



ANNUAL REPORT
2018

Picture on front page:: *a scene from the simulation game El Koudia in Morocco. In the framework of GIZ' RECOMIG program, we conducted a series of simulation game workshops, with the aim of fostering the cooperation of decision makers and civil society actors when it comes to improving the integration process of migrants in Morocco.*



FOREWORD

Dear reader,

We had another amazing year at CRISP. It goes without saying that we are happy and grateful that we were able to continue our work in the field of conflict transformation, mostly due to our projects in Egypt, Kyrgyzstan, the South Caucasus, Moldova and Ukraine. Due to our devoted efforts over the past years in all regions, we managed to develop a long-lasting approach that finally led to an increase in outreach and visibility of all our activities. This all thanks to the constant support of our friends and partners.

The demand for innovative tools for conflict transformation and civic education is high and we receive requests from all over the world on a weekly basis. This brought us for example to Chile, where we designed a simulation game for civic participation and implemented a workshop-series in different locations.

In order to manage the ever growing demand, we welcomed two new colleagues: Sarah Walther-Young and Nathalie Rücker. Both have a background in non-formal education and women's-empowerment. Additionally, we offered an employment contract to our former European Volunteer Katja Pavlova. As in the past we also hosted two European Volunteers Anna Branets (Ukraine) and Noha Mosaad (Egypt).

As a result of this growth, we reached a major milestone by finding new office space for the expanding team. Leaving our first office in Weisestraße was accompanied by some nostalgia, however we are extremely happy about our new facilities at Ringbahnstraße (S+U Tempelhof) – which perfectly fit our needs.

For the upcoming year, we will continue and complete the projects in Kyrgyzstan and start several new endeavors. New projects are planned for Egypt, Jordan, South Caucasus and Ukraine. Furthermore, we want to establish relationships with the many(potential) partners from our target regions and beyond that are ready to cooperate with us.

We hope to start numerous new cooperative relationships and projects and to make our work even more sustainable. Peacebuilding needs a long-term approach and we do our best to provide the needed spaces for peace to take hold. We look optimistically into 2019 and hope to see old friends and partners again and to expand our network further.



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

ACADEMY FOR CONFLICT TRANSFORMATION

DESCRIPTION

Since 2015 we are contributing to the full time course in peace and conflict work of the Academy for Conflict Transformation. During the pre-final week of the course we are providing a constructive space to reflect on the tools learned during the eight weeks before. Through our simulation game „Kodori“ we are testing the feasibility of those tools when it comes to real-life-challenges. Here we are building on our experience from the field and the lessons learned from our own peace projects.

ACTIVITIES/OUTCOME

The course consisted of 10 young professionals from all over the world. The simulation game “Kodori” gave the participants the safe space needed to try out negotiations themselves and gave them further insights on how to deal with different actors from track 1 and 2 and how to convince them to engage in a peacebuilding process.

ACHIEVEMENTS/IMPACT

In the framework of our module, we implement a simulation aimed at familiarizing the participants with possible situations and environments of their future employment. Over the course of the conflict simulation, the participants have a chance to apply the knowledge and the tools that they had previously learned in and outside of the course. In the safe environment of the “conflict simulation” they experience the concrete challenges, when it comes to actually applying those tools.

By this we raise self-awareness about their individual learning process and help them to identify the personal and technical aspects they would like to develop further. The simulation helps the participants to understand conflict issues and dynamics and discuss possible (re-)actions. Consequently, the simulation offers the possibility to reflect upon the own behavior and role in conflict environments.



TOPIC

Conflict Transformation

LOCATION

Königswinter, Germany

PROJECT COORDINATOR

Florian Dunkel

DURATION

2015 - 2018

PARTICIPANTS

89

PARTNERS

Akademie für Konflikttransformation des forumZFD

PROJECTS

PEACE AND CONFLICT CONSULTANTS [KYRGYZSTAN]



LOCATION

Kyrgyzstan (Regions: Chuy, Talas, Issyk-Kul, Jalalabad, Batken, Osh, Naryn)

PROJECT COORDINATOR

Oliver Wiechmann

DURATION

01.04. - 31.12.2018

NO. OF PARTICIPANTS:

624 participants

NO. OF BENEFICIARIES:

approx. 2.000

BUDGET:

112.078,20 EUR

PARTNERS:

National Council of the Youth Committees and Organizations of the Kyrgyz Republic.

DONORS:

This project is funded by ifa with resources provided by the German Federal Foreign Office

DESCRIPTION

Kyrgyzstan is considered to be the most liberal and open state in Central Asia. However, the country is affected by a number of overlapping division lines that fragment society and it still struggles to form an identity inclusive to all inhabitants. Therefore, the overall aim of the project was to contribute to a more cohesive Kyrgyz society through increasing the quality and acceptance of non-violent conflict-transformation activities in all seven regions of Kyrgyzstan.

ACTIVITIES/ TARGET GROUP

In the first phase of the project, 26 young people from all seven regions of Kyrgyzstan were trained as Peace and Conflict Consultants (PCCs). Those were active youth, willing to enhance their qualification in the field of peace and conflict work. After conducting a conflict analysis, peace initiatives were developed and implemented by the trained PCCs, targeting relevant stakeholders of the respective conflict setting. Additionally, a parallel project component involved state officials on national and local level, bringing them together with the trained youth in round table formats.

ACHIEVEMENTS/IMPACT

The overall aim of the proposed project was to contribute to a more cohesive Kyrgyz society through increasing the quality and acceptance of non-violent conflict-transformation activities in all seven regions of Kyrgyzstan. In total 15 peace initiatives were implemented, dealing with various topics, such as inter-ethnic relations, school violence or inter-tribal conflicts. The initiatives were accompanied by local community meetings and two national roundtables, where civil society actors and state officials discussed the proposed activities.

In total more than 2000 people were reached through the activities and around 130 local and national stakeholders took part in the dialogue meetings.

YOUTH AND RELIGION

DESCRIPTION

Additionally, to our project, Peace and Conflict Consultants Kyrgyzstan, we continued our involvement in the region by cooperating with GIZ Kyrgyzstan in the frame of a consultancy.

During the cooperation, CRISP has conducted a workshop for developing a simulation game that tackles questions of religion and is aimed to enable young people to form their own opinion about the topic. After heated debates on what young people need and should get informed about, the game was developed, dealing with conflicts between students in a school setting. The simulation was implemented during nine workshops in Bishkek and Issyk-Kul, Jalalabad and Naryn Regions in Kyrgyzstan. It was used as a tool for empowering young people to form their own opinions.

ACTIVITIES/ TARGET GROUP

The activity targeted young active persons from Kyrgyzstan as well as selected representatives of organizations working on research in the field of religion. This primary target group was trained in writing and facilitating simulation games. The local workshops targeted young people from the three different regions in Kyrgyzstan who were interested in learning about religion.

ACHIEVEMENTS/IMPACT

The activity aimed to empower young people to form their own opinion on questions regarding religion. In order to achieve this, young people need to be able to gather reliable information about religion as well as strengthen their capacities in analytical and critical thinking. These abilities were targeted by the simulation game. Furthermore, the project aimed at building the capacity of young persons and organizations working on research in the field religion to develop and facilitate simulation games.



TOPIC

Prevention of Religious Extremism

LOCATION

Bishkek and Issyk-Kul, Jalalabad and Naryn Regions in Kyrgyzstan

PROJECT COORDINATOR

Erzsébet Lajos

DURATION

17.05. – 30.09.2018

NO. OF PARTICIPANTS

20

NO. OF BENEFICIARIES

approx. 200

BUDGET

28.516,00 EUR

PARTNERS

Gesellschaft für Internationale Zusammenarbeit (GIZ), Germany

PROJECTS

PEACE AND CONFLICT CONSULTANTS - EASTERN EUROPE + CAUCASUS + RUSSIA



TOPIC

Conflict Transformation

LOCATION

Armenia, Azerbaijan, Georgia, Moldova, Russia, Ukraine

PROJECT COORDINATOR

Florian Dunkel

DURATION

01.05. until 31.12.2018

NO. OF PARTICIPANTS:

40

NO. OF BENEFICIARIES:

approx. 200

BUDGET:

79.960,44 EUR

PARTNERS:

PATRIR, Romania

DONORS:

German Federal Foreign Office

DESCRIPTION

“Frozen” conflicts, political and economic instability, weak democracy and corruption continue being widely spread phenomena in the countries of EU-Eastern Partnership and Russia. As a reaction on that, we train youth from these countries as peacebuilders. They have been gaining knowledge and putting it into practice in their countries since over 3 years now.

In 2018 we completed this training, summarized our results and made them accessible to all those working on peacebuilding in the region. Furthermore, we are working on mapping of the active peacebuilding actors and encourage their networking for creation of a functioning infrastructure for peace.

ACHIEVEMENTS/IMPACT

The main objective of the project is to increase the quality of civil society peacebuilding measures in the target region and thus to contribute to the establishment of a sustainable peace infrastructure. We understand quality as increasing the competence of peace forces to apply proven methods of peaceful conflict transformation to specific contexts.

Likewise, the quality of individual measures can be significantly improved by linking them specifically to the activities of other actors. Improving quality also contributes to standardizing in the field of training for peacebuilders through the comprehensive evaluation of the curricula of the last three years. Last but not least, this should increase the visibility of peace-building measures and thus improve their acceptance in societies.

SIMULATING EGYPTIAN TRANSITION – 5

DESCRIPTION

The SET-Project-Series aimed to transform stereotypes and mindsets to reduce conflicts between different groups and regions in Egypt. The series was mainly based on the theory of change that through initiative building as a tool to promote youth community engagement and active citizenship, youth can become agents of development and positive impact as well as ambassadors of the values of peaceful coexistence. This project built stronger coalitions of actors from different sectors across the Egyptian governorates, which significantly contributed to greater social cohesion through the successful implementation and sustainability of the youth's proposed initiatives. During the previous projects we elaborated a comprehensive vision for the future of Egypt, based on workshops in 10 different governorates from all over Egypt, with circa 300 participants. Together, we agreed on the following motto: "We want to attain a peacefully coexistent community, guaranteeing justice for all, offering equal opportunities, celebrating diversity through raising awareness and activating rightful legislations."

ACHIEVEMENTS/IMPACT

With our efforts we contributed to a valued-based, sustainable social change within the Egyptian society. During our previous activities, we started to focus on these five values: humanity, equality, honesty, social justice and freedom. Since then we are committed to realize this ambitious goal(s).

We developed two simulation games that were implemented several times in 15 governorates, in some cases even with the support of the Ministry of Youth & Sports. In the course of the project 15 initiatives were jointly designed, planned and implemented - reaching out to more than 5.000 beneficiaries.



TOPIC

Conflict Transformation

LOCATION

15 governorates in Egypt

PROJECT COORDINATOR

Andreas Muckenfuß

DURATION

15.02.2018 – 31.12.2018

NO. OF PARTICIPANTS:

approx. 100

NO. OF BENEFICIARIES

approx. 5.000

BUDGET

349.961,10 EUR

PARTNERS

Center for Development Services, Egypt

DONORS

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

PROJECTS

D.R.E.A.M.



TOPIC

Conflict Transformation

LOCATION

14 cities and villages in all seven regions of Kyrgyzstan

PROJECT COORDINATOR

Oliver Wiechmann

DURATION

March 2017 - February 2019
[ongoing]

NO. OF BENEFICIARIES

approx. 8.000

BUDGET

860.000,00 EUR

PARTNERS

DW-International and
Youth of Osh

DONORS

EuropeAid

DESCRIPTION

The two-year project in cooperation with DW International, IRM and Youth of Osh in Kyrgyzstan, called D.R.E.A.M. has come to its second year. The project has multiple components ranging from media work to community security dialogue. It was aimed at establishing a constructive dialogue on the relation between democracy and religion as well as the prevention of religious radicalization. Thus, the project completes our activities in Kyrgyzstan, strongly relating to them in topic and methodology.

ACTIVITIES/TARGET GROUP

Young people from the 14 targeted cities and villages have developed and implemented their Initiatives, involved representatives of state and religious institutions in their plans and have implemented activities ranging from street-art, awareness raising workshops, to women's empowerment seminars and thus activated local crime prevention centers in all localities. We have conducted an evaluation workshop during which we have analyzed the impact of the initiatives and how the activated local crime prevention centers in these cities and villages can contribute to a sustainable impact of our project.

ACHIEVEMENTS/IMPACT

The overall objective of the project is to foster a cohesive, democratic society in Kyrgyzstan by involving and building the capacity of various stakeholder in the prevention of radicalisation and the mitigation of existing tensions. The specific objectives are:

1. To strengthen the capacities for peaceful intercultural and inter-religious dialogue on national and regional levels
2. To strengthen community potential to prevent radicalisation and violent extremism
3. To build up resilience against radical narratives, especially among young people

K2GAMES - LEARNING BY PLAYING

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 a European and global level, for young people to be appropriately educated in the topics of environmental health and sustainable consumption.

ACTIVITIES/OUTCOME

Together, we want to explore the possibilities that games open for an effective and sustainable environmental education concept and develop two board games and five simulation games tackle the most pressing issues within these topics as well as a guide how to use them in educational situations. The process will start with a seven-day training bringing together youth workers from Romania, Italy, Lithuania and Germany. The games and the guide will be published online in five languages, available to download for free.

ACHIEVEMENTS/IMPACT

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. Further, we aim to provide 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 foster a better awareness of games as tools for development of knowledge, skills and attitudes among the community of youth workers and young people.



TOPIC

Citizen Participation

LOCATION

Romania, Germany, Italy and Lithuania

PROJECT COORDINATOR

Erzsébet Lajos

DURATION

September 2018 -April 2020

NO. OF PARTICIPANTS

20 Game Developers, 80 Multipliers, approx. 400 Youth Workers

BUDGET

127.299,- EUR

PARTNERS

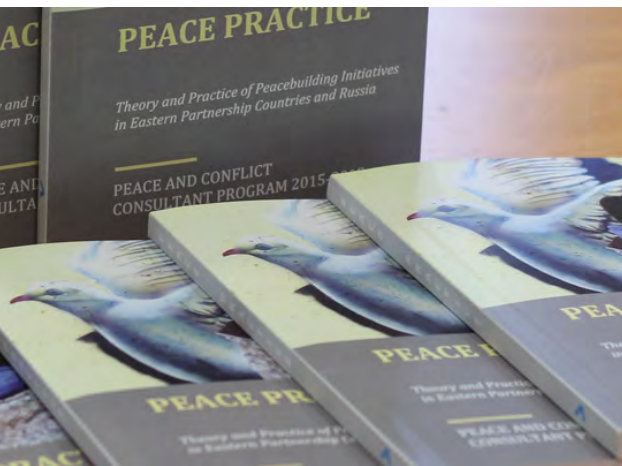
Society for Responsible Consumption (Romania), Insight_epd (Italian), European Environment and Health Youth Coalition (Lithuania).

DONORS

Erasmus+

PROJECTS

HANDBOOK ON PEACE PRACTICE IN EASTERN PARTNERSHIP AND RUSSIA



DESCRIPTION

Within the project “Peace and Conflict Consultant” we created a handbook “Peace Practice: Theory and Practice of Peacebuilding Initiatives in Eastern Partnership Countries and Russia”. This is a product of a collaborative working process of 16 authors from six countries, over 50 interviewed respondents, editors and designers. The idea of it emerged out of the perceived need for sources reflecting on training curricula for peacebuilders and a desire to contribute to professionalization in the field of peacebuilding by experience sharing and linkage.

ACTIVITIES/OUTCOME

In this handbook, we gathered information about the training modules and implementation phases, analyzed, evaluated and present it to those, who develop curricula for peacebuilders, implement peace initiatives and others interested in the field.

ACHIEVEMENTS/IMPACT

For four years 2015-2018 a group of Peace and Conflict Consultants from Armenia, Azerbaijan, Georgia, Moldova, Ukraine and Russia, was receiving training in peaceful conflict transformation, starting with its basic terms and theories and finishing with facilitation, networking and self-reflection skills. Simultaneously, Peace and Conflict Consultants were implementing initiatives addressing the local challenges and targeting peace in the region. The structure of the handbook mirrors that of the project, as it starts with defining how peacebuilding was understood in the course of this project, gets more concrete about what has been done within the project Peace and Conflicts Consultants in terms of theory and practice and finishes with our recommendations based on the best practice and lessons learned. We gave many efforts to this handbook and hope that the readers will find some useful insights and inspiration for establishing peace.

TOPIC

Conflict Transformation

LOCATION

Armenia, Azerbaijan, Georgia, Moldova, Russia and Ukraine

PROJECT COORDINATOR

Florian Dunkel

DURATION

01.03. until 31.12.2018

NO. OF PARTICIPANTS:

Over 20 trained Peace and Conflict Consultants, 6 Researchers, over 1000 participants of the local activities in the target countries

BUDGET:

287.250,81 EUR

PARTNERS:

PATRIR (Romania)

DONORS:

German Foreign Federal Office

TRAINING FOR YOUNG DIPLOMATS FROM LAOS AND CAMBODIA

DESCRIPTION

In the framework of the international diplomat training of the German Federal Foreign office we organized a simulation game on the topic of UN Security Council Reform for young diplomats from Laos and Cambodia.

PROJECT GOALS

Within the simulation the participants were presented with the task to discuss the crucial points of a UN Security Council reform. Those included a possible increase in the number of seats, the regional distribution of the membership and a change in the veto rights.

Through their participation they got a deeper understanding of the divergent interest of the main stakeholders in the process as well as a better insight in the reform proposals currently on the table. Apart from that they could train their skills in negotiation as well as public speaking.

TARGET GROUP

The participants were young diplomats from Laos and Cambodia, who were taking part in the international diplomat training of the German Federal Foreign Office.



TOPIC

Conflict Transformation

LOCATION

Berlin, Germany

PROJECT COORDINATOR

Oliver Wiechmann

DURATION

09.11.2018

PARTICIPANTS

15 young diplomats from Laos and Cambodia

PARTNERS

Training for Int. Diplomats
(German Federal Foreign Office)

ACTIVITIES

TRAINING WITH INTERNATIONAL DIPLOMATS



TOPIC

Professional Qualification

LOCATION

Berlin, Germany

PARTICIPANTS:

17 diplomats and participants of the International Parliamentary Fellowship Programme

PARTNERS

Federal Foreign Office- Training for International Diplomats

CONTACT

Nathalie Rücker

DESCRIPTION

As part of the “10th International Diplomatic Re-invitation Programme” 17 diplomats and participants of the International Parliamentary Fellowship Programme took part in our simulation game Kodori at the Federal Foreign Office in Berlin.

During the simulation, we intended to create a safe space for the participants to take on different roles and challenge their understanding of the dynamic nature of conflict, its complexity and the capacities of the international community to resolve conflict. In doing so, the participants were faced with the chances and obstacles of sustainable conflict transformation processes. Furthermore, they were able to develop and test alternative problem-solving approaches.

OUTCOME

Understanding the dynamic nature of conflict and the capacities of the international community to resolve them. Understanding the challenges, chances and obstacles when it comes to set up a sustainable conflict transformation process. Develop and test alternative problem-solving approaches when it comes to negotiating peace agreements.

After the game, an evaluation took part, in which the participants were able to reflect about the process and their learning outcomes. These included an improvement of their negotiation skills, as well as a deeper understanding of the complexity of post-conflict contexts.

During the reflection it became obvious, that the participants had to think about how to treat spoilers, how to deal with hidden agendas, and what the first steps to a sustainable peace agreement are. In conclusion, the fictional scenario of „Kodori“ was a helpful way of discussing possible peacebuilding solutions in an experimental environment.

SIMULATION GAME *TRANSOLVIA*

DESCRIPTION

Spaces for the important work of civil society are shrinking in countries all over the world. Government repression, increased regulations, corruption and forced registration are just a few ways in which this space is becoming smaller. The simulation game *Transolvia* addresses this issue by showcasing the interactions between government representatives, international donors and members of civil society and allowing participants to develop new perspectives by taking on new roles in the dynamic.

Twenty-three international participants from the Cross Culture Programme run by IfA (Institut für Auslandsbeziehungen), currently doing internships with a variety of German civil society organizations, came together for a two-day workshop with CRISP on 13. and 14. November to examine the role of civil society in their countries as well as the changing landscape and challenges for this vital element of democracy.

OUTCOME

The purpose of the seminar was to acquaint the participants with the method of simulation gaming as a means of examining, from a new perspective, a situation that is present in their own country and a subject which is relevant to their own work in civil society. The participants also interacted with one another to learn about the phenomenon of “shrinking spaces” for civil society and what it looks like in their respective countries.



TOPIC

Conflict Transformation

LOCATION

Berlin, Germany

PARTICIPANTS

23 Cross Cultural Interns from the Cross Cultural Programm of IfA (Institut für Auslandsbeziehungen)

PARTNER

Institut für Auslandsbeziehungen

CONTACT

Sarah Walther-Young

ACTIVITIES

SIMULATION GAME: *TABERLINGEN*



TOPIC

Migration, Integration, Civic Education

LOCATION

Döllnsee, Brandenburg, Germany

NO. OF PARTICIPANTS

24 IPS scholarship holders from Arabic states

PARTNERS

AlSharq, Germany

CONTACT

Erzsébet Lajos

DESCRIPTION

Since less displaced people are arriving to Germany than in 2015 and 2016, we have updated our simulation game Taberlingen, dealing with issues and challenges connected to migration. The focus of the issues has shifted from housing and emergency care to social and cultural integration as well as access to education and the labour market.

At the same time, the claims for deportation and secure borders in Europe have increased throughout the continent. These developments needed to be incorporated in the simulation in order to give an overview of the full range of issues regarding the complex topic.

We have implemented the updated game on the 15th of September on the last day of a workshop on pluralistic societies organized for IPS scholarship holders from Arabic states. 24 young people have discussed, negotiated and compromised on ideas how to take on the challenges and use the chances that migration has led to.

OUTCOME

The three-day workshop had the purpose to get the group acquainted with the way the German society is diverse and how it manifests in Berlin.

After several discussion rounds, presentations and meetings, the goal of the simulation game was to encourage interaction and reflection about the topic, but also to offer a different approach to learning.

Participants have had the chance to get a deep insight into the many complex and codependent aspects on diversity and integration, experience an exchange between actors of very different opinions and form their own differentiated ideas and views on the topics.

LEADERSHIP ACADEMY OF THE GERMAN ARMY (BUNDESWEHR)

DESCRIPTION

For the “Leadership Academy” of the German Army (Bundeswehr) we conducted a Workshop on improving civil-military cooperation. The workshop was part of a two-years training program after which the participants become officers of the general staff. The workshop was centered on a simulation game in which the officers took over the roles of different military, civil and local actors in a fictional conflict setting.

The simulation had a two-fold approach. Firstly the participants had to develop guidelines to organize civil-military cooperation more efficiently, without neglecting the different approaches to conflict transformation. Relevant questions to be answered were, how a division of tasks between military and civil actors could look like, how to involve the local population in this process, and to what extend and what kind of information the respective actors are willing to share with each other.

In the second part, the participants found themselves in a concrete crisis situation, and were asked to put the before developed guidelines into practice..

OUTCOME

As a result of the workshop the officers got new insights in the perspectives of civil actors when it comes to acting in a conflict driven environment. This helped them to gain a deeper understanding of the needs and logics of the actions of civil actors. The participants highlighted the value of a comprehensive and structured exchange between the actors engaged in the field, and expressed their demand for more such formats in the future.



TOPIC

Civil-Military Cooperation

LOCATION

Hamburg, Germany

NO. OF PARTICIPANTS

12 senior officers, mostly in the rank of Majors and Lieutenant Commanders

PARTNERS

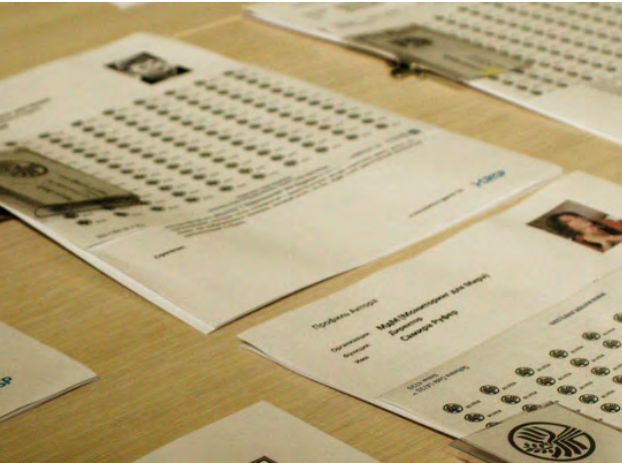
Führungsakademie der Bundeswehr

CONTACT

Florian Dunkel

ACTIVITIES

SEMINAR ON COMPLEXITY MANAGEMENT



TOPIC

Professional Qualification

LOCATION

Landesfortbildungsstätte Tam-
bach Dietharz, Germany

NO. OF PARTICIPANTS

14 state employees in leadership
positions

PARTNERS

Ministry of Interior Affairs and Mu-
nicipalities of Freistaat Thüringen

CONTACT

Erzsebet Lajos

DESCRIPTION

We introduced the group to the concept of complexi-
ty and underlined the difference between something
being complex and something being complicated.
The participants were educated in the Cinefyn Frame-
work, which was developed by David Snowden and
clarifies the differences between simple, complica-
ted, complex and chaotic situations.

They identified overarching themes and issues in their
work, and by using the framework, were able to sort
them by category. The participants learned methods
such as inquiry, safe-to-fail experimentation and ad-
aptive action to understand and tackle the complex
elements of their own working environment.

They worked together create action plans for all-
eviating some of the pressures associated with their
complex work tasks and responsibilities. In addition,
in order to experience complexity in action, the parti-
cipants took part in a simulation game.

OUTCOME

The goal of the course was to introduce the partici-
pants to the concept of complexity, to teach them
skills to deal with complex situations in order to in-
crease their skills and competencies in leadership.

SIMULATION GAME: CIVIL WAR IN SYRIA

DESCRIPTION

The simulation game method is a useful tool to uncover causes of conflict and its dynamics. One of the most complex conflicts when it comes to the number of actors and their constantly changing alliances is the current war in Syria.

In order to enable students and pupils to better understand the underlying causes we transferred the conflict in Syria into a simplified model and created a simulation game. This transformation process was instructed by CRISP and realized together with six students from the chair of Middle Eastern Studies at the university of Marburg (Germany).

OUTCOME

Together with the students we wrote the scenario, selected the actors relevant for solving the most urgent issues and developed the respective role-profiles. Furthermore, we also guided the students on how to implement the simulation game, with a special focus on the evaluation phase.

Then, for one and a half days, the simulation game was implemented with 11 pupils from 12th grade, who used the simulation game to develop a roadmap on how to implement a de-escalation zone in the fictitious region of Damaya in Syria.

The pupils very much appreciated the experienced-based way of learning and all of them stated to have increased their understanding of the conflict causes, its dynamics and especially about the different actors at stake. In particular, they highlighted the additional benefit of the simulation game in practicing theories of political science in a semi-fictitious setting.



TOPIC

Conflict Transformation

LOCATION

Marburg, Germany

NO. OF PARTICIPANTS

6 university-students + 11 secondary-school-pupils

PARTNERS

Centrum für Nah- und Mittel-ost-Studien der Universität Marburg, Germany

CONTACT

Andreas Muckenfuß

ACTIVITIES

TRAINING FOR YOUNG DIPLOMATS FROM ISLAND STATES



TOPIC

Professional Qualification

LOCATION

Berlin, Germany

NO. OF PARTICIPANTS

Young diplomats from 15 different island states

PARTNERS

German Federal Foreign Office
- *Training for International Diplomats*

CONTACT

Oliver Wiechmann

DESCRIPTION

In March 2018, we developed and implemented a simulation game on a climate-based crisis scenario for young diplomats from Island States. The workshop was held in the frame of the international diplomat training of the German Federal Foreign Office and dealt with the complex challenge of adapting to climate change in a threatened environment.

OUTCOME

Participants were young diplomats from 15 different island states, who were taking part in the international diplomat training.

During the simulation the participants were asked to develop a long-term strategy on important key issues related to climate change. The scenario was set on a fictional pacific island state and included prototypical challenges, which the participating countries are facing.

This allowed the young diplomats to get a deeper understanding about decision making in complex environments as well as to exchange about the potential of international cooperation in adapting to climate change.

TRAINING FOR YOUNG DIPLOMATS FROM IRAQ

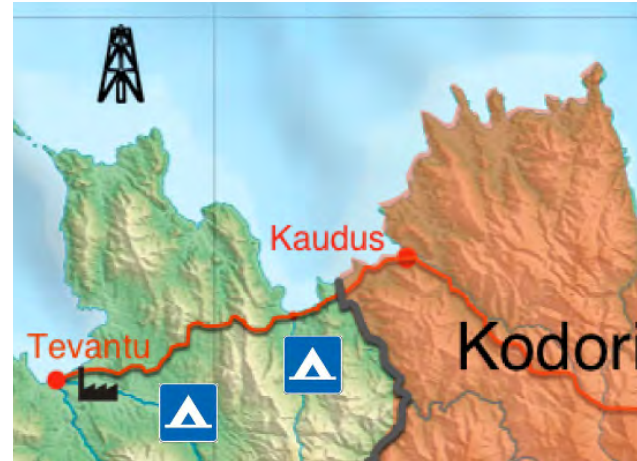
DESCRIPTION

In November 2017, we conducted our simulation game Kodori for young diplomats from Iraq in the frame of the 'Training for International Diplomats' program of the German Federal Foreign Office. During the simulation, the participants engaged with a complex post-conflict scenario and had the task to negotiate a sustainable peace agreement from the perspective of their roles.

OUTCOME

The participants were young diplomats from Iraq, who were taking part in the international diplomat training of the German Federal Foreign Office.

Through the simulation game the participants got the chance to better understand the complexity of peace negotiations in a dynamic environment and to improve their skills in mediating between different interest groups. The workshop also included an introduction to conflict transformation and the participants had the chance to apply the gained knowledge immediately in the simulation.



TOPIC

Professional Qualification

LOCATION

Berlin, Germany

NO. OF PARTICIPANTS

12 young diplomats from Iraq

PARTNERS

German Federal Foreign Office
- *Training for International Diplomats*

CONTACT

Oliver Wiechmann

ACTIVITIES

CITIZEN PARTICIPATION IN CHILE



TOPIC

Civic Education

LOCATION

Santiago, Valparaiso, Coyhaique, Chile

NO. OF BENEFICIARIES

100 pupils and 22 local trainers

PARTNERS

Konrad-Adenauer-Stiftung, Chile

CONTACT

Andreas Muckenfuß

DESCRIPTION

During the whole month of April, we toured through Chile and held several workshops in schools regarding the topic of citizen participation. Actually, the Chilean constitution offers several mechanisms to its citizens to participate on municipal level. Unfortunately, the level of awareness is extremely low. Therefore, we developed a tailor-made simulation game that reflects a typical Chilean municipality, in which the participants have to organize a plebiscite.

OUTCOME

The workshops were dedicated to pupils of secondary school between 15 and 17 years. Moreover, we held a Training-of-Trainers-Seminar for local trainers working in the field of non-formal-education. Their eagerness of learning the method of simulation gaming was overwhelming and we wish them all the best for their own implementations.

The main goal of the workshops series was to raise the awareness about the already existing mechanisms for citizen participation in Chile. Due to the simulation game the motivation of the pupils to learn and understand the different possibilities of citizens taking part in legal decision-making-processes was great and thus the overall learning effect was very high. Some of the regular teachers couldn't believe their eyes when they saw their own pupils enjoying the method of simulation gaming.

Furthermore, we passed on the tailor-made simulation game (Los Alamos) to local trainers of non-formal education, in order to have even greater impact in the future. Both goals were fully reached and we are very happy to have had the chance to implement these activities in cooperation with the Konrad-Adenauer-Foundation.

TRAINING COURSE FOR GERMAN MILITARY (BUNDESWEHR)

DESCRIPTION

The simulation deals with potential future scenarios concerning the development of Ukraine and therefore gives a deeper insight in the challenges the country is currently facing.

The participants took the roles of actors from various sectors (politics, economy, civil society), which enabled them to also better understand the interdependencies between the actions of different interest groups.

OUTCOME

The participants were all professional soldiers of the German Military. They all are part of the Training-Center in Munster, Germany.

The soldiers simulated the most relevant stakeholders of the conflict in Eastern Ukraine. Beginning at the status quo they simulated the upcoming 12 months.

During the evaluation phase the participants shared their insights on negotiation techniques and stressed the importance of diplomatic means for settling conflicts.



TOPIC

Conflict Transformation

LOCATION

Julius-Leber-Kaserne, Berlin, Germany

NO. OF BENEFICIARIES

21 professional soldiers of the German Military

PARTNERS

Bundeswehr -
Ausbildungszentrum MUNSTER

CONTACT

Andreas Muckenfuß

ACTIVITIES

SIMULATION GAME *BRIBANIA* FOR MORE TRANSPARENCY IN UKRAINE



TOPIC

Corruption

LOCATION

Kyiv, Ukraine

NO. OF BENEFICIARIES

23 college and University Students

PARTNERS

TRAVA - Transparency Vision Action - (Kyiv, Ukraine)

CONTACT

Katja Pavlova

DESCRIPTION

Transparency Vision Action (TRAVA) is a project created by a group of five students studying at the Free University of Berlin (East European Studies).

PROJECT GOALS

The aim of the project was to gather students from all over Ukraine and raise awareness on the lack of transparency in the Ukrainian system of higher education. Moreover, the project promoted various initiatives aimed at strengthening academic integrity of the Ukrainian scientific community. The students received an opportunity to try out various approaches in dealing with corrupt officials.

TARGET GROUP

The simulation game addressed students from all over Ukraine in the age of 16 to 25 years old.

ACTIVITIES

The participants received an input consisting of theoretical lectures, project management master classes, trainings on dealing with open data as well as introduction of the National Agency on Corruption Prevention. They implemented the gathered knowledge in our simulation game and got prepared for transferring new skills into practice.

OUTCOMES / ACHIEVEMENTS

The workshop encouraged students to engage in transparency supporting activities and come up with their own projects directed at supporting an open and integrated educational system.

TRAINING FOR YOUNG DIPLOMATS *FROM LATIN AMERICA AND THE CARIBBEAN*

DESCRIPTION

In the framework of the international diplomat training of the German Federal Foreign office we organized a simulation game on regional integration for young diplomats from Latin America and the Caribbean.

PROJECT GOALS

Based on the challenges for regional integration in Latin America and the Caribbean, we developed a simulation game, which allowed to explore the most crucial issues currently at stake. Topics of discussion were among others the possible expansion of freedom of movement, the question about common democratic standards in regional organisations or the strengthening of supranational institutions.

During the debriefing phase, the participants transferred the experience to their work realities and discussed in small groups about concrete thematic fields for an enhanced regional integration.

TARGET GROUP

The participants were young diplomats from Latin America and the Caribbean, who were taking part in the international diplomat training of the German Federal Foreign Office.



TOPIC

Conflict Management

LOCATION

Berlin, Germany

NO. OF BENEFICIARIES

17 young diplomats from Latin America and the Caribbean

PARTNERS

Training for Int. Diplomats
(German Federal Foreign Office)

CONTACT

Oliver Wiechmann

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 Volunteer Service.



Florian Dunkel

Executive Director
M.A. Political Science
Focus: Participation and Civil Society



Andreas Muckenfuß

Executive Director
M.A. Public Administration
Focus: Conflict Transformation



Erzsébet Lajos

Project Coordinator
M.A. Cultural and Political Sciences
Focus: Diversity + Complexity, Non-formal Learning, Sustainability



Oliver Wiechmann

Project Coordinator
M.A. Educational Science
Focus: Democracy Building and Peace Education



Nathalie Rücker

Project Coordinator
M.A. Int. Politics and Int. Law
Focus: Human Rights & Conflict Transformation, Women's empowerment



Sarah Walther-Young

Project Coordinator
M.A. Conflict Transformation
Focus: Peace and Democracy Education, Women's Empowerment



Kateryna Pavlova

Regional Project Coordinator
M.A. Cultural Diplomacy
Focus: Eastern Europe; Evaluation and Impact Assessment



Tommaso Galli

Brussels Liaison Officer
researcher, project manager and policy officer focusing on Central and Eastern Europe



Anna Branets

European Volunteer
M.A. Linguistics
Focus: Eastern Europe, Peace and Democracy Education, Youth Participation



Noha Mosaad

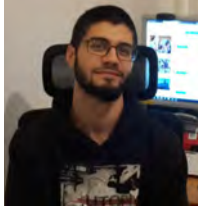
European Volunteer
Int. Human Resources Management
Focus: MENA region, CRS, organizational theories and civic education



Annette Reinecke

Accounting
Focus: Numbers and foreign currencies

ASSISTANTS & INTERNS



January – March

Sebastian Jordan

Assistant



April – June

Franziska Raab

Assistant



July - September

Valerie Laukat

Assistant



October - December

Mariia Vladymyrova

Assistant



September - October

Gyenom Lambat

short-term intern from Nigeria



October - November

Anatolii Dirun

*CrossCulture-Intern from
Moldova*

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 2018



11.03.2018

WEBSITE: DATABASE + FACELIFT

Now you can use our new database to find out about all the projects we have implemented until today. The database includes several filters, so it you can easily find out what we did in a particular year, or what kind of activities we have realized in certain target region.



10.04.2018

NEW STAFF MEMBER SARAH

CRISP is growing again! On the 1st of April our new colleague, Sarah Walther-Young, has started working in our office in Berlin. She brings much experience and expertise into our team as she has worked in women´s empowerment, youth peacebuilding leadership development and experiential and non-formal education in Zambia and the USA, as well as in conflict prevention in Georgia



16.08.2018

NEW COLLEAGUE NATHALIE

We are very glad to welcome our new project coordinator Natalie Rucker who joined us this August and will support our numerous projects.



29.08.2018

OFFICE WARMING PARTY

We moved to a bigger and lighter office. Now you find us at Ringbahnstraße 54 (S+U Tempelhof). Further, CRISP turned 10 years and we wanted to treat you with a cake on this occasion. We are very grateful to everybody, who managed to join our celebration. It was wonderful to welcome you! .



06.12.2018

NEW LOOK

We've developed a lot over the last months, new office, new colleagues, new projects – finally we also have new pictures. It was fun and we are extremely happy about the great results. Many, many thanks to Rainer – we sincerely hope to cooperate within one of our projects again in the near future.

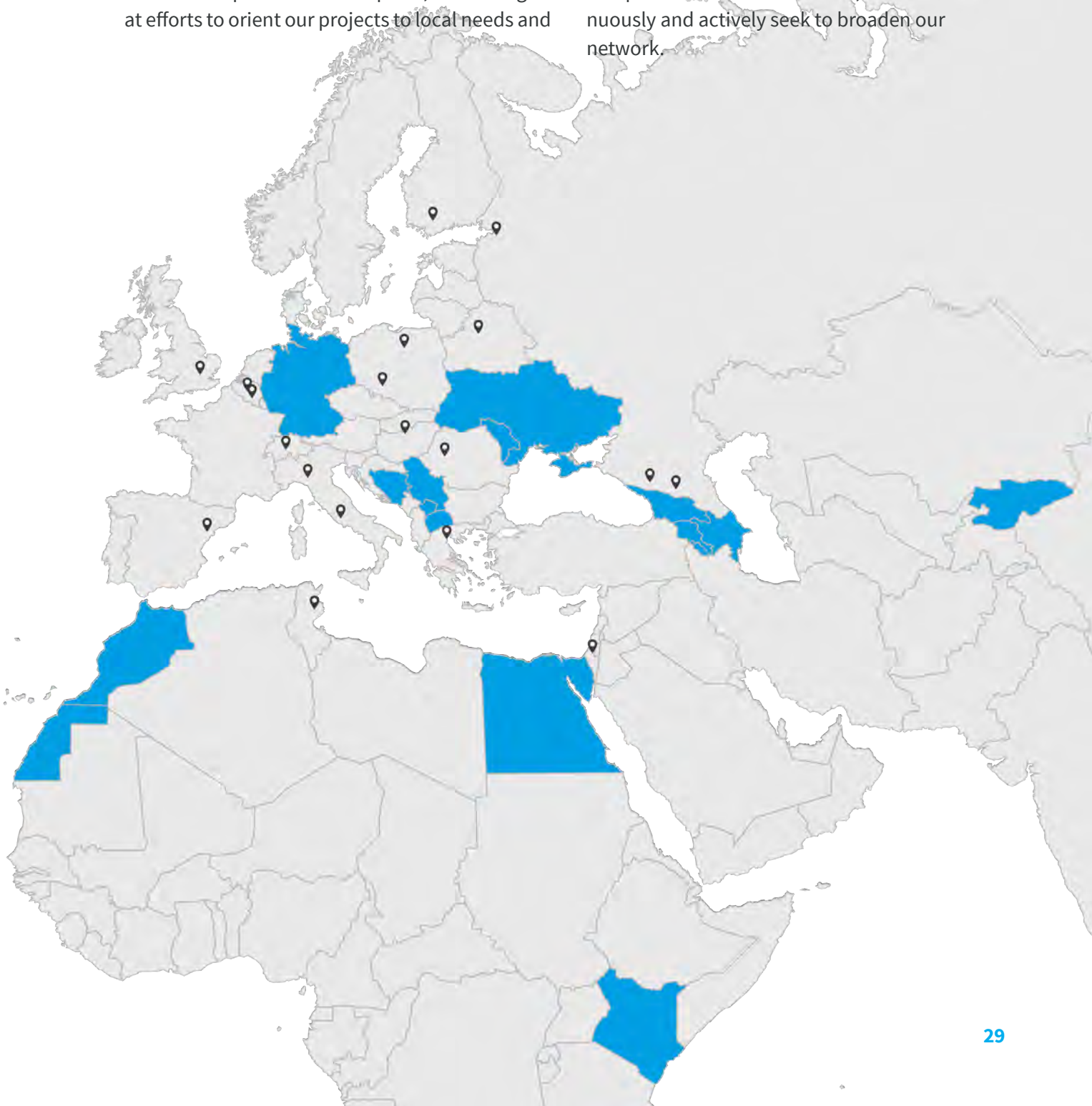
OUR TARGET REGIONS

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 REPORT

FINANCIAL OVERVIEW – NET INCOME DETERMINATION 2018

A. IDEAL FIELD OF ACTIVITY

INCOME

membership-fees	1.644,55 EUR
donations	1.018,62 EUR
project grants	619.079,64 EUR
project coordination & trainings	58.866,68 EUR
reimbursement travel-costs and catering	348,87 EUR
other:	0,00 EUR

SUM: 680.958,36 EUR

EXPENDITURES

payment of project coordination to other institutions	-319.660,52 EUR
salaries incl. reimbursables	-214.223,03 EUR
honoraries & external personnel costs	-44.957,17 EUR
volunteer programm payment	-18.332,00 EUR
travel costs, accommodation etc.	-50.467,71 EUR
back-payment project grants	-20.811,76 EUR
(technical) acquirements	-5.743,23 EUR
stationery & printing	-9.402,93 EUR
catering costs	-1.571,36 EUR
office rent & electricity costs	-22.162,46 EUR
telephone & internet etc.	-1.197,12 EUR
software	-406,74 EUR
insurances	-665,19 EUR
postage and packing	-205,12 EUR
bank charges	-2.009,57 EUR
others	-3.223,73 EUR

SUM: -715.039,64 EUR

FINANCIAL REPORT

B. TRUST ADMINISTRATION

INCOME

interests	0,00 EUR
SUM:	0,00 EUR

EXPENDITURES

—	
SUM:	0,00 EUR

C. SPECIAL PURPOSE OPERATIONS

INCOME

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

EXPENDITURES

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

D. ECONOMIC BUSINESS ACTIVITIES

INCOME

—	
SUM:	0,00 EUR

EXPENDITURES

—	
SUM:	0,00 EUR

TOTAL ACCOUNTING

TOTAL INCOME 2018	680.958,36 EUR
TOTAL EXPENDITURES 2018	-715.039,64 EUR
TOTAL SURPLUS 2018	-34.081,28 EUR

IMPRINT

EDITOR

CRISP - Crisis Simulation for Peace e. V.

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