

SIMULATION GAMES IN CIVIL CONFLICT MANAGEMENT



WE CONTRIBUTE TO PEACEFUL CONFLICT RESOLUTION WITH OUR WORK IN POST-WAR AREAS. IN THIS PROCESS, OUR GUIDING PRINCIPLE IS TO ADJUST OUR PROJECTS TO LOCAL NEEDS.

CRISP IS A NON-PROFIT ORGANIZATION BASED IN BERLIN, GERMANY. WE HAVE BEEN ACTIVE IN THE FIELD OF CIVIL CONFLICT MANAGEMENT SINCE 2008, MAINLY IN THE WESTERN BALKANS, SOUTH CAUCASUS AND THE MIDDLE EAST. THESE REGIONS ARE STILL PROFOUNDLY INFLUENCED BY POLITICAL AND SOCIAL CONFLICTS.

IN COOPERATION WITH OUR LOCAL PARTNER ORGANIZATIONS, WE PROMOTE OPENNESS AND DIALOGUE BETWEEN DIFFERENT POPULATION GROUPS AND ASSIST IN INCREASING MUTUAL UNDERSTANDING.

Tamar (21), Georgia

„I think it's a very comprehensive way for deeper understanding politics. Simulation games encourage every participant to engage actively in the given scenario and offer a look ,from inside'.“

APPROACH AND OBJECTIVES OF CRISP

Our work fosters trust-building between different population groups, nationalities and cultures. Increased mutual understanding, a constructive interexchange of interests and willingness to compromise are essential elements for the development of a functioning democratic system. That is why we support critical democratic forces, which initiate, support and encourage a peaceful conflict transformation in society.



CONTACT, CONFIDENCE-BUILDING AND COOPERATION

In our simulation games the participants can distance themselves from their own relative position through performing as a certain character. In this way, they overcome communication barriers and make better contact with the “other side”.

Working together on strategies and compromises within the framework of the simulation game can be used as a tool for the development of trust in relationships. Through this process, a strong basis for further cooperation emerges.

Sona (22), Armenia

„The simulation helped me to understand that conflicts are more difficult than we may think from aside and that radical actions make them more complex and the resolution more unattainable.“

WHY SIMULATION GAMES?

A simulation game replicates a segment of reality. The participants take on a role and try to deal with a specific problem, interactively and through means of play. CRISP develops simulation games for different social or political problems, ranging from local problems, e.g. in a town, to regional and international conflicts.

Depending on the overall goal and the target group, the main focus may be decision-making processes, policy developments, actor constellation analysis, or behavioral and conflict dynamics. The corresponding format varies from simple simulations of negotiations or conferences, to complex simulations with up to 40 actors, lasting several days.

In this context, participants from our target regions simulated inter alia the impact of Kosovo’s declaration of independence (2008) and the vision for a peaceful future of the South Caucasus (2009). They created a model for a free and independent civil society in the Western Balkans (2010), and they dealt with the refugee crisis in northern Africa through their roles as EU-Parliamentarians (2011).

The simulation game method promotes openness to dialogue. Simulation games support the reproduction of prevailing social, political and economic conflicts, as well as the comprehension and understanding of a different point of view. Furthermore, our simulation games are suitable for testing alternative resolution methods and developing effective problem-solving techniques.

In this way, we can create the fundamentals for a productive exchange of opinions, a constructive conflict resolution, and we can provide incentives for the establishment of a peaceful future.

Luzlim (27), Kosovo

„Simulation games can be used as a political laboratory. The method is very useful for finding alternative solutions for different conflicts, as they can be tested during the simulation game“



BETTER UNDERSTANDING OF CONFLICT DYNAMICS AND ACTORS

Social and political conflicts are characterized by the pressure to act, incomplete knowledge of all the conflict elements, and by interactive processes. In CRISP simulation games these dynamics can be experienced.

WILLINGNESS TO COMPROMISE AND PROBLEM RESOLUTION

The willingness of a larger part of the population to compromise is a prerequisite for long-term successful peace processes. In CRISP simulation games the participants learn to work out constructive solutions, to comprehend different perspectives through the role-playing character and to deal with other points of views through negotiations.

SELF-REFLECTION, CONFLICT-HANDLING SKILLS AND PERSONALITY

Simulation games feature an intensive experience, in which participants can test and train their social abilities: How do I work and how do I behave within a team? How do I manage putting myself in another's position? How do I react under pressure? How do I convince others? How do I personally handle conflicts?

In particular, this experience provides a personal connection to conflict negotiation and makes simulation games, together with their themes and results, a lasting impression. For this reason, self-analysis is a key element throughout our simulation games.

DIDACTIC CONCEPT

CRISP focuses on an experience-oriented learning approach, and it sees itself primarily as a moderator of transformation processes. In our workshops, we encourage our participants to conceptual involvement and responsible action. Our main target group is young people active in the field of civil society; they can transmit the knowledge and experience of our projects back into their society.



ORGANISATION

Since its foundation in 2007, CRISP is mainly active in the Western Balkans, South Caucasus, Central Asia and the Middle East.

We always directly cooperate with local partner organizations, incorporating them in our projects during the earliest stages of conception. Through intensive cooperation, we have built a sound network for a sustainable commitment in the following years.

The staff of CRISP has extensive experience in the development and implementation of simulation games, project management, and cooperation with international partners and organizations.

PROJECTS (SELECTION)

Academy for Conflict Transformation (since 2015)

The academy trains professionals in the field of peacebuilding. The training among other issues includes gaining in depth knowledge of conflict theories and a nuanced understanding of models of conflict transformation.

In cooperation with the Academy for Conflict Transformation, Forum Civil Peace Service.

Peaceful Dialogue in Kyrgyzstan (since 2015)

The project is focusing on the increasing polarization of the discourse around religion and secularism in the country. We are working with civil society actors, religious groups and state representatives to reduce the increasing tensions and to support an open dialogue on the role of religion in Kyrgyzstan.

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

Democratic Transition in Egypt (since 2012)

What can a democratic and peaceful Egypt look like? Previously we developed „A Vision for Egypt 2025“ together with ca. 300 young people from all over Egypt. Currently we make first steps to realize that vision via small grass-root-initiatives.

In cooperation with the Center for Development Services, Cairo, Egypt

Civic participation Tempelhofer Feld (2015/16)

A Development and Maintenance Plan (EPP) was created with the participation of citizens for the future use and further development of the open space of the Tempelhofer Feld. CRISP was in charge of mediating between the different stakeholders.

In cooperation with the Senate Administration for Urban Development and Environment, Berlin

Hidden Memories - a walkable audio-installation (2017)

Together with local partners we create an audio drama, including about 10 individual, partly contrasting stories. The events that happened at the Euromaidan 2013/14 will be brought to life in an artistic way.

In cooperation with ISKRA - Youth NGO

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