



ANNUAL REPORT 2019

Picture on cover: A group of our Peace and Conflict Consultants at the 'Fairy Tale Canyon' in Kyrgyzstan

Dear partners, members and friends,

we are happy to share with you our annual report for 2019. We are proud that we were able to continue many of our long-lasting projects and at the same time establish new partnerships, pushing forward new ideas, and set-up new initiatives. By this we continue our way of moderate growth and are happy to see the organization evolve further.

As a result of our long-term engagement in Egypt, dating back to 2012, we managed to start a new project named [Y-LEAD – Creating Civic Spaces for Active Citizenship](#). The project focuses on the politically sensitive topic of Local Council Elections. In Kyrgyzstan, we finalized our project series [Peace and Conflict Consultants](#), and are now happily handing the project over to our local partners, who are following-up on the overall project goals in 2020.

Furthermore, we continued our active involvement in the conflict transformation processes in the South Caucasus. We implemented two new projects: Firstly, [Women Focused Networks South Caucasus](#), forming networks of men and women to combat the factors that limit women's quality of life in the region; and secondly, [Civic Education Simulation for Georgian Schools](#), in which local teachers developed interactive and learner-centered simulation games, which they are now applying in their schools.

Returning to the Western Balkans, where we conducted our first projects in 2008, filled us with pleasure. We implemented [Fighting Right-Wing Radicalization](#), a youth project in Banja Luka in cooperation with IOM. We also continued our engagement in Chile, concerning [active citizen participation](#), as well as in South-East-Asia regarding [regional integration](#).

During this time, we also managed to start new projects in the Middle East, where we created the [Youth Vision for Jordan 2030](#), as well as in Sub-Sahara-Africa, where we started a cooperation with the International Youth Reformation Organization of [Nigeria](#), on sensitizing Nigerian students to the pre-dominant conflicts in their country, in order to give them the opportunity to explore possible solutions through the method of simulation gaming.

We also developed a new simulation game format on [Energy-Oriented Modernization in Urban Development](#), and explored new topics such as [Cyber-Security](#), [Civil-Military-Cooperation](#) and [Climate Induced Crisis](#).

Two of our former colleagues, Erzsébet and Sari, left CRISP after several years of contributing to the development of our organization. We want to sincerely thank them for the great work, and wish them all the best for their future careers.

We hope you enjoy reading our annual report. If you feel inspired by what you read, have feedback on our work, or have ideas for cooperation, please feel free to get in touch with us.



Florian Dunkel



Andreas Muckenfuß



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

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

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

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

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

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

ENERGY-ORIENTED MODERNISATION IN URBAN DEVELOPMENT

DESCRIPTION

Housing, and the associated use of water, heat and energy, is one of the biggest causes of greenhouse gas emissions. To reduce this share, the Federal Ministry for the Environment provides several funding opportunities via the KfW (Reconstruction Credit Institute). One of these is the program “Energetische Stadtsanierung” (Energy-Oriented Modernisation in Urban Development), which aims to fund the development of integrated strategies to increase the energy efficiency of quarters. In cooperation with the Urbanizers, plan zwei and KEEA we developed a simulation game to assist this program.

ACTIVITIES / OUTCOME

With this simulation game we aimed to provide relevant players with background information about energetic urban sanitation, raise awareness for this topic and foster the process of developing a strategy to increase the energy efficiency of the quarter. During the simulation game, the actors got the opportunity to become acquainted with other relevant players and their perspectives on the topic. Thereby, the players could obtain a comprehensive overview of the boundary conditions, potentials, challenges, interests and competences, preparing a possible future application to the funding program. Finally, we aimed to draw the attention of the participants to the funding program and make the whole process more transparent for them, also raising approval for potential further (construction) measures.

ACHIEVEMENTS / IMPACT

One simulation game for free use. We hoped many people inside the local administrations and from the field of urban development would find it useful and gain new insights.



TOPIC

Urban Development;
Citizen Participation

LOCATION

Berlin, Germany

PROJECT COORDINATOR

Andreas Muckenfuß

DURATION

01.01.–31.03.2019

PARTICIPANTS

municipality staff, other
local stakeholders

PARTNERS

Urbanizers
Klima und Energieeffizienz Agentur
Plan Zwei

PROJECTS

NIGERIAN PATHWAY TO PEACE



TOPIC

Conflict Transformation

LOCATION

Abuja, Nigeria

PROJECT COORDINATOR

Sarah Walther-Young

DURATION

3 months

PARTICIPANTS

Secondary school educators

NO. OF BENEFICIARIES

300

PARTNERS

International Youth Reformation Organization of Nigeria

DESCRIPTION

The project “Nigerian Pathway to Peace” was a project planned by our partner organization International Youth Reformation Organization of Nigeria to establish elements of peace education and media literacy in Nigerian schools, and other educational institutions on the basis of simulation gaming. The project was supposed to create a culture of peace in the minds of Nigerian learners, equipping them with the knowledge, skills and attitudes to contribute to peacebuilding initiatives in their communities and the Nigerian society at large.

ACTIVITIES / OUTCOME

We supported the project by implementing a launch event/stakeholder conference in Abuja, during which the project and the support of major stakeholders were presented to the media. IYOREF aimed to start a pilot phase of the project, in which teachers would be educated as trainers in simulation gaming to use the tool with students, in 2020.

ACHIEVEMENTS / IMPACT

The goal of the project was to sensitize Nigerian students to the conflicts in their country and to give them the opportunity to explore solutions through the method of simulation gaming. The participants gained skills for creative conflict resolution and to contribute to a culture of peace in Nigeria.

PROJECTS

JORDAN YOUTH VISION 2030

DESCRIPTION

Since more than one third of the Jordanian population is youth under 30, the Kingdom of Jordan acknowledges the importance of investing in young talents in driving social and economic development, as it works towards the National Youth Strategy 2019 to 2025. However, lack of coordination in this field, is one of the main obstacles at this stage. Therefore, we implemented a project called “Jordan Youth Vision 2030”. Through a series of non-formal-education workshops, the project encouraged youth from different governorates to discuss the most pressing issues in their communities and country. With direction from MoSD, the project followed a cross-sectoral approach, with the cooperation of civil society actors, private sector, state actors, representatives of media, and religious institutions.

ACTIVITIES / OUTCOME

The goal was to enable Jordanian youth to demonstrate commitment to local development through social engagement in and beyond their communities. The project was divided into two phases: 1. Creating a Vision for Jordanian Youth 2025, and 2. Developing community-level initiatives supporting the realization of the vision developed in 2019. In a follow-up phase the outlined community-led initiatives will be further developed, concretized, and eventually implemented in 2020.

ACHIEVEMENTS / IMPACT

The project developed a shared Vision for Jordanian Youth 2030, and drew conclusions for its realization. Some local partners may be hesitant to the application of some of the community initiatives, or opinions might differ between the participating youth and stakeholders. Considering this, the project will endeavor to create an inclusive environment for all. If all goes as planned, there will be continued support from the state authorities to scale-up youth active citizenship measures.



TOPIC

Conflict Transformation; Citizen Participation; Democracy

LOCATION

3 different governorates in Jordan

PROJECT COORDINATOR

Andreas Muckenfuß

DURATION

01.03.-31.12.2019

PARTICIPANTS

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

NO. OF BENEFICIARIES

ca. 2.000

BUDGET

209.967,96 EUR

PARTNERS

CDS, Egypt; Motivators Foundation, Jordan

DONORS

ifa; German Federal Foreign Office

Y-LEAD – CREATING CIVIC SPACES FOR ACTIVE CITIZENSHIP



DESCRIPTION

The Y-LEAD project promotes inclusive participation of Egyptian youth, with a strong focus on women, to become active citizens and take leading roles in the public sphere in general. In particular, the project emphasizes their role in the upcoming Local Council Elections in Egypt, which are considered an opportunity for youth and women to actively engage in their communities, and push for a more democratic political life. They gain insight on the rights and duties of the Local Councils and eventually take over the roles of deputies of local councils. Local Council Elections is a great chance for the democratic transition in Egypt, as it will allow political participation to those who have been and still are excluded.

ACTIVITIES / OUTCOME

The program aims to empower and increase social and political participation among youth and women, increasing overall accountability of the political system in Egypt, and contributing to a sustainable change in their communities, thus maintaining the motivation for social change. Through the course of the project, youth and women will learn how to facilitate dialogue, include marginalized groups, and reach out and connect with local actors and representatives from different sectors through implementing community-led initiatives. This will help to develop a sense of ownership, inclusion, and peaceful coexistence.

ACHIEVEMENTS / IMPACT

A minimum of 45 individuals, in particular youth and women, will be equipped to run for Local Council Elections in the 23 targeted governorates. The project will establish cross-sectoral networks to support the implementation of local community initiatives and demand Local Council Elections. The networks aim to be safe spaces for people of different social, economic, religious, ethnic, etc. backgrounds.

TOPIC

Conflict Transformation;
Citizen Participation; Democracy

LOCATION

15 different governorates in Egypt

PROJECT COORDINATOR

Andreas Muckenfuß

DURATION

01.02.2019–31.12.2020

PARTICIPANTS

Focusing on youth and women,
more than 600 participants

NO. OF BENEFICIARIES

ca. 10.000

BUDGET

897.278,11 EUR

PARTNERS

Center for Development Services;
Nadi El Mohakah Foundation

DONORS

German Federal Foreign Office

WOMEN FOCUSED NETWORKS SOUTH CAUCASUS



DESCRIPTION

Twenty-four women from the countries of the South Caucasus – Georgia, Armenia and Azerbaijan, all of them active professionally or voluntarily in the field of women’s empowerment, analysed the challenges facing women in rural communities and developed initiatives to raise awareness on the topics. They also established support circles of and for women to continue the dialogue that started during the initiatives and to remain active in creating opportunities for learning and change on gender based discrimination and policies.

ACTIVITIES / OUTCOME

During the initial capacity building workshop, participants were trained in problem analysis and network building. They used these skills during the following two months to understand the challenges facing women in their communities and to assemble a group of men and women committed to raising awareness on the issues. At the second capacity building workshop, participants were trained in initiative development and implemented an initiative on an issue uncovered during the problem analysis phase. They also established a support circle of women for women to continue working on the issue. At the evaluation workshop, the participants evaluated their learnings and, together with the trainers, developed plans for a follow-up project.

ACHIEVEMENTS / IMPACT

The project benefited people in six communities in the South Caucasus. Beneficiaries were exposed to challenges faced by women in their own communities and offered the chance to help dismantle them and change the situation for local women. Community members became aware of the challenges faced by women, of their causes, and the factors that keep them in existence. Participants formed networks of men and women to combat these factors.

TOPIC

Conflict Transformation;
Citizen Participation; Discrimination

LOCATION

Georgia

PROJECT COORDINATOR

Nathalie Rücker

DURATION

01.04.–31.12.2019

PARTICIPANTS

24 women from Georgia, Armenia
and Azerbaijan

NO. OF BENEFICIARIES

120 men and women from the
participants’ communities

BUDGET

84.986,01 EUR

PARTNERS

IDP Women’s Association “Consent”;
Peace Dialogue; Youth Club PU

DONORS

German Federal Foreign Office

PROJECTS

CIVIC EDUCATION SIMULATION FOR GEORGIAN SCHOOLS



DESCRIPTION

The project targeted Georgian civic education teachers and included three components: material development, teacher training and school implementation. A total of 3 simulation games and a method manual for the Georgian school context were developed. The participants were trained in the method and then carried out the created simulation games in their respective schools.

ACTIVITIES / OUTCOME

The initial development workshop was conducted by CRISP and CETF as a 2-day residential workshop for 20 CE teachers, aged 25-60 and representing each of 10 Georgian regions. The participants were familiarized with the methodology of simulation gaming and engaged in experiential learning by playing a simulation game and evaluating the method and their learning. In summer, the Georgian participants came to Berlin where their training in the methodology of simulation games was deepened. During the training, the group got theoretical information on simulation game development, brainstormed the ideas for their games, and then worked on every stage of simulation game creation. As a result, the training group developed three new simulation games on topics “Local Action Plans for More Youth Participation on Local Level”, “Inter-School Conflict: Religions at the School”, and “Political Participation on Local Level on Example of Environmental Protection”. During the first months of the school year, the teachers conducted all 3 simulation games at their schools with over 400 students participating.

ACHIEVEMENTS / IMPACT

In November all participants met to evaluate, shared their experiences and discussed the lessons learned. Based on the discussions we are finalizing the manual for implementing simulation games at Georgian schools, which will soon be available in Georgian and English.

TOPIC

Citizen Participation; Democracy

LOCATION

Georgia

PROJECT COORDINATOR

Kateryna Pavlova

DURATION

01.05.–31.12.2019

PARTICIPANTS

20 civic education teachers from all regions of Georgia

NO. OF BENEFICIARIES

400 school pupils

BUDGET

53.995,41 EUR

PARTNERS

CETF (Civic Education Teachers Forum) Georgia

DONORS

German Federal Foreign Office

PROJECTS

PEACE AND CONFLICT CONSULTANTS KYRGYZSTAN – VOLUME II

DESCRIPTION

Building upon the results and experiences gained in the first phase ‘Peace and Conflict Kyrgyzstan-2018’, the project aimed to further spread approaches of non-violent conflict transformation in all regions of Kyrgyzstan. Besides a capacity building component, peace initiatives were developed by young people in the participating communities and addressed a variety of conflict situations. A strong focus was put on facilitating a dialogue between civil society actors and state officials, on local and national level, on working together on conflict transformation efforts.

ACTIVITIES / OUTCOME

Within the capacity building package, advanced trainings in conflict transformation and peace project design as well as local workshops were organized. The second component “Peace Initiatives” consisted of conflict analysis and stakeholder mappings within the participants’ communities, and the subsequent development and implementation of peace initiatives addressing these issues. In the third component “Dialogue between civil society and state”, two national roundtables and 10 community meetings took place; the peace initiatives were presented, discussed, and potential for cooperation explored. The fourth component “Organisational Development” consisted of several workshops aiming to establish a nationwide trainer platform offering trainings in conflict transformation.

ACHIEVEMENTS / IMPACT

Our Peace and Conflict Consultants have advanced and passed on their knowledge to 200 young people in their community. 10 peace initiatives were developed and implemented, covering inter-ethnic relations, tensions between secular and religious groups, and inter-regional conflicts. 120 staff from local administration participated in community meetings and over 20 representatives from the national level took part in the round tables in Bishkek.



TOPIC

Conflict Transformation; Citizen Participation

LOCATION

All seven regions of Kyrgyzstan

PROJECT COORDINATOR

Oliver Wiechmann

DURATION

02.2019–12.2019

NO. OF PARTICIPANTS

400

NO. OF BENEFICIARIES

3500

BUDGET

144.653,76 EUR

PARTNERS

National Council of the Youth Organizations and Committees; State Agency of Youth, Sports and Physical Culture

DONORS

ifa; German Federal Foreign Office

YOUTH PARTICIPATION IN EUROPE: THE WAY OF E+ YOUTH-ACTIVIZENSHIP



DESCRIPTION

In the scope of an Erasmus+ project, financed by the German National Agency JUGEND für Europa and the European Union, and in partnership with the East-West Lab / Laboratorio Oriente-Occidente (Youth NGO), CRISP had the pleasure to implement a project called “E+ Youth-Activizanship”. In the frame of the project, 10 NGOs from 10 EU countries jointly worked on enhancing the impact of the youth work on youth participation at a local level.

ACTIVITIES / OUTCOME

Two training courses of 16 training days length in total were open to 80 youth workers and community leaders of 10 communities. The final event of “Youth participation in Europe: the way of E+ Youth-Activizanship” gathered 40 participants, their organisations and experts in the field of participation from international organisations, governments and civil society. They discussed the project results, best practices related to participation, and challenges and opportunities for social and political engagement of young Europeans. The participants also developed and presented action plans aiming to raise the level of youth participation at local level across communities of the 10 EU-MS of the project partners by addressing major constraints to youth participation related to legal status, gender, and educational background and culture/religion.

ACHIEVEMENTS / IMPACT

The project organizers clustered 4 major constraints to youth participation: 1. participation and legal status; 2. participation and gender; 3. participation and educational background; 4. participation and religion. Based on the 4 clusters, the project improved competences of youth workers, trainers, youth leaders, youth policy makers and other community leaders, thus increasing the involved NGOs’ capacities to reach out and empower youth not engaging in social and political life.

TOPIC

European Union; Citizen Participation

LOCATION

Rovereto, Italy; Baitz, Germany; Berlin, Germany

PROJECT COORDINATOR

Florian Dunkel

DURATION

11.2018–11.2019

NO. OF PARTICIPANTS

80

PARTNERS

East-West Lab / Laboratorio Oriente-Occidente

DONORS

Jugend für Europa

SIMULATING THE PRESENT, MODELLING THE FUTURE: STUDENTS CHALLENGE EXTREMISM



DESCRIPTION

In the frame of the “Bosnia-Herzegovina Resilience Initiative” program, CRISP conducted a project addressing topics of nationalist radicalization, extremism, right-wing populist rhetoric and hate motivated violence. The project aimed to help local youth better understand local situation, identify different conflict lines, and connect the general characteristics and manifestations of right-wing populism and extremism to the local context of the participants.

ACTIVITIES / OUTCOME

During the first workshop the participants were introduced to CRISP, its methodology and the goals of the project. They also got an intro to the topic and terminology surrounding nationalist radicalization, populism, hate motivated violence, discussed local situation in terms of conflict analysis, and talked about conflict sensitivity. The second part aimed to start creation of the policy paper, connect the general characteristics and manifestations of right-wing populism/extremism to the local context of the participants, and introduce them to the methodology of simulation gaming. The participants played “Vukania”, a game on right-wing populism, and got personal experience on how right-wing populist parties function. During the last, third workshop of the project, participants finalized the paper and developed a plan for dissemination, publication and usage.

ACHIEVEMENTS / IMPACT

The project raised awareness of nationalist radicalization, populism, and hate motivated violence. It strengthened the participants’ ability to recognize violence (hate speech, structural discrimination, physical violence, etc.), and develop a policy paper that can be disseminated beyond the target group of the project, and that summarizes the learnings of the group.

TOPIC

Right-Wing-Populism

LOCATION

Banja Luka, Bosnia and Herzegovina

PROJECT COORDINATOR

Florian Dunkel

DURATION

10.2019–12.2019

NO. OF PARTICIPANTS

25 university students in their 3rd - 4th year of studies, from Banja Luka, Sarajevo, Tuzla and Mostar

BUDGET

c.a. 25.000 EUR

PARTNERS

International Organisation for Migration

DONORS

USAid

ACTIVITIES

TRAINING FOR YOUNG DIPLOMATS FROM CENTRAL ASIA



TOPIC

Religious Extremism

LOCATION

Berlin, Germany

PROJECT COORDINATOR

Oliver Wiechmann

DURATION

25.02.2019

PARTICIPANTS

12 young diplomats from Central Asia

PARTNERS

Training for International Diplomats

DESCRIPTION

On invitation by the German Federal Foreign Office we held a training for young diplomats from Central Asia on the topic of religious extremism.

The core of the workshop was the simulation game DIVINI, dealing with the root causes of religious extremism as well as different strategies for responding to them. The simulation is set in the fictional community of DIVINI, from which several young people have left to join extremist groups abroad. From the perspective of different stakeholders, the participants tried to analyse the situation and develop a common strategy on how to prevent more young people from taking such a path.

OUTCOME

The main goal of the workshop was to sensitize the participants for prototypical challenges while developing countermeasures to the spread of religious extremism. This included e.g. the question of whether the emphasis should be on hard enforcement measures and control, or if one should rather work on the root causes, which lead people to take such a path.

ACTIVITIES

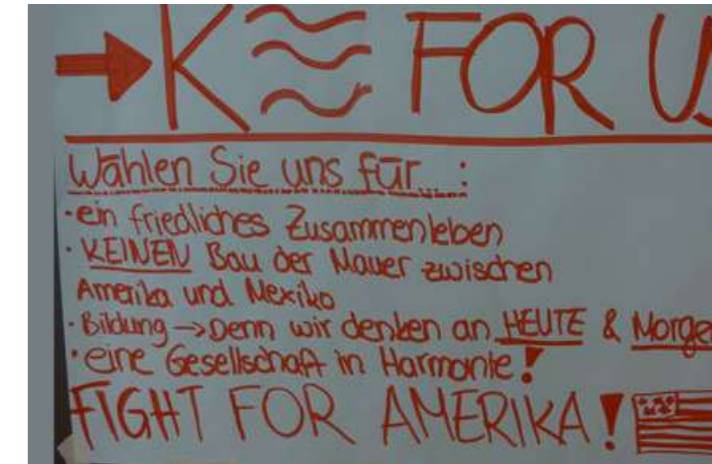
SIMULATION GAME “DEAR MR. PRESIDENT”

DESCRIPTION

In the frame of the “Forum Jugend und Politik” project of the Friedrich-Ebert-Stiftung, CRISP developed and implemented two simulation games on autocrats and autocratic tendencies in democracies with students at the Gymnasium Alsdorf. The first game simulated the US presidential race in the lead-up to the primary elections. Participants took on the role of presidential candidates and their campaign staff. They examined the candidates’ political platforms and developed campaign materials such as posters, social media posts, and radio spots to make their message clear to voters. The candidates engaged in a TV debate on pressing issues like immigration, discrimination, healthcare, and poverty. The second game simulated a UN conference on climate change and nuclear disarmament titled “One Planet. One Future.” In separate committees, heads of states and foreign ministers of 10 nations worked to draft agreements on their respective topics.

OUTCOME

The goal of the two-day workshop was to give the participants insight to the mind-set and actions of autocratic leaders while allowing them to explore current and relevant political topics. Through the two games, the participants were able to gain insight into autocratic tendencies in domestic politics, and experience the challenges of working with autocratic leaders in international politics.



TOPIC

Democracy; Elections

LOCATION

Alsdorf, Germany

PROJECT COORDINATOR

Sarah Walther-Young

DURATION

10.04.-11.04.2019

PARTICIPANTS

56 high school students

PARTNERS

Friedrich-Ebert-Stiftung

CITIZEN PARTICIPATION IN CHILE



TOPIC

Democracy; Elections;
Citizen Participation

LOCATION

Santiago, Concepción (Chile)

PROJECT COORDINATOR

Andreas Muckenfuß

DURATION

12.04.–28.04.2019

PARTICIPANTS

120 pupils/students and
28 young politicians

PARTNERS

Konrad-Adenauer-Foundation
Deutsche Schule Santiago

DESCRIPTION

During the whole month of April 2019, we toured through Chile and held several workshops in schools and with young politicians 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 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 largely improved 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 Álamos) 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.

ASEAN 2020 – SIMULATING THE FUTURE OF REGIONAL INTEGRATION

DESCRIPTION

In cooperation with the Diplomatic Academy of Vietnam and the Konrad Adenauer Foundation, we developed and implemented a simulation game about the future of regional integration in South East Asia. The simulation was set in the year 2020, when the preparations for the 37th ASEAN summit would be running at full speed. The participants took over the role of representatives of ASEAN members states and were asked to develop common statements on issues considered crucial for the future of the organisation. Those included among others were a reaction to an incident in the South China Sea, as well as a new framework regulation for labour mobility.

OUTCOME

Through this experience, the participants not only got the unique chance to learn about current affairs within ASEAN in an interactive manner, but also practiced their general skills in negotiations and public speech. Additionally, a capacity building component was implemented, during which staff members of DAV learned how to run the simulation independently in the future.



TOPIC

Mediation; Conflict Transformation

LOCATION

Hanoi, Vietnam

PROJECT COORDINATOR

Oliver Wiechmann

DURATION

18.04.–21.04.2019

PARTICIPANTS

22 students from the Diplomatic
Academy of Vietnam

PARTNERS

Konrad-Adenauer-Foundation
Diplomatic Academy of Vietnam

ACTIVITIES

UNDP - YOUTH LEADERSHIP PROGRAM (YLP 5)



TOPIC

Democracy; Discrimination; Conflict Transformation

LOCATION

Beirut, Lebanon

PROJECT COORDINATOR

Florian Dunkel

DURATION

30.03.–31.03.2019

PARTICIPANTS

80 policy-makers, youth-serving organizations, and youth activists

PARTNERS

Youth Leadership Program
Simulation Gaming Club Egypt
United Nations Development Programme

DESCRIPTION

The simulation exercise was organized on the 30th of March 2019 in Beirut, as part of the four-day launching workshop. The simulation methodology fitted greatly with YLP5's theme, which emphasized exploring new mechanisms to advance youth development solutions, experimenting these new solutions, and expanding YLP's knowledge base accordingly. Therefore 80 participants were divided into two groups of 40, each group participating in an identical parallel simulation exercise. The participants followed a multi-step process to identify priority policy issues related to EAW and agree on key policy dialogue actions to address these policy issues. During the various rounds of negotiations, actors were required to create innovative approaches to EAW, and discuss ways how to actually implement them. This included the question of how to include potential spoilers into the process, and identify concrete entry points for change in their societies.

OUTCOME

In the course of the workshop, we aimed to achieve the following objectives:

- Bring together selected youth-serving organizations to familiarize them with the vision, methodology, and the aims of YLP and the Joint Action for the Elimination of Violence against Women and Girls in the Arab States.
- Discuss challenges preventing youth from engaging in politics, civic and policy dialogues.
- Facilitate networking and knowledge exchange among participants to build their understanding of political, civic, and policy issues.
- Explore mechanism and tap into new financial technologies and mechanisms to access investment to achieve Sustainable Development Goals.
- Finalize National Action Plans (NAPs) with partner organizations to promote youth engagement.

ACTIVITIES

TRAINING FOR THE 9TH HIGH LEVEL EXPERTS PROGRAMME UKRAINE

DESCRIPTION

CRISP conducted a 2-days simulation game “Quo vadis Ukraine?” for the German Federal Foreign Office. The game was a part of a three-week long training. 15 participants played different roles of European and Ukrainian key political figures, as well as roles of Ukrainian civic society, oligarchs, Russian politicians, and so-called People's Republics of Donetsk and Luhansk. Having started with the status quo, they simulated the process of finding possible solutions and workarounds in the different aspects of the war in the East of Ukraine. The first day of the game was focused on the topics of Minsk agreements, Humanitarian situation and IDPs. UN peacekeeping mission was the subject of the second day. After two days of negotiations, all the parties agreed to concentrate on the humanitarian issues as people's lives and their quality mattered most. Ukrainian civil society representatives agreed to set up an Innovation Hub, a secure and cutting-edge space where locals from the non-government controlled areas could work on community development projects. Ukrainian representatives found a UN peacekeeping mission very important for conflict resolution, though Russia kept their position of allowing the mission only on the contact line.

OUTCOME

Some of participants already had simulation games experience, and for some the experience was brand new. Nevertheless, all of them learned a lot from the game: to compromise, to be able not only to listen to another site but also to hear them, and that negotiations are really a difficult process. They also refreshed their knowledge on the Minsk process and got deeper into the role of civil society in the peace-building process.



TOPIC

Conflict Transformation

LOCATION

Berlin, Germany

PROJECT COORDINATOR

Kateryna Pavlova

DURATION

22.05.–23.05.2019

PARTICIPANTS

15 young experts from Ukraine, workers of local authorities

PARTNERS

Training for International Diplomats

ACTIVITIES

SIMULATION GAME: SIMIGRATION AT DUALE HOCHSCHULE BADEN-WÜRTTEMBERG



TOPIC

Migration

LOCATION

Heidenheim, Germany

PROJECT COORDINATOR

Erzsébet Lajos

DURATION

19.03.–20.03.2019

PARTICIPANTS

18 Students of the DHBW

PARTNERS

Duale Hochschule Baden-Württemberg

DESCRIPTION

We were happy to cooperate with the Duale Hochschule Baden-Württemberg (DHBW) and its Faculty for Social Management, to implement SIMigration, a simulation game concerning European legislation on migration and asylum. The game was embedded in a two-day workshop that not only focused on the European Level of Legislation, but also on what this means on a personal, local, and national level.

OUTCOME

The aim of the activity was to give the students a different perspective on topics of border security, legal vs. illegal immigration, human rights, as well as discussing improving the situation in the countries of origin as a way of working against the causes of migration. Further, the activity gave participants the chance to get answers about their general questions on migration and discuss the learning effects on their daily (work)life.

ACTIVITIES

TRAINING FOR YOUNG DIPLOMATS FROM ASEAN ON REGIONAL INTEGRATION

DESCRIPTION

For two days we held a training about regional integration for young diplomats from ASEAN member states as well as representatives of the ASEAN secretariat. The training took place within the framework of the 'Training for International Diplomats' program of the Federal Foreign Office. The core of the workshop was a modified version of the simulation game OMARIA, dealing with the challenges and chances of an enhanced regional integration. The simulation was adapted to contemporary challenges in the ASEAN region and participants discussed from various perspectives the topics of Labor Mobility, a maritime incident as well as potential common responses to climate change.

OUTCOME

The main goal of the workshop was to sensitize the participants for prototypical challenges of regional integration, as well as giving them a space to come up with new and creative solutions. They furthermore had the chance after the simulation game to think about a ten year vision for ASEAN, regarding core thematic areas, and the concrete steps needed to reach them.



TOPIC

Democracy

LOCATION

Berlin, Germany

PROJECT COORDINATOR

Oliver Wiechmann

DURATION

17.06.–18.06.2019

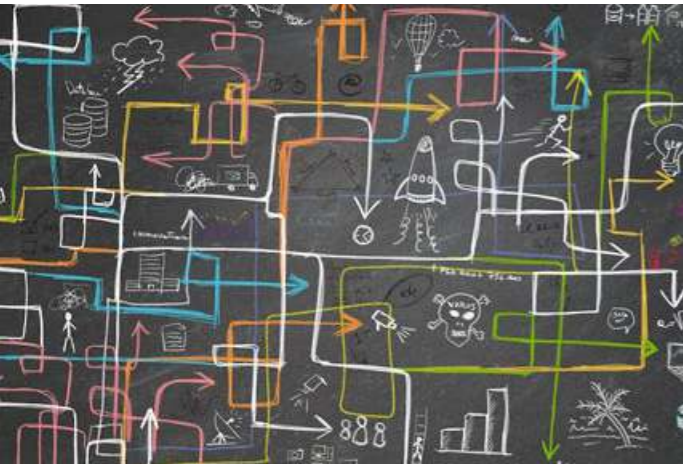
PARTICIPANTS

14 young diplomats from ASEAN region

PARTNERS

Training for International Diplomats

WORKSHOP: COMPLEXITY MANAGEMENT



DESCRIPTION

CRISP conducted a three-day workshop on complexity management for state employees of the German state of Thüringen. We introduced the group to the concept of complexity and established a common understanding of the characteristics of complexity. We underlined the difference between complex and complicated. We employed the simulation game Großbürgerhausen to illuminate the complexity of a situation in which diverse actors are pursuing diverse needs.

The participants were also educated in the Cinefyn Framework, which was developed by David Snowden and clarifies the differences between simple, complicated, 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 adaptive action to understand and tackle the complex elements of their own working environment. They worked together create action plans for alleviating some of the pressures associated with their complex work tasks and responsibilities. In addition, in order to experience complexity in action, the participants took part in a simulation game.

OUTCOME

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

TOPIC

Vocational Training

LOCATION

Thüringer Landesfortbildungsstätte, Tambach-Dietharz, Germany

PROJECT COORDINATOR

Sarah Walther-Young

DURATION

01.07.–03.07.2019

PARTICIPANTS

14 state employees in leadership positions

PARTNERS

Thüringer Ministerium für Inneres und Kommunales

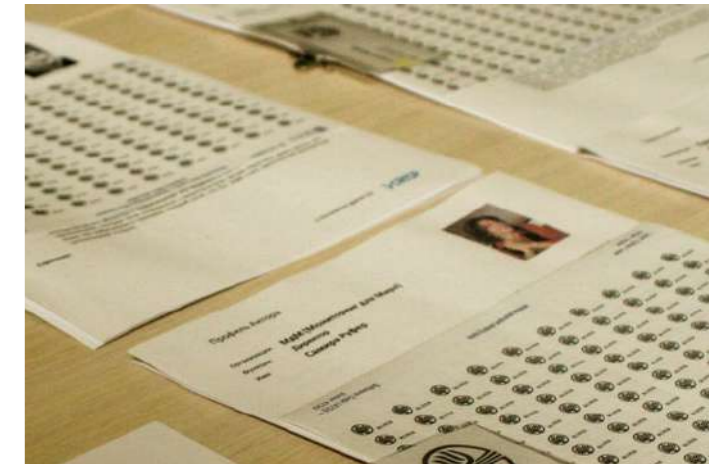
CONFLICT TRANSFORMATION TRAINING FOR INTERNATIONAL DIPLOMATS

DESCRIPTION

In the framework of the international diplomat training of the German Federal Foreign office we organized a simulation game on conflict transformation for young diplomats from the Western Balkans. Participants had the opportunity to apply their knowledge and tools within the realm of conflict transformation to experience the concrete challenges when required to use those tools and actually negotiate sustainable peace. Through slipping into the roles of different stakeholders within the conflict scenario, participants had to cooperate and negotiate with each other. Beyond this, they also made decisions on their own and reflect upon their own interests and positions as stakeholders. This change of perspectives allowed to better understand the behaviour and decisions of stakeholders in real life. In a final evaluation participants had the chance to recapitulate the process that took place on a personal level. Reflections upon one's personal feelings within the role helped to analyse the process on a personal and professional level. Thus the simulation not only promoted subject knowledge but also foster social competencies, communication skills, negotiation and mediation skills as well as willingness for compromises and empathy.

OUTCOME

This simulation set out to familiarize young diplomats with conflict scenarios and deepen their understanding of the dynamics between different actors within a post conflict situation of an intra-state and interethnic conflict. Diplomats had to effectively deal with challenges, obstacles and chances in the context of peace negotiations. Political and social conflicts are driven by complex dynamics between different stakeholders, which allowed participants to explore different perspectives and overcome positional bargaining in order to discuss the underlying interests of all actors.



TOPIC

Conflict Transformation

LOCATION

Berlin, Germany

PROJECT COORDINATOR

Florian Dunkel

DURATION

08.07.–09.07.2019

PARTICIPANTS

12 young diplomats from the Western Balkans

PARTNERS

Training for International Diplomats

ACTIVITIES

NATIONAL YOUTH POLICY IN BAHRAIN



DESCRIPTION

In July 2019, we conducted our simulation game on National Youth Policy for 60 young people in Bahrain. Within two days the participants practiced the necessary steps for developing policy recommendations within the fictional country of Shebania. After the simulation, relevant topics for the Bahraini context were discussed, covering areas such as women's rights, employment, and the promotion of volunteering.

OUTCOME

The simulation game is set in the fictional country of Shebania, which is about to develop a national youth strategy for the upcoming 5 years. During the simulation, the participants took the role of stakeholders from the public and civil society sectors and tried to come up with a common vision as well as activity formats, which would become part of the plan.

In the second part of the workshop, the participants identified topics relevant for the youth in Bahrain. In small groups they tried to develop a common vision for the topic in 5 years and discussed first steps, which could be done to come closer to it.

TOPIC

Democracy; Citizen Participation

LOCATION

Manamah, Bahrain

PROJECT COORDINATOR

Oliver Wiechmann

DURATION

12.07.–13.07.2019

PARTICIPANTS

60 young people

PARTNERS

Youth Pioneer Society

ACTIVITIES

TRAINING FOR YOUNG DIPLOMATS FROM LATIN AMERICA AND THE CARIBBEAN



DESCRIPTION

Over two days, we held a training on regional integration for young diplomats from Latin America and the Caribbean. The training took place within the framework of the 'Training for international diplomats' program of the Federal Foreign Office. The core of the workshop was the simulation game OMARIA, dealing with the challenges and chances of an enhanced regional integration. The simulation was adapted to contemporary challenges in the region and participants discussed from various perspectives the topics of "Freedom of movement", "Democratic standards" as well as "Adaption to climate change".

OUTCOME

The main goal of the workshop was to sensitize the participants for prototypical challenges of regional integration as well as to give them a space for coming up with new and creative solutions. They furthermore had the chance after the simulation game to think about a vision for their region in ten years for core thematic areas and about concrete steps on how to reach these goals.

TOPIC

Democracy

LOCATION

Berlin, Germany

PROJECT COORDINATOR

Oliver Wiechmann

DURATION

03.09.–04.09.2019

PARTICIPANTS

14 young diplomats

PARTNERS

Training for International Diplomats

NEW SIMULATION GAME: CYBERSECURITY – ETHICAL DEBATES



TOPIC

Elections

LOCATION

Berlin, Germany

PROJECT COORDINATOR

Florian Dunkel

DURATION

4 hours

PARTICIPANTS

33 diplomats and young leaders from China, Indonesia, India, South Africa, Brazil Mexico and Germany

PARTNERS

Training for International Diplomats

DESCRIPTION

Participants from China, India, Indonesia, Germany, Brazil, Mexico, and South Africa had the chance to discuss ethical questions within the current cybersecurity debate. For half a day participants discussed the consequences and possible reaction to a disruptive cyber-attack stemming from an external source aiming to manipulate democratic elections. How should a government react when it is affected by a cyber-attack on its electoral process? What role does artificial Intelligence play in the decision-making process? Is a nation state allowed to conduct proactive cyber-attacks in order to secure the integrity of the cyber-space of their country? These questions and more were discussed using a scenario which examined the impact of an external cyber-threat to an ongoing democratic election.

Over the course of the simulation, participants slipped into the roles of political parties, Intelligence agencies, Privacy Agencies, Private social media companies, and Artificial Intelligence start-ups. They developed recommendations for how a government should react to a serious cyber-attack. They negotiated different positions, interests and technological understanding to find suitable solutions.

OUTCOME

In the final evaluation, participants had the chance to not only effect upon their result, but also upon the cybersecurity debate more broadly, and how a nation state and debates around defensive strategies are affected by increasing cyber-attacks.

The simulation did not aim to give a comprehensive understanding of technological solutions, but rather, to encourage participants to get engaged in current ethical and legal questions around possible state responses to cyber threats and cyber-attacks.

SIMULATION GAME: RESOLVING TERRITORIAL CONFLICT IN TANDERA



DESCRIPTION

For the sixth Youth Congress YOU:KO 2019, organized by Bundeszentrale für politische Bildung, CRISP conducted a simulation game “Tandera” for young people interested in the topics of globalization, politics, and conflict management.

The simulation game “Tandera” is about a region between self-determination and territorial integrity. The game is fictional, but helps to get a better understanding of conflict transformation, test different approaches in problem solving, and find sustainable solutions to a territorial conflict.

Throughout the game, the participants were very active and devoted to reach their main goals. By the end of the simulation, they came up with solutions for further status of a conflict area and IDPs question. During the post-game evaluation, the participants had a very interactive and intense discussion about their experience and possible ways to transfer new approaches into reality.

OUTCOME

The game helped youth understand conflict dynamics and the capacities of the international community to resolve challenges that arise in the process of peace agreements negotiations. Participants had a chance to learn about different ways to tackle problems and gain experience dealing with different conflict groups.

TOPIC

Democracy; Conflict Transformation; Migration

LOCATION

Bochum

PROJECT COORDINATOR

Florian Dunkel

DURATION

03.11.2019

PARTICIPANTS

7

PARTNERS

Bundeszentrale für politische Bildung

ACTIVITIES

QUO VADIS UKRAINE?



TOPIC

Conflict Transformation

LOCATION

Flensburg, Germany

PROJECT COORDINATOR

Kateryna Pavlova

DURATION

6 hours

PARTICIPANTS

16 officers from the German Federal Army

PARTNERS

Bundeswehr

DESCRIPTION

We had the pleasure to implement the simulation game “Quo Vadis Ukraine” for 16 officers of the German Federal Army in October 2019. The participants slipped into the roles of political actors and members of civil society in order to debate about the ongoing conflict in Ukraine and to elaborate possible future scenarios. For half a day the participants had the chance to learn about the war in the Donbass region, and debate about three main topics: Minsk peace agreements, the humanitarian crisis, as well as a possible UN-peace mission.

The simulation game was held in German, updated with the current developments around the conflict, including the Ukrainian parliamentary elections of April 2019 and liberation in the procedure of receiving Russian passports by the Ukrainian citizens from Donbas.

OUTCOME

The simulation game set out to give the participants insights into the complexity of the war in Ukraine, allowing them to identify with different actors involved in the conflict, and to handle conflict dynamics. We provided the participants with background information about the development of the war and assisted them during the simulation game. The aim of the workshop was to raise the level of soldiers' awareness with regards to Ukraine and the dynamics of the war in its East.

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, qualifica-

tions 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
Personal Focus: Civic Participation and Civil Society



Andreas Muckenfuß
Executive Director
M.A. Public Administration
Personal Focus: Conflict Transformation, Anti-Corruption Policies



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
Personal Focus: Conflict Transformation, Peace Education



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



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



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



Nadine Fahmy
European Volunteer
Personal Focus: Youth empowerment, Civic education, Non-formal education



Anastasiia Halyko
European Volunteer
Personal Focus: Civic society, Social change, Non-formal education



Annette Reinecke
Accounting
Personal Focus: Numbers and foreign currencies



Claire Vincent
PR & Graphic Design
Personal Focus: Graphic design, Editorial design

ASSISTANTS & INTERNS

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.



Tobias Rieth
Intern
January - March



Ikram Ais
CrossCulture-Intern
February - May



Mara Mascolo
Intern
April - June



Isabel Müller
Intern
July - September



Victoria Magurano
Intern
October - December

NEWS & EVENTS IN 2019



28.01.2019

NETWORKING TRIP TO BRUSSELS

The two executive directors travelled to Brussels in order to present our work and to find some new partners and contacts. Thanks to Tommaso Galli, we had a very tight schedule and managed to have 15 meetings within two days with contacts inside the EU, other NGOs, and donor-organizations.

[Read more on our website](#)



26.02.2019

CRISP BECAME A MEMBER OF ALDA

CRISP joined the European Association for Local Democracy ALDA. ALDA's mission is to promote good governance and citizen participation at the local level. Its network consists of over 300 members across 40 countries. It is a great network and informative platform, which will allow us to cooperate and share knowledge with partners.

[Read more on our website](#)



28.06.2019

EXTERNAL FINANCIAL AUDITING

CRISP is growing not only in terms of project activities and staff, but also when it comes to our annual turnover. That is why we decided to open our books for an external financial auditing, and will continue to do so in the upcoming years in order to be even more transparent.

[Read more on our website](#)

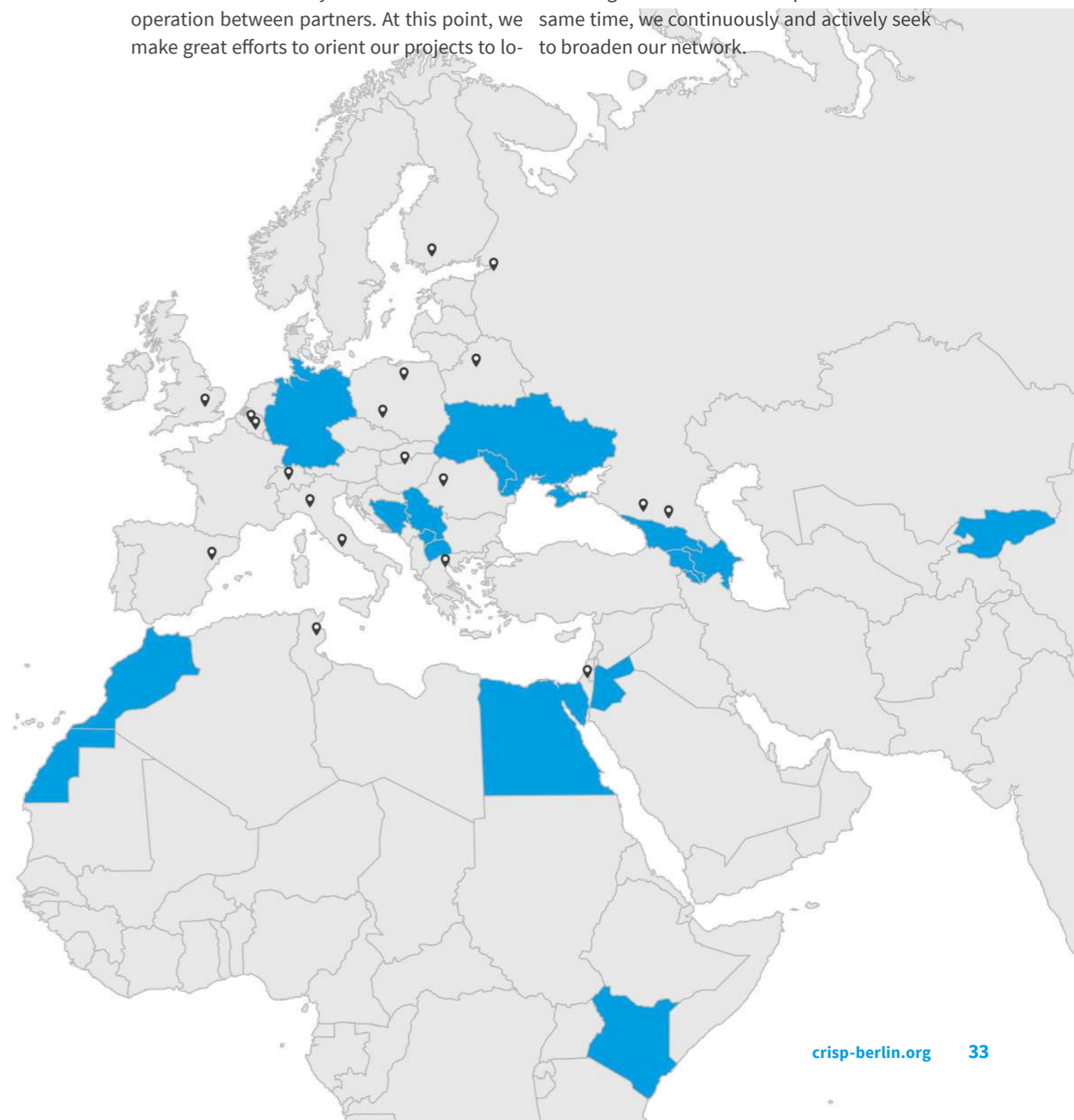
OUR TARGET REGIONS

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

cal needs and to develop them in a wider context and in longer-term perspectives.

Thus, we always try to improve the sustainability of our work and we are close to the local development processes. At present we still work together with our first partners. At the same time, we continuously and actively seek to broaden our network.



FINANCIAL OVERVIEW – NET INCOME DETERMINATION 2019

A. IDEAL FIELD OF ACTIVITY

INCOME

membership-fees	1.431,60 EUR
donations	1.531,36 EUR
project grants	1.162.201,15 EUR
project coordination & trainings	79.175,01 EUR
reimbursement travel-costs and catering	1.902,34 EUR
other	730,00 EUR

SUM: 1.246.971,46 EUR

EXPENDITURES

payment of project coordination to other institutions	-557.525,91 EUR
salaries incl. reimbursables	-281.337,55 EUR
honoraries & external personnel costs	-75.161,42 EUR
volunteer programm payment	-22.040,00 EUR
travel costs, accommodation etc.	-122.531,82 EUR
back-payment project grants	-36.309,00 EUR
(technical) acquirements	-2.929,69 EUR
stationery & printing	-10.073,71 EUR
catering costs	-680,31 EUR
office rent & electricity costs	-19.447,30 EUR
telephone & internet etc.	-1.943,06 EUR
software	-514,55 EUR
insurances	-665,19 EUR
postage and packing	-221,02 EUR
bank charges	-2.127,77 EUR
others	-710,20 EUR
auditing, consulting, lawyer	-7.205,28 EUR
membership fees & literature	-2.629,08 EUR

SUM: -1.144.052,86 EUR

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 2019 1.246.971,46 EUR

TOTAL EXPENDITURES 2019 -1.144.052,86 EUR

TOTAL SURPLUS 2019 102.918,60 EUR

IMPRINT

EDITOR

CRISP - Crisis Simulation for Peace e. V.

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PICTURE CREDITS

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