROJECT COORDINATOR

Andreas Muckenfuß

### DURATION

15.06.2021 – 30.06.2024

### PARTICIPANTS

more than 800 participants, youth and women

### BENEFICIARIES

Estimated to reach 20.000

### BUDGET

Approx. 1.500.000,00 EUR

### PARTNERS

Center for Development Services,  
Nadi El Mohakah Foundation

### DESCRIPTION

Y-Lead informs, intrigues and educates Egyptian Youth (especially women) on issues of local political and civic engagement, specifically on Local Councils. The project capacitates potential youth to become active leaders in their communities through cross-sectoral initiatives and enables members of the target group to run for office in the next local council elections. Moreover, the project initiates and supports either a policy debate club or network and an academic platform to bolster young voices in Egyptian policy-making. Phase 2 of Y-Lead will deepen and widen the activities of phase 1 (2019-20).

Notably, Phase 2 will greatly widen the number of Egyptian youth and women trained, to reach over 20.000 trainees all over Egypt, with dedicated attention to frontier governorates. All activities are designed to work in conjunction with COVID-19 precautionary measures.

# PROJECTS

## TARGET GROUPS ACTIVITIES

The project targets youth and women from all 27 Egyptian governorates to become active in the social and political spheres. The target group will be empowered to implement initiatives that target a wider radius of marginalized population including disadvantaged children, adults with disabilities, and others.

## ACTIVITIES

The project consists of 5 main working packages:

First, awareness campaigns on local initiatives where participants will be informed about the electoral process through online and offline workshops and a tailor made simulation game. Second, scientific platform for political participation that will work on improving participants' critical and analytical thinking through engaging in debate clubs and writing policy papers. In working package 3, participants will design and implement their own cross-sectoral local initiatives for their communities, in cooperation with local stakeholders.

Following, they will receive more advanced training on capacity building to run for local offices which includes the legal background of local councils, the communication and soft skills needed and campaign design and implementation.

Finally, the online platform Ma'kana (where the debate clubs will have taken place) will serve as an online training platform run by the Ministry of Youth and Sports, making civic education accessible to everyone on a long-term basis.

## OUTCOMES / ACHIEVEMENTS

The project aims to achieve increased participation of youth and women in the public sphere as well as increase their virtual participation on social media platforms in understanding and debating political issues; active citizenship is widely spread among target groups.

Furthermore, it aims to achieve a level of empowerment of youth and women that enables them to take leading roles in the public sphere and influence public discourse and policy agendas on the community level, in addition to implementing and leading local initiatives through the establishment of cross-sectoral networks on governorates level.

Finally, it aims to increase online education and participation of youth through the tailor-made online education platform Ma'kana aiming to greatly increase the project's educational outreach to youth and women in all working packages.



# PROJECTS

## “MASARNA” – OUR PATHWAY: FOSTERING JORDAN YOUTH VISION TOWARDS EFFECTIVE CIVIC ENGAGEMENT AND SELF-RELIANCE



### TOPIC

Citizen Participation, Sustainable Development

### 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

### BENEFICIARIES

ca. 4.000

### BUDGET

424.720,92 EUR

### DONORS

This project is supported by the German Federal Foreign Office's funds ifa (Institut für Auslandsbeziehungen), Funding Programme zivik.

### DESCRIPTION

Following the successful creation of the Jordan Youth Vision 2030, the project supported its execution through the development and implementation of local initiatives by the youth themselves. Throughout the project, young people were not only empowered to become active citizens and take responsibility for their local communities, but also became key players in the development of the Jordan Youth Vision. The project contributed significantly to laying the necessary foundation to enable a comprehensive and far-reaching realization of the Jordan Youth Vision.

This project was divided into two work packages (WP) that worked in parallel. WP 1 provided a series of training workshops on local community development that enabled youth to turn their ideas for change into concrete initiatives. The initiatives were implemented on the community level leading to the realization of the Jordan Youth Vision 2030. Work package 2 focused on enabling institutional set-up for civic engagement. The main objective of work package 2 was the creation of three Youth Friendly Spaces in three different governorates. These spaces represented easy access to relevant expertise and more information on civil society participation and allowed youth to gather in a progressive and innovative envi-



# PROJECTS

ronment where new ideas for civic engagement could flourish.

## PROJECT GOALS

The objective of the project was to provide Jordanian youth with the knowledge and skills needed to launch local initiatives. The initiatives were carried out on the community level and ultimately led to the realization of the Jordan Youth Vision 2030. The project also sought to empower Jordan's civil society youth to create three Youth Friendly Spaces in three different governorates. This enabled youth to become focal points for civic engagement in their communities. These spaces provided access to information on civil society participation allowing youth to come together to enhance civic engagement.

## TARGET GROUPS ACTIVITIES

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

Project activities included two training workshops that prepared participants to go through the process of developing drafts of their initial ideas for implementing community-led initiatives on the ground. The most impactful 2020 initiatives were scaled up, giving continuity to the development of the vision. The project included structural planning meetings to organize Youth Friendly Spaces and CSO Centers to create a sustainable platform for locally developed initiatives. Finally, measuring the impact of the local initiatives was done by an evaluation workshop followed by a closing event.

## OUTCOMES / ACHIEVEMENTS

The project supported positive civic engagement as it built capacity among key civil society actors (trainers) and subsequent-

ly trained and encouraged young people (aged 18-35) to bring their interests and new ideas into the development and presentation of alternative problem-solving approaches, and to become aware of opportunities to participate in decision-making processes.

As a result, the project created youth-friendly spaces, as well as a self-sufficient and independent national center (CSO Hub), so that the trainers prepared during this project would pass on the results and the general idea of experiential learning in sustainable structures. The Civil Society Hub contributed significantly to the long-term development of Jordanian civil society, offering training workshops, legal assistance, networking events and potentially becoming the point of contact for all young people wishing to become personally involved in their communities. A final positive outcome was the creation of communication channels between official decision-makers and civil society actors.



# PROJECTS

## PRESENTES — ADOLESCENTES PARA EL PROCESO CONSTITUYENTE



### TOPIC

Democracy, Elections, Citizen Participation, Simulation Game

### LOCATION

7 different regions in Chile

### PROJECT COORDINATOR

Andreas Muckenfuß

### DURATION

01.05.2021 until 31.12.2022

### NO. OF PARTICIPANTS

Youth in Chile, between 9 and 17

### NO. OF BENEFICIARIES

Direct: approx. 150 and Indirect: approx. 7.500

### BUDGET

339.972,32 EUR

### DONORS

This project is supported with German Federal Foreign Office's funds by ifa (Institut für Auslandsbeziehungen), Funding Programme zivik.

### DESCRIPTION

This project aims to increase political participation of excluded youth in Chile during the Convención Constituyente 2021/22 and beyond. By supporting a more inclusive process during the drafting of the New Constitution, we aim to increase the ownership of the New Constitution among youth.

### PROJECT GOALS

The project aims to increase marginalized youth's ownership of the New Constitution currently being developed through simulation game workshops that will result in documenting their needs and opinions and will be presented to the Constituent Assembly.

The project also ensures youth's political participation beyond the development of the constitution through a sustainable online platform that connects youth with official decision makers, allowing them to engage in public debates and voice their needs.

### ACTIVITIES

The project consists of two working packages: 1) Ownership, which will be implemented through a kick-off-meeting to define the learning goals of the simulation game in cooperation with the local partners, followed by simulation game development, where a tailor-made simulation game will be developed to serve those goals. Next CRISP trains local trainers to

facilitate the simulation game in preparation for the implementation phase where local trainers implement the game online and offline in different regions in Chile. Finally, an evaluation seminar takes place where the results of the simulation game are gathered, analyzed and prepared.

In the second working package 2) Political Participation, and in cooperation with the academic partners the OPPP is developed and launched, through which 3 public debates take place highlighting marginalized youth's opinions, ideas and expectations. Then, the proposals from the evaluation seminar are presented to the Constitutional Assembly in a final event. At last, having launched and tested the OPPP, it will be gradually transferred to the academic partners.

## TARGET GROUPS

Primary target group: young constituency between 16 and 24 years old, from marginalized areas.

Key actors within the project: teachers and students from educational institutions who will facilitate workshops and local NGOs and trainers in the field of civic education who will help in designing, implementing and evaluating the workshops.

## ACHIEVEMENTS/OUTCOMES

Working Package – 1: Ownership  
The project creates a simulation game with learning goals tailored to youth in Chile's current situation. Local trainers will be trained on how to facilitate the game which will be implemented online, 100 times, each time with approximately 30 participants, reaching an estimated number of 3.000 direct beneficiaries. The results of the simulation game will be representative of the youth's needs and will be documented in the form of proposals that will be presented to the Constitutional Assembly, expressing youth's ideas and opinions on the most pestering topics (health, education, social security, native peoples and citizen participa-

tion).

### Working Package – 2: Political Participation

By launching and testing the Online Platform for Political Participation, and with the moderation of trained facilitators, marginalized youth will vocalize their opinions on the New Constitution in public debates. The OPPP will also serve as a communication channel between youth and official decision makers even after the constitution development phase, under the supervision of "Tenemos Que Hablar de Chile" a common project by the University of Chile and the Universidad Catolica, supporting their already ongoing efforts in this direction.



# PROJECTS

## UN YOUTH DELEGATES SUDAN



### TOPIC

Conflict Transformation, Professional Qualification, Sustainable Development

### LOCATION

UN Headquarters in NY, Sudan

### PROJECT COORDINATOR

Jan Lucas

### DURATION

01.11.2021-31.12.2022

### PARTICIPANTS

25 Sudanese young people aged 18 – 32

### BENEFICIARIES

Local Sudanese Youth 25 Sudanese young people aged 18 – 32 years old

### BUDGET

240.000 EUR

### DONORS

German Federal Foreign Office

### DESCRIPTION

CRISP (Germany) is working closely with partners from the Sudanese Development Initiative- SUDIA in supporting the country's first submission of a Youth Delegation to the United Nations. Throughout 2022, we have been organizing on site workshop weeks that engages 25 young people, from and outside of Khartoum, in an interactive and peer- to- peer learning setting.

The Delegates are being equipped with knowledge on UN institutions and international affairs through guest speakers, whilst also improving their leadership, independent research, and collaborative problem-solving skills through various group tasks.

The training weeks will be concluded with firsthand practical settings where the knowledge obtained can be implemented, as 10 Sudanese Delegates will represent and address their communities' most prominent issues to the General Assembly of the UN, whereas the remaining participants will be receiving internship opportunities.

# PROJECTS

## TARGET GROUP

Young Sudanese aged between 18 to 32 years old. At least half of the participants are women, and at least half of them come from outside of Khartoum.

## PROJECT GOALS

The project aims to facilitate youth political participation and activism in Sudan by offering a platform to discuss socio-political, economic, and environmental issues at an intergovernmental setting.

It equips the participants with the necessary knowledge and understanding of supranational institutions such as the United Nations, as well as topics concerning foreign affairs, international conflict solving, sustainable economic and environmental development, women's rights, and democratization.

Additionally, it offers young people ownership as they are encouraged throughout the project to identify the most pressing issues concerning their communities, as well as improve their leadership, public speaking, conflict solving and critical thinking skills.

## ACTIVITIES

The project is implemented through three training weeks that are conceptualized as 5 day workshops. The workshops integrates theoretical knowledge, through lectures from guest speakers, as well as team, building exercises.

Additionally, the Delegates have the chance to improve their analytical thinking skills by conducting independent research and work on collective problem-solving tasks.

The knowledge then acquired is put to practical use through participants' engagement in diplomatic and intergovernmental dialogues at the UN Headquarters, whereas the rest will be engaging in various internships and other career opportunities.

## OUTCOMES/ACHIEVEMENTS

By the end of this project the Youth Delegates will have acquired a deeper knowledge in formulating and lobbying their interests and rights at a domestic as well as international setting. This will strengthen Sudan's overall democratization process and youth participation in the country. Additionally, Sudanese young people will have also been familiarized with the decision making from international entities such as the United Nations.

The implementation of the project also seeks to improve the visibility of Sudan's youth in public administration, international and diplomatic affairs. Lastly, it will mobilize young people's interests and understanding of political and diplomatic participation.



# PROJECTS

## BEHAVIORAL SIMULATIONS CONSULTANCY - EQUAL OPPORTUNITIES AND SOCIAL DEVELOPMENT



### TOPIC

Professional Qualification

### LOCATION

Different governorates in Egypt

### PROJECT COORDINATOR

Nadine Fahmy

### DURATION

01.07.2021 – 31.12.2023

### PARTICIPANTS

more than 150 mid-senior level employees, more than 60 civil society youth actors, more than 500 youth

### BENEFICIARIES

Estimated 15,000

### BUDGET

200.000,00 EUR

### DESCRIPTION

The EOSD project's main focus is to promote the societal participation of young people, especially women and people with disabilities through capacitating government employees, youth and civil society actors on issues of inclusion. The project achieves its goals through three simulation games, each tailor made for its target group.

The first mandate aims to strengthen Ministry of Youth and Sports (MoYS) employees' knowledge on issues of gender and people with disabilities to promote inclusion in project design. The simulation game will be designed to assess the needs of MoYS employees and to identify the existing gaps when it comes to inclusion, while developing their soft skills in the areas of problem solving, conflict management and teambuilding.

The second mandate targets 15,000 youth through a simulation game that equips them with skills of conflict resolution, problem solving and constructive communication, in addition to concepts of inclusion, gender, population and people with disabilities, encouraging them to practice inclusion in their lives. Participants will also be trained on how to facilitate the simulation game in order to implement it multiple times and impact a wider radius of youth.

Last but not least, the third mandate provides a simulation game for youth civil society actors and NGOs to strengthen the cooperation between governmental and non-governmental organizations. The simulation game will prepare youth from both parties to explore local networks, map stakeholders, manage their resources and engage in constructive dialogue. This too comes in the thematic framework of the inclusion of gender and people with disabilities, identifying the needs and gaps to ensure inclusive initiatives.

## TARGET GROUPS

The project targets mid-senior level MoYS employees, civil society youth actors and youth, strengthening their competences on issues of gender and people with disabilities.

## ACTIVITIES TARGET GROUPS

The project consists of 3 mandates; each mandate includes simulation game development, testing and implementation, as well as a facilitation training for more implementations by participants, and finally a needs assessment and evaluation based on the results.

In the first mandate MoYS employees will participate in a simulation game that is tailor made on the basis of a needs assessment conducted. The simulation game aims to build employees' capacities on issues of inclusion and identify existing gaps in and growth potentials. Employees will then be trained on facilitating the simulation game to sustain the impact.

In the second mandate another simulation game will be developed that empowers youth with skills such as conflict resolution and knowledge on issues of inclusion to activate their roles as change makers in their communities. Youth's role further expands through a training of trainers that enables them to facilitate the simulation game multiple times in their communities.

The third mandate targets civil society actors with a simulation game that supports youth initiatives and establishes local networks in the context of inclusive participation through identifying stakeholders and engaging in constructive dialogues.

An inclusion needs assessment is integrated into the 3 simulation game implementations, which evaluates the level of inclusive practices in local communities, ministries and CSOs, and identifies their needs in terms of knowledge and capacities.

## OUTCOMES/ACHIEVEMENTS

The project will improve the preconditions for the societal participation of young people, especially women and people with disabilities through awareness-raising measures and campaigns on the local and national levels to promote gender equality, inclusion of people with disabilities and population-related topics.

Ministry employees will become aware of how to integrate inclusion in their work, enhancing project planning and design in this regard.

Young men and women will acquire soft skills such as conflict resolution, constructive communication, critical thinking, and problem solving while being aware on issues of inclusion, which will enable them to play active and inclusive roles within their communities.

Youth from CSOs will be capacitated to effectively manage their resources and reach stakeholders, strengthening the cooperation between governmental and non-governmental institutions and promoting youth led initiatives that ensure inclusion.

# PROJECTS

## SIMSCHOOL – TEACHING HUMAN RIGHTS WITH SIMULATION GAMES



### TOPIC

Citizen Participation

### LOCATION

Ukraine

### PROJECT COORDINATOR

Kateryna Pavlova

### DURATION

01.01.2020 until 01.11.2021

### NO. OF PARTICIPANTS

15 school teachers and 5 civil society actors

### NO. OF BENEFICIARIES

2500

### BUDGET

186.774 EUR

### DONORS

This project is supported by the 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.



# PROJECTS

## 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.

## TARGET GROUPS

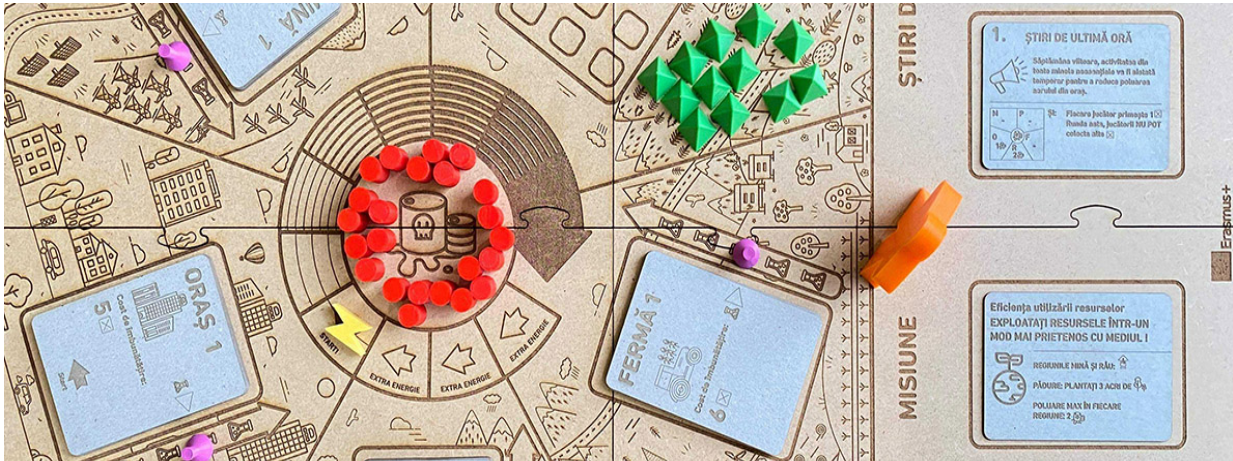
To the target groups of SIMSchool belong:

- 1) 225 teachers from different regions of Ukraine actively engaged in secondary schools and eager to gain new tools for human rights education;
- 2) 75 civil society activists involved in the reform “New Ukrainian School” or eager to increase their engagement in this field;
- 3) 3000 school students taking part in the simulation games facilitated by the trained teachers.



# PROJECTS

## K2GAMES - LEARNING BY PLAYING



### TOPIC

Professional Qualification, Urban Development, Sustainable Development

### 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 EUR

### 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 explored the possibilities that games open for an effective and sustainable environmental education concept. As a result, two board games and five simulation games have been 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,

# PROJECTS

and game development. Participants formed teams and started developing game scenarios together. In the following months after the training, the games and the guide were further elaborated on and were finalized by the developer-teams under coordination of the project managers.

## 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 ACTIVITIES

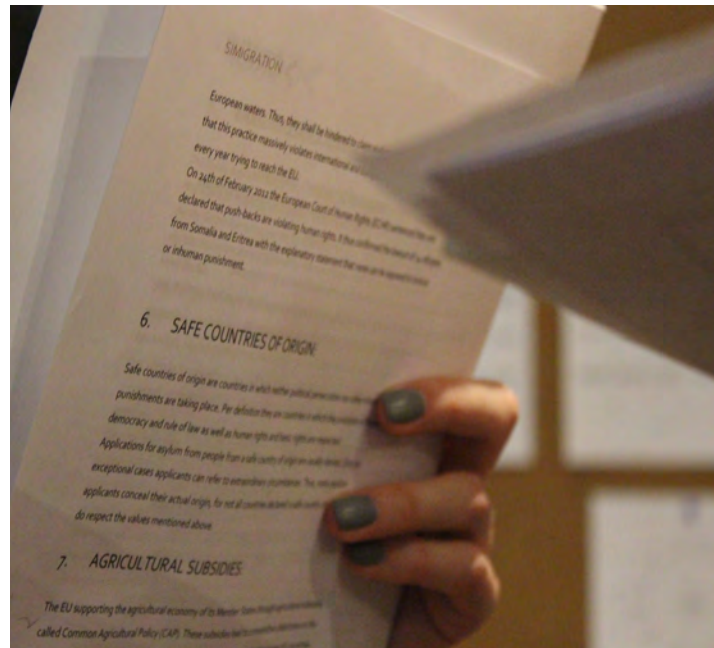
The games and the guide were developed by youth workers from Germany, Italy, Romania and Lithuania who are interested in environmental education with the help of games. The publication is downloadable for free in five languages (including English), targeting youth workers internationally.

## ACTIVITIES

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

## 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.



# PROJECTS

## HIDDEN MEMORIES – FOLLOW UP



### TOPIC

Professional Qualification , Democracy, Conflict Transformation

### LOCATION

Kyiv and all 24 oblasts of Ukraine, Berlin, Saarbruecken

### PROJECT COORDINATOR

Kateryna Pavlova

### DURATION

01.08.2020 until 31.08.2021

### NO. OF PARTICIPANTS

140

### NO. OF BENEFICIARIES

720

### BUDGET

94.995,61 EUR

### DONORS

The project is realized thanks to the kind support of the German Federal Foreign Office

### 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.

## ACTIVITIES

1) Kick-Off Meeting – took place in August 2020

2) 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.

3) 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.

4) 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.

5) Implementation Phase – planned for summer 2021: mini projects planned at 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.

## TARGET GROUPS

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.

## ACHIEVEMENTS/OUTCOMES

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

## YOUPI - PROMOTING YOUTH PARTICIPATION IN MOLDOVA



### TOPIC

Democracy, Citizen Participation

### LOCATION

Chisinau, Moldova

### PROJECT COORDINATOR

Anastasiia Halyko

### DURATION

01.04.2021 – 31.12.2021

### PARTICIPANTS

110

### BENEFICIARIES

510

### BUDGET

72.264,47 EUR

### DONORS

German Federal Foreign Office

### DESCRIPTION

Youth in Moldova currently represents a quarter of the country's population and is perceived as a strategic component for the sustainable development of the country, in particular when it comes to democratization processes. Though, the participation level of youth has been proved to be weak due to different reasons. Within YouPi, we applied innovative and experience-based methods to ensure effective involvement of Moldovan youth in local participation processes.

Our project gathered civil society, youth and local authorities together to engage in a meaningful exchange, bringing the needs of the young generation closer to the policy makers, as well as building up a sustainable network.

### TARGET GROUPS

The project involves three different groups:

- 1) 20 civil society activists formed a group of multipliers. These are people with a background in non-formal education and civil society experts (e.g., local activists, people who work with democracy and inclusion issues, climate change activists, etc.) with a strong need for new solutions when it comes to youth work and that have a strong motivation and are sharp in identifying and addressing issues of their commu-

nity/region;

2) 80 young people of 13-17 years old with different ethnic and social backgrounds, including representatives of vulnerable and marginalized groups, from both rural and urban areas of the country (also from Transnistria and Gagauzia);

3) 10 representatives of local authorities also played an important role in the project, as there is a strong need in linking civil society actions and initiatives with state policies and agendas.

## ACTIVITIES

The project started with an online Training of Trainers, where we discussed participation mechanisms, various approaches, values and skills in non-formal education and youth participation. Here, we also conducted a thorough needs analysis introduction. Special attention was given to analyzing influence of such aspects as gender, belonging to LGBTIQ+ community, ethnicity, region (e.g., Transnistria), family income, education, health on youth participation. Clustering and discussing the results created a broader picture of youth participation in Moldova and helped us shaping further activities fitting to the local situation.

Later we gathered offline in Moldova for the second Training of Trainers to introduce multipliers to the simulation game method and develop a tailor-made game for Moldovan youth. They showed high interest in the method and were fully involved in the creation of their own simulation game for the Summer Academy. The developed game aimed at letting participants experience firsthand how to be a member of a particular group in society, how to build communication to achieve goals, how to work as a team, and how to create projects. Apart from that, the training also covered cooperation with local authorities, multipliers' self-reflection on themselves as trainers, and preparation for the Summer Academy.

The Summer Academy gathered multipliers and youth together to learn more about youth engagement and initiatives on a local level through different non-formal education methods, in-

cluding the newly developed simulation game. Participants learned about intercultural interaction, gender equality, ecology, urbanism, social creativity, media literacy, storytelling, and project design. Based on that, young people came up with local initiative ideas.

We were proud to see 14 projects coming true throughout autumn in small villages and big cities. They were mostly targeting peers of project participants and reached at least 510 beneficiaries. The initiatives fall into three thematic categories: Urbanism and ecology, Human rights and gender equality, Comics and magazines.

Finally, we gathered in December for the Final Event and Evaluation Seminar. Multipliers, participants from each local initiative, local administrations, guest speakers, and the representative of the Embassy of Germany to Moldova have all celebrated together the achievements of the project. There the results of the initiatives' implementation were presented and reflected on, and recommendations on how to promote youth participation on a local level have been jointly developed. We also reflected on the project flow and lessons learned from each project activity, as well as developed joint vision for potential scale up of the project.

## OUTCOMES / ACHIEVEMENTS

Within the scope of the project, participants got familiar with theory and practice of youth participation, made an in-depth analysis of local needs, and based on that they developed their own initiatives for democratization processes and youth participation in local communities.

The project itself strongly followed a bottom-up approach. While the participants received training in conceptual frameworks and tools for analysis, they were deciding themselves which kind of topics and initiatives are relevant for the life in their communities. Through the successful implementation of youth-led initiatives that address community problems, the perception of young people as actors of change among local stakeholders has also raised.

# PROJECTS

## CEEM - CIVIC EDUCATION WITH EMANCIPATORY METHODS



### TOPIC

Professional Qualification, Democracy, Conflict Transformation, Citizen Participation, Sustainable Development

### LOCATION

Georgia, Germany

### PROJECT COORDINATOR

Kateryna Pavlova

### DURATION

01.08.2021 – 31.07.2022

### PARTICIPANTS

Civic education teachers

### BENEFICIARIES

Students from all regions of Georgia

### BUDGET

65.000,00 €

### DONORS

German Federal Foreign Office

### DESCRIPTION

Within the 12-month-project, Civic Education teachers were trained in interactive emancipatory methodology, by referring to the concepts of Simulation Games and Theater in Education. Through a hybrid approach, combining online and residential activities we enrich methodological diversity at Georgian schools, contribute to the creation of modern teaching material and facilitate opening prospects for the future for pupils all over Georgia, after over one year of online learning due to the pandemic.

### PROJECT GOALS

Throughout different activities, the project aims to improve the quality of teaching civic education in Georgian schools by providing the teachers with the competencies for implementing a democratic educational approach as well as mainstreaming it among other colleagues. It enables high school students to deal with social conflicts on the basis of critical thinking and informed opinions.



# PROJECTS

## ACTIVITIES

- 1) Project Presentation and participants acquire: the project starts with an online presentation of the project to all interested people. This allows us to disseminate enough information before the selection process and start building synergies with other projects in the field.
- 2) Residential Training: selected participants receive an introduction to the method of simulation games and theatre in education.
- 3) Webinars on the latest developments in methodology and didactic are conducted by local experts from universities, think tanks and professionals from other organisations.
- 4) Study visit and training in Berlin: Development of new tailor-made simulation games and a toolkit about theatre in education.
- 5) Implementation of the newly developed materials and feedback.
- 6) Evaluation Seminar

## PROJECT GROUPS

The primary target group of the project are Civic Education teachers in Georgia. In the Capacity Development component of the project around 200 CE-teachers from the ten regions are introduced to the methods of the Simulation Games and Theatre in Education. Later in the project, 20 teachers (2 from each region) participate in the intensive training and become multipliers at their local schools.

By working with CE teachers from all regions of Georgia a minimum of 500 students will be reached through the teachers and benefit directly from the new methods.

## OUTCOMES / ACHIEVEMENTS

Within the scope of the project, participants get to know about different interactive educational methods, such as simulation game approach and theatre tools; try to use them in their educational institutions. Also during the project, several simulation games are being created in Georgian language on the topics of human rights, rule of law, gender equality etc and theatre tools will be used in Civic Education courses.



# PROJECTS

## TAYA - TRAINING ACTIVE YOUTH WORKERS IN ANTI-DISCRIMINATION-EDUCATION



### TOPIC

Professional Qualification, Right-Wing-Populism, Migration

### LOCATION

Training I.: Stratoni (Halkidiki), Greece

Training II.: Baitz (close by Berlin), Germany

### PROJECT COORDINATOR

Lennard Brodner

### DURATION

Training I.: 14. September - 22. September 2021

Training II.: 05. November - 11. November 2021

### PARTICIPANTS

27

### BENEFICIARIES

ca. 1.000

### BUDGET

42.114,00 EUR

### DESCRIPTION

During and after the so-called “Summer of Migration” an unprecedented number of refugees entered the European continent, which led to a broad right-wing backlash on societal as well as political levels. This caused the common idea of European solidarity to dwindle and nationalism to thrive, while public attention towards the suffering at European borders decreased. One consequence of this polarization is social tensions and conflicts which rise parallel to concerns about the refugees’ plight on the one hand, and the well-being of European host societies on the other.

TAYA targets youth workers who are interested in anti-racist and decolonial concepts, and equips them with the tools necessary to mainstream anti-racism into their work. Through pedagogical methodologies of anti-bias, the training enhances youth’s abilities to design and conceptualize educational activities that address racist patterns of thought and action. To further sustain the results of the project, findings and lessons learned will be spread through a facilitation guideline developed jointly by participants and CRISP-facilitators to support fellow youth workers to develop activities addressing racism in their communities.

The project will take place in the form of two trai-

nings, each around a week long, where participants will be introduced to theory and practice as well as methods of anti-discrimination-education to foster youth awareness in their communities. In the first workshop, participants will learn the theoretical foundations of postcolonial and critical whiteness studies, as well as discrimination, racism and intersectionality. In the second workshop, participants will use decolonial and anti-racist approaches to develop facilitation guidelines focused on non-formal education-methodologies of anti-bias and anti-racism-education.

Both workshops will include various interactive methods such as betzavta exercises, simulation-games, self-reflection, case studies, expert talks and related interactive exercises, forum theater methods, and day-long study visits.

## PROJECT GOALS

The project aims to raise youth's awareness and sensitivity towards issues of discrimination with an emphasis on racism using topical approaches from intersectional, postcolonial and critical Whiteness studies.

Furthermore, the project enables youth facilitators to integrate and mainstream anti-discrimination into their work and improve their ability to design and conceptualize activities that aim at decreasing racist patterns of thought and action and increasing tolerance and empathy among their target group. Finally, it aims to multiply the impact through developing a facilitation guideline by participants.

## TARGET GROUPS ACTIVITIES

Main target group: Youth workers who are interested in the reflection of their practice against the background of anti-racist and decolonial concepts, and in developing a guideline /handbook with state-of-the-art methodologies and tools for European youth workers.

## ACTIVITIES

The project consists of two trainings:

Training I. Fundamentals of Anti-Discrimination-Education: Raises youth's awareness on conscious and unconscious forms of discrimination, through learning the theoretical foundations of postcolonial, critical whiteness and intersectionality studies, as well as definitions of racism, discrimination, prejudice and stereotypes.

Training II. From Theory to Practice: Emphasizes on non-formal education-methodologies of anti-bias and anti-racism-education, where participants will design educational activities that address discrimination and assess pedagogical methods of decolonial and anti-racist approaches. In addition to developing a facilitation guideline to support other youth workers to develop activities tackling racism in their communities.

## OUTCOMES / ACHIEVEMENTS

Through the 3 main areas of competence: 1) anti-discriminatory attitudes 2) pedagogical methodologies of anti-bias 3) knowledge about theoretical fundamentals, youth workers will become more aware of racial discrimination issues and will acquire the knowledge and skills necessary to integrate anti-racism approaches in their practice.

Participants will design educational activities that address racist patterns of thought, and develop a tailor-made facilitation guideline to help other youth workers develop activities tackling racism in their communities, hence participants will become experts within their network and will act as multipliers, spreading the findings of the project in different contexts.

# PROJECTS

## TAR 2030 – DEVELOPING A VISION FOR RENEWED TRANSATLANTIC RELATIONSHIP



### TOPIC

Scenario Planning/ Democracy/  
Citizen Participation

### LOCATION

Germany

### PROJECT COORDINATOR

Florian Dunkel

### DURATION

01.08.2021 – 31.12.2022

### PARTICIPANTS

400 school students

### BUDGET

36.637,69 EUR

### DONORS

the Embassy of the United States  
of America

### DESCRIPTION

During the last years, the transatlantic relationship was facing many challenges, and perception of German-American partnership has changed on both sides of the Atlantic, especially among the younger generation. The year 2021 brings major changes to the political agenda of both countries offering a window of opportunity to revitalize the transatlantic collaboration. In order to do so in a sustainable way, an awareness of the past achievements of the relationship is as much needed as an openness for new ways to fill it with fresh perspectives. This process cannot be pursued without the involvement of the general population, and especially youth.

TAR 2030 engages young Germans aged 15-18 in thinking about how Germany and the USA can work together on national and global challenges. Participants will get to know about the history and current status of the transatlantic relationship, analyze existing advantages and challenges of the partnership, and based on that will develop their own Vision 2030. Moreover, active involvement of young people from rural and urban areas will give them spaces and opportunities to express their interests, get hands-on experience in participation and decision-making processes, and reimagine the existing patterns of transatlantic relationship.

## PROJECT GOALS

Within the scope of diverse and interactive activities, the project aims at enhancing comprehensive understanding and appreciation of the transatlantic relationship among German youth, and creating the youth-led future of the transatlantic relationship.

## TARGET GROUPS

The project involves German youth aged 15-18 from rural and urban areas. Through the process of creating a facts based vision for the transatlantic relationship and the involvement of the U.S. Embassy representatives, the perception of young people as actors of change among local stakeholders will also be raised.

## ACTIVITIES

The following activities are taking place within TAR 2030 project:

1. Online Quiz. As a starting point of the project we have developed an online quiz on the history, milestones and current state of affairs of the German-U.S. relationship. Its content is interactive and engaging to make the topic appealing to our target audience, but also informative and comprehensive, letting the participants get acquainted with the topic in a playful manner.
2. Online Simulation Game Workshops. A tailor-made simulation game that addresses the main current global issues that transatlantic relationship has to deal with, and confront players with challenges that require problem-solving capabilities and cooperation from both sides of the Atlantic. Players can also reflect on the values Germany and the USA share, what threatens them, and what potentials, challenges of the transatlantic collaboration are there. The simulation game flow initiates a dialogue process where all involved participants feel welcome and secure to raise their voices.

Together, the online quiz and the simulation game set a solid base for the participating youth in getting a comprehensive understanding of the transatlantic relationship, and serve

as a starting point in finding a new vision for the future transatlantic cooperation.

3. Idea Competition. Participants of the simulation game will be invited to engage in idea competition, aimed at critically addressing the status quo of transatlantic relationship. Based on their view on, and understanding of strengths and weaknesses in current policies, participants will develop and submit their ideas regarding a vision for the transatlantic relationship in 2030.

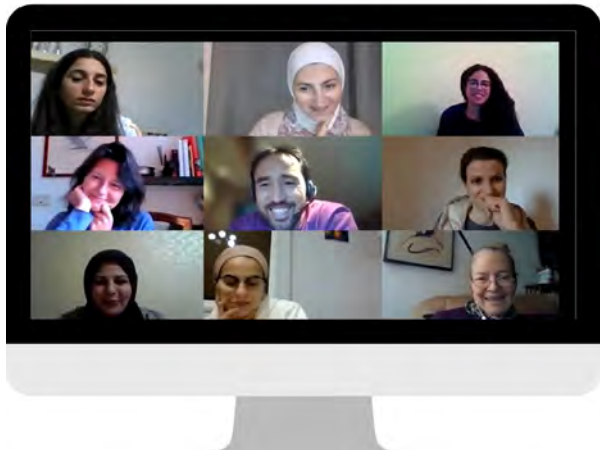
4. Future Lab and Final Event. Based on the submitted proposals, 25 young people will be selected whose ideas for the transformation of transatlantic relationship will be clustered into subcategories (e.g., security policies, environment, culture, etc.). Together, participants will develop concrete scenarios and recommendations for each topic to shape the future of the German-American cooperation, and its potential political and geo-political environment. The results will be presented to and discussed with the U.S. Embassy representatives, and then the feedback will be incorporated in the final version of the common Vision 2030.

## OUTCOMES/ACHIEVEMENTS

As a result, the project will enhance comprehensive understanding and appreciation of the transatlantic relationship among German youth by increasing the knowledge about the history and current status of it, raising the recognition of transatlantic cooperation and identifying challenges in dealing with current global issues. Moreover, the youth-led future of the transatlantic relationship will be created through development of Vision 2030 for the transatlantic relationship based on issues important to the participating youth and promotion of the younger generation's vision among relevant stakeholders.

# PROJECTS

## PROMOTING LOCALIZED GENDER-AWARE SIMULATION DEVELOPMENT FOR HUMANITARIAN TRAINING



### TOPIC

Professional Qualification, Scenario Planning, Sustainable Development

### LOCATION

Online implementations in Jordan

### PROJECT COORDINATOR

Florian Dunkel

### DURATION

21.10.2020 – 20.10.2021

### PARTICIPANTS

Ca. 100 participants

### BENEFICIARIES

Ca. 4.000

### BUDGET DONOR

21.250,00 EUR

### DONOR

Fund for Innovation and Transformation, Global Affairs Canada, and the Inter-Council Network.

### DESCRIPTION

The project aimed at training local humanitarian workers in participatory, gender-aware simulation design, followed by a period of coaching and mentoring through the independent design of programmatically relevant simulations as well as through the implementation of the simulations.

### PROJECT GROUPS

This project trained local humanitarian workers on participatory approaches to the basics of simulation game design as a tool to communicate local understandings of complex issues. As a result they were enabled to design, implement, and evaluate their own simulation game formats based on the needs of the communities where they were based.

### TARGET GROUPS

Humanitarian workers and organizations in Jordan

### ACTIVITIES

Phase 1: Online Training Sessions (5 weeks / 10 hours total) x2 cohorts

Phase 2: Participant-Led Simulation Development (supported by professional coaches)

Phase 3: Simulation Delivery

### OUTCOMES

The project aimed to achieve the following outcomes:

- 1) Increased access to simulation game training opportunities for local humanitarian organizations in Jordan.
- 2) Enhanced utility, suitability, and feasibility of internally developed simulation games in localized humanitarian training.

## WER REGIERT BERLIN 2021?

### DESCRIPTION

CRISP and its long-term partner xm:lab developed a smartphone-based simulation game that simulates government formation at the state level.

Thanks to funding from the Berlin State Agency for Civic Education, the simulation game „Who governs Berlin 2021?“ was held five times in the run-up to the elections of the Berlin House of Representatives. During the simulation, participants took on the roles of politicians from fictitious parties. The participants discussed selected topics and tried to form a stable government by means of exploratory talks, parliamentary group meetings and coalition negotiations. Ultimately, the participants elected a governing mayor.

### PROJECT GOALS

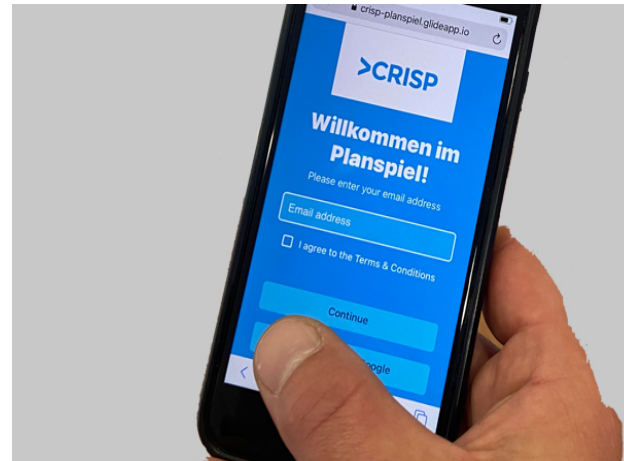
- Increased self-reflection of the influence of one's voice
- Better understanding of the political processes (here: coalition building) which increases transparency and creates trust
- Increased ability to compromise as a participant
- Increased willingness to engage with political dissidents

### TARGET GROUP

The simulation game is aimed at young and first-time voters. The simulation game is designed to give participants an insight into the „black box“ of government formation. are unable to reach an agreement on or only with great difficulty.

### ACTIVITIES

Within the framework of the project, the simulation game „Who governs Berlin 2021“ was conducted five times with different groups in the run-up to the election for the Berlin House of Representatives. The workshops can be conducted completely online or in-



### TOPIC

Democracy, Elections, Simulation Game

### LOCATION

Berlin, Germany

### PROJECT COORDINATOR

Lennard Brodner

### DURATION

02.15.2021 - 10.31.2021

### PARTICIPANTS BUDGET

125

### BUDGET

6,687.50 EUR

person.

### OUTCOMES/ACHIEVEMENTS

After the simulation, the target group has an increased understanding of the challenges of government formation. This allows the young and first-time voters to consider the subsequent formation of a government when making their own election decision.

# PROJECTS

## GAMING FOR PEACE - SIMULATION GAMES FOR INTERRELIGIOUS AND GENDER-SENSITIVE PEACEBUILDING IN MINDANAO



### TOPIC

Conflict Transformation

### LOCATION

Mindanao, Philippines

### PROJECT COORDINATOR

Oliver Wiechmann

### DURATION

01.06.2021 – 30.11.2021

### PARTICIPANTS

280

### BUDGET

70.958,56 EUR

### DONOR

Deutsche Gesellschaft für Internationale Zusammenarbeit

### DESCRIPTION

“Gaming for Peace“ aimed at contributing to gender-sensitive, youth-oriented peace-building and non-violent conflict transformation in Mindanao. This was reached by improving the capacities of civil society actors in making use of innovative non-formal education methodologies. The project furthermore provided a space for reflection and encounter for young people from different backgrounds.

In the first project phase, two tailor-made simulation games were developed on the topics of Gender-Based Violence and Interfaith Dialogue. They were embedded in a workshop format, including additional non-formal education exercises. In the second phase, youth CSOs representatives, were trained as multipliers for the simulation game workshops. This allowed them to independently implement the workshops in their communities, reaching 250 young people.

### PROJECT GROUPS

The specific objectives of the project were:

- 1) To improve the capacities of civil society actors in making use of innovative non-formal education methodologies
- 2) To sensitize young people in Mindanao for the topics of Inter-faith dialogue and Gender Based Violence (GBV)
- 3) To provide a space for encounter and dialogue between young people with different faith and cultural background.

### TARGET GROUPS

- 1) We have collaborated with 11 well established civil society organization in Mindanao, who nominated 28 youth workers to attend the training of trainers.
- 2) 250 youth aged 16-26 were participating in the simulation game workshops facilitated by the trained youth workers.



## ONLINE SIMULATION FOR THE YOUNG POLICY ADVISOR COURSE OF OSCE

### DESCRIPTION

19 young policy advisors took part in our online simulation “OSCE – Mitigating Risks of Climate Change. The scenario is set during the annual Ministerial Council Meeting of the OSCE in December 2021 in Stockholm. On the initiative of several member states the MC has identified the need to sharpen the profile of OSCE in dealing with the consequences of climate change.

The participants took over the role of foreign ministers of OSCE participating states and tried to come up with a comprehensive declaration, relating climate change to three core thematic areas of the organisation: Energy Security, Migration and Good Governance. Apart from negotiating the text of the declaration, press conferences were simulated to give the participants the chance to work on their public communication skills.

Through the simulation, the participants not only gained a deeper understanding of the functioning of the Ministerial Council and the manifold challenges of climate change for the working fields of OSCE but could test the competences they gained during the course in a realistic environment.

### PROJECT GOALS

The specific learning objectives of the simulation game were:

- 1) Assessing and improving participants’ effectiveness in closed positional bargaining
- 2) Enhancing communication skills to pursue own interests among OSCE participating States
- 3) Improving statement and declaration writing skills on a given topic

### TARGET GROUP

The target group were 19 participants of the Young Policy Advisor Course organized by the OSCE Office for Democratic Institutions and Human Rights (ODIHR).



### TOPIC

Conflict Transformation

### LOCATION

Online

### PROJECT COORDINATOR

Oliver Wiechmann

### DURATION

27.01.2021

### PARTICIPANTS

19

### PARTNERS

Office for Democratic Institutions and Human Rights

# ACTIVITIES

## DO NO HARM IN CONFLICT SETTINGS – REVISED EDITION



### TOPIC

Professional Qualification,  
Discrimination, Conflict Trans-  
formation

### LOCATION

Berlin, Germany

### CONTACT

Nathalie Rücker

### DURATION

29.01.2021 – 31.01.2021

### PARTICIPANTS

17

### DESCRIPTION

In the very beginning of this year different actors of development cooperation came together for a virtual workshop to learn about the Do-No-Harm-approach and complementary concepts from postcolonial theory and critical whiteness studies 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.

Between 29 and 31 January we implemented a revised edition of our workshop “Do-No-Harm in Conflict Settings”. The leading question was: “How can we make sure that we as actors of development cooperation contribute to peace instead of conflict?”.

The workshop also focused on exchanging practical experience about working in conflict-settings and reflecting on the participants own positions within global power structures and their own role as actors of development cooperation. More particularly, we created a space to talk about the challenges and problems participants are facing regarding the fear of doing harm in vulnerable development contexts and the reproduction of racism in the field.

In order to approach the leading question, participants among others joined sessions on postcolonial studies, critical whiteness, conflict transformation and of course the do-no-harm-concept.

The participants showed 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.

## SIMULATION ON THE SOUTH CHINA SEA AT THE DIPLOMATIC ACADEMY IN VIETNAM

### DESCRIPTION

Marking the third year of our cooperation with Konrad Adenauer Foundation and the Diplomatic Academy of Vietnam (DAV), we developed and implemented a simulation game on the South China Sea in April. Due to travel restrictions, we supported the implementation via a training of trainers and ongoing online coaching.

### PROJECT GOALS

The scenario of the simulation is set in the near future during a preparation meeting for the 39th ASEAN Summit. On the initiative of several member states, the topic of the South China Sea was put on the agenda with the aim to work on a comprehensive declaration on the position of ASEAN towards the ongoing tensions in the area.

The participants took over the role of representatives of ASEAN member states and had the chance to intensively discuss contemporary challenges such as the role of Lawfare, the use of uninhabited islands or resource extraction rights. Through this, they not only gained deeper insight on the topic and the diverging interest of the member states but could also improve their overall negotiation skills and their abilities to write formal declarations.

### TARGET GROUP

The target group of the activity have been 24 students of the Diplomatic Academy of Vietnam.



### TOPIC

Conflict Transformation, Simulation Game

### LOCATION

Hanoi, Vietnam

### CONTACT

Oliver Wiechmann

### DURATION

24.04.2021-25.04.2021

### PARTICIPANTS

24

### PARTNERS

Diplomatic Academy in Vietnam,  
Konrad Adenauer Foundation

# ACTIVITIES

## ARABIA FELIX – PEACEBUILDING QUIZ



### TOPIC

Conflict Transformation , Consultancy , Simulation Game

### LOCATION

Online

### CONTACT

Jan Lucas

### DURATION

01.03.2021 – 30.06.2021

### BENEFICIARIES

>10.000 final beneficiaries

### DESCRIPTION

In the framework of the Peace Process Support for Yemen (PPSY) implemented by the GIZ, we developed an online peace-building quiz. The quiz addresses young Yemeni citizens and aims at educating them on peace, conflict and violence. The quiz was developed in cooperation with local advisors in order to adequately address these sensitive topics and ensure the accessibility of the quiz. Its overall goal was to educate local actors in the field of peacebuilding and develop their capacities to be able to voice their own thoughts on these topics.

The quiz is structured into ten sequences with several sub-topics, covering the subject in a comprehensive manner. The quiz does not solely include questions on basic definitions and concepts of peacebuilding but also includes questions on the application of these concepts in local contexts. Further, it addresses related issues such as sustainability and gender equality and thereby ensure a comprehensive and adequate didactical value.

Participants gained a deeper understanding on the topics of non-violent conflict resolution in a playful manner. Thanks to the quiz's high emphasis on local customs and culture, participants were able to implement their acquired knowledge and methods to their daily lives. Additionally, students with a suitably high score earned the opportunity to voice their own ideas for peacebuilding in Yemen. The quiz is accessible on the Atingi E-Learning Platform.

### PROJECT GOALS

Help improving the conditions for non-violent conflict resolution in Yemen.

### TARGET GROUP

Yemeni youth and young adults with and without previous knowledge in peacebuilding.

## ONLINE SIMULATION FOR THE YOUNG POLICY ADVISOR COURSE OF OSCE

### DESCRIPTION

23 young policy advisors took part in our online simulation “OSCE – Mitigating Risks of Climate Change“. The scenario is set during the annual Ministerial Council Meeting of the OSCE in December 2021 in Stockholm. On the initiative of several member states the MC has identified the need to sharpen the profile of OSCE in dealing with the consequences of climate change.

The participants took over the role of foreign ministers of OSCE participating states and tried to come up with a comprehensive declaration, relating climate change to three core thematic areas of the organisation: Energy Security, Migration and Good Governance. Apart from negotiating the text of the declaration, press conferences were simulated to give the participants the chance to work on their public communication skills.

Through the simulation, the participants not only gained a deeper understanding of how the Ministerial Council functions or what manifold challenges climate change brings to the working fields of OSCE but could test the competences they gained during the course in a realistic environment.

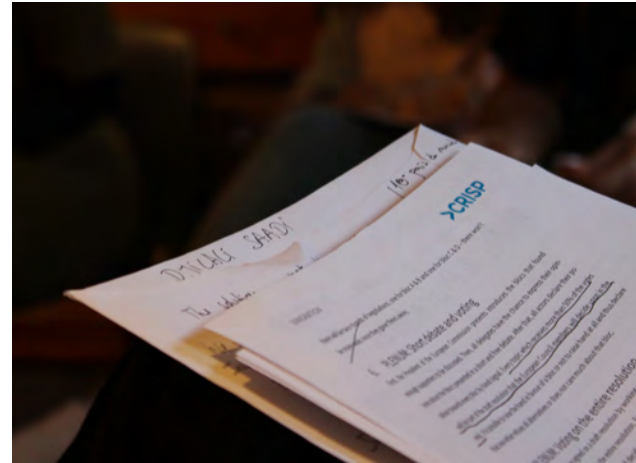
### PROJECT GOALS

The specific learning objectives of the simulation game were:

- 1) Assessing and improving participants’ effectiveness in closed positional bargaining
- 2) Enhancing communication skills to pursue own interests among OSCE participating states
- 3) Improving statement and declaration writing skills on a given topic

### TARGET GROUP

The target group were 23 participants of the Young Policy Advisor Course organized by the OSCE Office for Democratic Institutions and Human Rights (ODIHR).



#### TOPIC

Professional Qualification, Simulation Game

#### LOCATION

Online

#### CONTACT

Florian Dunkel

#### DURATION

25.06.2021-26.06.2021

#### PARTICIPANTS

23

#### PARTNERS

Office for Democratic Institutions and Human Rights

# ACTIVITIES

## WORKING IN CONFLICT-SENSITIVE CONTEXTS - METHODS OF CONFLICT TRANSFORMATION IN THEIR PRACTICAL APPLICATION



### TOPIC

Professional Qualification, Scenario Planning, Discrimination

### LOCATION

Berlin, Germany

### CONTACT

Lennard Brodner

### DURATION

22.10.2021 – 24.10.2021

### PARTICIPANTS

20

### DESCRIPTION

After a short recap of the Do-No-Harm approach and complementary decolonial perspectives, we introduce the concept of conflict transformation as well as a selection of conflict analysis tools. The heart of the workshop is the application of principles of conflict transformation, conflict analysis tools and other learned concepts in an interactive simulation game. By actively engaging in the simulation, the participants tested their knowledge and skills while facing the challenge to initiate decision-making processes on their own responsibility. Such an approach visualizes unconscious behavior and thinking patterns while consciously strengthening the participants' ability to act and enhances the capability to actively integrate principles of conflict sensitivity.

### PROJECT GOALS

This workshop aims to increase awareness for the communication with local partners on eye level and prepare participants for their work in conflict sensitive settings by conveying basic principles of conflict transformation as well as conflict analysis tools and stress resilience.

### TARGET GROUP

Actors from NGOs in Germany who are active in development cooperation. Furthermore, the workshop addressed those who work in public institutions or think tanks on topics related to development cooperation or humanitarian aid and students who aspire to a career in the development/humanitarian sector.

## ANTI-RACISM WORKSHOP WITH VOLUNTEERS FROM BERLIN REFUGEE-SUPPORT-INITIATIVES

### DESCRIPTION

The workshop was carried out in the context of the aftermath of the so-called “summer of migration”. Back then many of the already existing support structures grew significantly and became increasingly crucial supplement to state or federal initiatives. However, despite the great motivation and good will of the volunteers their work is not free of conflicts. Many of these conflicts have to do with social power relations that are shaped by racism and the immense institutional thresholds that refugees face in Berlin.

In order to mitigate and prevent these conflicts the participants learned about historical dimensions of migration and racism, modern manifestations of racism in the context of flight and asylum in Germany, the critical whiteness approach and engaged in intense exchange on common challenges and conflicts they experienced in their volunteer work.

Therefore the trainers made use of a variety of non-formal education methods in order to address different learning types but the core of the workshop was the peer to peer exchange in small groups and plenary discussions. At the end of the workshop participants learned about and practiced to use conflict analysis tools and developed their own strategies on how to constructively deal with different kinds of conflicts that they experienced using Augusto Boal’s theater of the oppressed.

At the end the participants were very happy stated to have enjoyed eye-opening new perspectives on their work and the exchange with likeminded peers in particular. After the workshop they will serve as multipliers and prepare offers and events for their co-workers who did not attend the workshop in order to pass on the lessons learned.



### TOPIC

Discrimination , Migration

### LOCATION

Berlin, Germany

### CONTACT

Lennard Brodner

### DURATION

26.11 until 28.11.2021

### PARTICIPANTS

Volunteers that work in refugee-support-structures in Berlin

### DONOR

Bundesamt für Migration und Flüchtlinge

### PROJECT GOALS

The overall goal was to better prepare volunteers for their work in the context of flight and migration and sensitized for their own role as well as unconscious patterns of thinking and behavior.

# ACTIVITIES

## CERTIFICATE TRAINING “PEACE AND CONFLICT” FOR OSCE ACADEMY



### TOPIC

Conflict Transformation , Consultancy , Simulation Game

### LOCATION

Kyrgyzstan

### CONTACT

Oliver Wiechmann

### DURATION

04.10.2021 – 09.10.2021

### PARTICIPANTS

19

### DESCRIPTION

From 4 till 9 October 2021, 19 participants from Kyrgyzstan, Kazakhstan, Uzbekistan, and Mongolia participated in the Certificate Training on Peace and Conflict, organized by the OSCE Academy in Bishkek in partnership with CRISP.

The Certificate Training on Peace and Conflict provided participants with a comprehensive introduction to concepts, tools and methods in the field of conflict transformation. In the first half of the course, the focus was on an in-depth exploration of key terms and concepts as well as tools of conflict analysis.

During the second part of the training, the conflict situation KODORI was implemented, dealing with proto-typical challenges of a post-war situation. In the role of key stakeholders, the participants had the task to negotiate a comprehensive peace agreement after a first ceasefire had been agreed upon. This experience gave the possibility for the participants to test the gained competencies in a realistic environment, get a deeper understanding of complex conflict dynamics and develop ideas for effective interventions in conflict settings. The whole training course was held interactively, giving space for reflection as well as an exchange of experiences between the participants.

### TARGET GROUP

Participants were young and mid-level professionals, working in NGOs or governmental organisation from Kyrgyzstan, Uzbekistan, Kazakhstan and Mongolia.

### PROJECT GOALS

This training aimed to increase awareness on concepts, tools and methods in the field of conflict transformation and develop the skills for their practical application.



## YOUTH PARTICIPATION IN KYRGYZSTAN

### DESCRIPTION

The consultancy aimed at enhancing need-based youth promotion measure on a municipality level in Kyrgyzstan. This was realized through involving young people in the planning, implementation and monitoring of related activities. In a first step a community need assessment workshop was held for youth leaders and municipal representatives from 10 communities. Participants learned about research techniques and developed their own plans on how to find out more about the needs of young people in their environment. After conducting the youth needs assessments, a second workshop was held, focusing on the development of tailor-made youth promotion initiatives based on the outcomes of the research. These initiatives were subsequently implemented in cooperation between youth leaders and municipal representatives in the targeted communities.

### PROJECT GOALS

The specific objectives of the project were

- 1) To equip youth leaders with the necessary skills to conduct youth needs assessment in their communities, using analogue and digital means
- 2) To develop and implement need-based youth promotion measures

### TARGET GROUP

**Youth Leaders:** 20 Youth leaders from 10 municipalities were trained in basic research methods to conduct their own needs assessments.

**Representatives of municipalities:** 10 municipality workers and members of the local government took part in the training measures and supported the assessment process.

**Youth:** Over 200 young people took part in the youth needs assessments and 1300 young people benefited from the youth promotion measures implemented in the targeted municipalities.



#### TOPIC

Citizen Participation

#### LOCATION

Kyrgyzstan

#### PROJECT COORDINATOR

Oliver Wiechmann

#### DURATION

01.06.2021 – 30.11.2021

#### PARTICIPANTS

200

#### BENEFICIARIES

200 1300

#### BUDGET:

34.981,89 EUR

### OUTCOMES/ACHIEVEMENTS

Apart from the newly developed competences of the youth leaders and the enhanced cooperation with representatives of municipalities in total 26 activities were conducted to meet the needs of the young people. Activities formats reached from conducting employment training over the opening of a library to the establishment of a youth development center in Ak-Dobo.

# INTERNAL

## 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 different skills, qualifications and regional expertises, what gives us the possibilities to adopt to many different needs and requests. Furthermore we are a hosting organization for the European Solidarity Corp.



### **Florian Dunkel**

*Executive Director*

M.A. Political Science

Focus: Civil Society Development, Civic Participation, Conflict Management



### **Kateryna Pavlova**

*Project Coordinator*

M.A. Cultural Diplomacy

Focus: Non-formal education, cultural diplomacy, peaceful conflict transformation

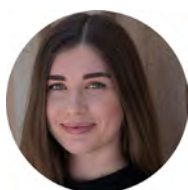


### **Jan Lucas**

*Project Coordinator*

M.A. in International Affairs

Focus: Conflict Analysis, Geo-Politics, Conflict Mediation and Management



### **Anastasiia Halyko**

*Project Coordinator*

M.A. Linguistics

Focus: Eastern Europe; Social change, Youth engagement



### **Elena Fiedler**

*Trainee*

M.A. Cultural Science and Urban Research

Focus: Conflict transformation



### **Annette Reinecke**

*Accounting*

Focus: Numbers and foreign currencies



### **Andreas Muckenfuß**

*Executive Director*

M.A. Public Administration

Focus: Geopolitics, Peace & Conflict, Anti-Corruption-Policies



### **Oliver Wiechmann**

*Project Coordinator*

M.A. Educational Science

Focus: Peace Education, Democratic participation, Theory-Practice discourse



### **Nadine Fahmy**

*Project Coordinator*

BA in Economics

Focus: youth empowerment, civic education, Non-formal education

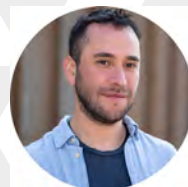


### **Frederick Broers**

*Trainee*

MSc in International Relations

Focus: Conflict Management and -Mediation



### **Nicolás Soto**

*Trainee - Latin America*

Int. Human Rights, Public Policy, Democracy and Justice Systems

America.

# INTERNAL

## THE TEAM



**Tyt Andreiev**

*ESC volunteer*  
Master in International Law  
Focus: Conflict Transformation,  
Human Rights, Rule of Law



**Dina Farid**

*ESC volunteer*  
BA in Media Studies  
Focus: MENA region, civic education

## ASSISTANTS



January-March

**Sabeth Kessler**

*Assistant*



March-December

**Louise Luedke**

*Assistant*



October-December

**Fardin Jamal**

*Assistant*



October-December

**Robert Schirmer**

*Assistant*

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.

# FINANCIAL REPORT

## FINANCIAL OVERVIEW – NET INCOME DETERMINATION 2021

### A. IDEAL FIELD OF ACTIVITY

#### INCOME

membership-fees	873 EUR
donations	4.112,42 EUR
project grants	1.113.877,98 EUR
project coordination & trainings	74.174,75 EUR
IBB Corona support programme	7.910,14 EUR
participant fees	615,00 EUR
accounting error	62,90 EUR
other:	0,00 EUR

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**SUM: 1.201.626,19 EUR**

#### EXPENDITURES

payment of project coordination to other institutions	-500.366,18 EUR
salaries incl. reimbursables	-344.362,00 EUR
honoraries & external personnel costs	-92.196,00EUR
volunteer programm payment	-5.450,00 EUR
travel costs, accommodation etc.	-51.391,65 EUR
back-payment project grants	-36.032,99 EUR
(technical) acquirements	-9.864,50 EUR
stationery & printing	-9.346,10 EUR
catering costs	-2.506,98 EUR
office rent & electricity costs	-22.162,46 EUR
telephone & internet etc.	-995,37 EUR
software	-9.582,17EUR
insurances	-1.010,73 EUR
postage and packing	-519,53 EUR
bank charges	-2.825,16 EUR
others	-357,73 EUR
Consulting, WP, RA & Notaries	-7.617,33 EUR
Membership fees, specialist literature, language course	-1.238,14 EUR
Own resources	-28.206,36 EUR

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**SUM: -1.126.520,57 EUR**

# FINANCIAL REPORT

## B. TRUST ADMINISTRATION

### INCOME

interests	0,00 EUR
<b>SUM:</b>	<b>0,00 EUR</b>

### EXPENDITURES

—	
<b>SUM:</b>	<b>0,00 EUR</b>

## C. SPECIAL PURPOSE OPERATIONS

### INCOME

invoice	0,00 EUR
VAT refund	0,00 EUR
<b>SUM:</b>	<b>0,00 EUR</b>

### EXPENDITURES

VAT payment	0,00 EUR
others (allowance)	0,00 EUR
<b>SUM:</b>	<b>0,00 EUR</b>

## D. ECONOMIC BUSINESS ACTIVITIES

### INCOME

<b>SUM:</b>	<b>0,00 EUR</b>
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### EXPENDITURES

<b>SUM:</b>	<b>0,00 EUR</b>
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## TOTAL ACCOUNTING

<b>TOTAL INCOME 2021</b>	<b>1.201.626,19 EUR</b>
<b>TOTAL EXPENDITURES 2021</b>	<b>-1.126.520,57 EUR</b>
<b>TOTAL SURPLUS 2021</b>	<b>75.105,62 EUR</b>

# IMPRINT

## EDITOR

CRISP - Crisis Simulation for Peace e. V.

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