Simulating Egyptian Transition V (SET V) Project

Final Evaluation Report

Submitted to:
CRISP - Crisis Simulation for Peace e.V.

Prepared by:
Hend Ahmed
Senior Program Specialist
Gozour Foundation

December 2018

Contents

List of Acronyms

SET V	Simulating Egyptian Transition (Phase Five)
CRISP	Crisis Simulation for Peace e.V.
CDS	Center for Development Services
DAC	Development Assistance Criteria
MoYS	Ministry of Youth and Sports
NGO	Non-Governmental Organization
NMF	Nadi Al Mohakah Foundation

Executive Summary

This report presents the findings of the final evaluation of the fifth phase of Simulating Egyptian Transition (SET V) that was conducted in December 2018. This project was implemented by Crisis Simulation for Peace e.V. (CRISP) and Center for Development Services (CDS).

In its fifth phase, the project reached 15 governorates and more than 5000 beneficiaries, that were targeted, whether directly or indirectly by the initiatives that were implemented this year and the two simulation games that were developed and implemented. Through the games that focused on gender equality and active citizenship, more young women and men from Egypt got an opportunity to learn more about pressing topics and to expand their horizon. This year, the project has also taken all the necessary steps to establish Nadi Al Mohakah as an independent entity. Open spaces were created in 7 different governorates to encourage young men and women to meet up, share ideas and projects and discuss matters that they perceive as important in their communities. The governorates are geographically distributed and have potential to efficiently cooperate together. The project was designed on the 5 core values (Humanity, Equality, Honesty, Social Justice and Freedom), developed in SET III with each core value being a work package with specific goals and deliverables.

Work Package 1 (Humanity): The first work package, aimed at upscaling previous efforts and increasing local ownership by implementing 15 initiatives. Through these local initiatives' channels of communication among marginalized parts of the population were opened.

Putting into consideration the number of marginalized or disadvantaged communities in Egypt and the amount of assistance they could get, the 15 initiatives tried to look at their communities' needs and come up with solutions that could bridge the gap or open the space for bigger solutions to occur. Focusing on topics such as women empowerment, youth, child protection disability, health and education the different needs were pointed out and highlighted. Through implementing these 15 initiatives the participants were able to reach around 5,000 direct beneficiaries, 70% women and 30% males. And almost 2.3 million indirect beneficiaries that were reached through media and social media platforms especially Facebook. The level and amount of efficiency differed from one initiative to another, but it is safe to say that all initiatives aspired to use their tools and expertise in the most efficient way possible. The impact of this work package can be divided into two aspects the first are the skills acquired by the participants that are going to be very useful for them as citizens in their communities as well as benefits that will affect the beneficiaries; learning to work in teams, the importance of having alternative plans, networking skills, encouraging beneficiaries to get involved in their communities and providing beneficiaries with assistance regarding different topics. Furthermore, the participants from different governorates efficiently used their network in implementing their initiatives which manifested in the cooperation between representatives from the different initiatives and relying on each other experiences. The sustainability of this work package depends on how the beneficiaries as well as the participants are going to use the skills and the benefits they gained from this project and how far the ripple effect of this work package is going to travel.

Work Package 2 (Equality): The second work package aimed at highlighting the importance of gender equality and combating gender-based violence through the development of a simulation game that mirrors women's reality and implementing this game with youth at youth centers affiliated to MoYs. Ahl Heissa had a number of learning objectives. One of those was raising awareness among the participants

of the importance of gender equality through enhancing knowledge about the benefits and importance of equality and its impact on individuals, families and the entire community. Another learning goal of the game is to reflect on the male dominance and authority within a patriarchal society structure which is demonstrated in the several challenges that face the women in the Egyptian society (Early marriage, inequality in job opportunities, heritance, prejudgment for women and their right to be educated). The team members highlighted that they were able to carry out the learning objectives of the game as a result of the support that they received from both CDS and CRISP. This is besides the expertise of some of the facilitators in facilitating simulation games, in general. This was apparent during the planning and implementation phases. The learning goals and objectives of Ahl Heissa simulation game were efficiently achieved. Nonetheless, the dynamics of the implementation of the game differed from one governorate to another and from a group of participants to another in terms of reactions and feedback. The game managed to increase the awareness among the participants of the issues that were discussed. This was apparent in the participants' reaction to the discussed issues and their engagement in debates over such issues, which could be viewed as a direct impact. Also, this gave the space for disadvantage women from geographically dispersed areas to speak up for their rights and share their experience in regard to the discussed topics. The game was able to target around 85 participants from 5 governorates who became more aware of women rights and the challenges that they face. The team members stated that it is very important to make seminars and activities for the participants to make sure that they were still committed to such values. The team member also stated that they will rely on the website of the simulation club to ensure the sustainability of the games and the values that they spread. This should be done through having further activities, simulation games, and upcoming events that could attract interested people to participate.

Work Package 3 (Honesty): Seven safe coworking spaces were established in Cairo in collaboration with Gozour Foundation for Development, Port-Said in collaboration with Port Fouad Baby and Family Care Society, Fayoum in collaboration with Ahla Haya (Best Life Association) in Fayoum, Sharqiya in collaboration with ElFanar Foundation, Beni Suef in collaboration with El-Nahda Association for Comprehensive Development in Nweira Village – Beni Suef, Minya in collaboration with Benaa Association for Development and in Aswan in collaboration with Mostaqbal Association for Development, Customer Protection and Environment. The spaces should also act as social innovation hubs where local initiatives are conceived and launched. The open spaces could run following a social business model. In that sense, the open space generates income via membership fees, rental of rooms, and fee-based simulation gaming services delivered by the members of simulation gaming club. This income will cover the space's running cost and part of it will be distributed as simulation game facilitation fees to the relevant Club/space members. The project introduced the governorate coordinator position. These coordinators were responsible for coordinating with the participants in the respective governorates to ensure proper sharing of information related to project updates and invitations to project activities. One of the main challenges youth in Egypt have today is the lack of opportunities. Whether it is the lack of opportunities in conversation, the lack of opportunities in activities or the lack of opportunities in acquiring skills, youth nowadays find themselves unable to participate in their communities or improve their own skills. With safe spaces available for dialogue, change can be expected. With a partnership with organizations from the governorates, the sustainability of the spaces is ensured. Not only do the participants feel enthusiastic about the availability of the spaces and the potential these spaces have, but they are also eager to use these spaces as an outlet for the activities that they have learned and the skills that they have acquired.

Work Package 4 (Social Justice): The fourth work package aimed at implementing the foundation of Nadi El Mohakah through developing and approving structure of cooperation within the foundation as well as assigning responsibilities per governorate, planning tasks and acquiring all the necessary skills to found the Sim Club and keep it running. Supporting the formalization of Nadi El Mohakah (Simulation Game Club) is one of the most relevant actions in today's climate in Egypt. The project organized workshops to discuss the future of the club and ways to institutionalize it. And finally, the club members as well as the project's implementers agreed that the club will become a registered foundation. The active collaboration with the members of the simulation gamers club ensured a wide distribution of the project's activities. For instance, 15 governorates received simulation game workshops as well as initiatives. This number is high compared to the project duration. Recently new participants joined the simulation game design sub-teams. This practice was regarded as positive by the participants. They believed it ignited creativity in the game designing process. Throughout the past few months the and with the election of the board of trustees that come from different governorates, an action plan was put with ideas for the way forward. The impact this organization can have is huge. Not only is Nadi Al Mohakah going to impact the individuals that plan the activities or the individuals who will take part in its activities, but its impact will be clear on society as a whole through the youth that will manage to learn about the values and participate in the activities the club provides and rely on the changes they went through after playing a role. Nadi Al Mohakah is perhaps the most sustainable activity in the fifth phase of this project. Registering the club as an independent entity while at the same time providing those working in it with the financial and technical support needed to start generating an income and planning activities shows that the future of the club is in the hands of the youth that are enthusiastic about making a change in their communities and are equipped with the skills and experience needed to implement this change.

Work Package 5 (Freedom): The fifth work package aimed at introducing the general and methodological concept of active citizenship through the development and implementation of a simulation game. In addition to that, the workshops the participants were going to attend served the purpose of not only talking to them about the concept of active citizenship but also linking local trainers with key actors from other sectors, to facilitate further implementations of the previously developed curricula. Al Rehla simulation game was relevant to the concept of freedom that enables people to take their decisions. Moreover, Al Rehla simulation game was reflective of the real ground experiences that some of the facilitators and participants experienced in reality. After many of the participants played the game, they highlighted that they became more aware of the process of decision-making, how difficult it is and how they should understand the others' stances, needs and priorities. Al Rehla was implemented in 6 governorates: Sohag, Fayoum, Aswan, Sharqqiyya, Beni Sueif and Portsaid. The total number of participants were 99, out of which 55 were women and 44 were men. As for the age range, the participants' ages were between 18 and 35 years old. Although the game's outcomes were largely fulfilled (as it was discussed in the above section), the team members highlighted a number of challenges that they encountered during both the planning and implementation phases. Al Rehla simulation game has the learning goals to raise awareness about citizen rights and the Parliamentarian Elections in 2019. Furthermore, it had both direct and indirect impact. As for the direct impact, the objectives of the game were implemented and this was clear from the performance of the participants during the game and their feedback after the game ended. The participants became more aware of the process of decision-making and the importance of participating in their civil society to solve their society's problems. As for the indirect impact, the participants asked to repeat the game. In Aswan, the participants said that they will repeat the game. The team members highlighted a number of elements that are essential to ensuring the

sustainability of this game. This includes the consistent search for the problems that exist in the society and the design of simulation games that address such problems. Moreover, it is very crucial that such games are creative. It is significant that the team members and the facilitators follow up with the participants and the impact that the game had on their lives and their performance in their societies. Finally, it is pivotal that the team members in CDS follow up on the facilitators, providing them with technical assistance whenever needed.

Introduction and Background

Since 2007, CRISP (Crisis Simulation for Peace e.V) has been working in the field of conflict transformation and has specialized in the development and implementation of simulation games, believing that the understanding and comprehension of different perspectives and different backgrounds is a precondition for the successful settlement of conflicts. Throughout the years, CRISP has always emphasized the cooperation with local partner organizations. Knowing that real change cannot be achieved without the help of the people that live within the conflict and know its real effects on their lives, CRISP has always dedicated great parts of its work to joint project planning, including a transfer of project results into sustainable frameworks. Furthermore, CRISP has always aimed at being a platform for communication; where people from diverse backgrounds can get together and share experiences to be able to start collaboration and figure out a solution for their problems. To reach its goals, CRISP uses and develops simulation games that rely on a realistic approach to ensure that participants get a clear understanding of real-life situations and problems. Simulation games can be defined as games that are generally designed to closely simulate real world activities. A simulation game attempts to copy various activities from real life in the form of a game for various purposes such as training, analysis, or prediction.

The effects of the 2011 uprising sensitized four previous phases of Simulating Egyptian Transition (SET) project series, aiming to support the Egyptian youth to lead the change in the post uprising era. Simulating Egyptian Transition project started in 2012 by adopting concepts of conflict resolution and promoting peaceful coexistence. The journey, implemented by CRISP and the Center for Development Services (CDS), continued until 2018 to witness several milestones achieved by Egyptian youth. SET I introduced the method of simulation gaming, SET II, developed and implemented the first Egyptianized simulation game, SET III created a vision for Egypt in 2025 and was mainly built on five main values; namely: honesty, freedom, equality, justice and humanity. SET IV, in addition to developing and implementing more simulation games, introduced the idea of community initiatives.

The phase-five of the Simulating Egyptian Transition project (SET V) was implemented as an extension of a six years of innovative grassroots youth work. The SET series aimed at empowering Egyptian youth to become agents for the development of their local communities. Thanks to SET, the youth mastered the method of simulation gaming and implemented initiatives in partnership with local actors including civil society organization, local authorities, media and private sector, the youth created large network and expanded their legitimacy in their local constituencies. These implemented simulation games and initiatives were aligned to the *Vision for Egypt 2025*, which was developed by more than 300 youth from

10 Egyptian Governorates using the method of simulation gaming. The Vision was pillared on five core values which are Humanity, Equality, Honesty, Social Justice and Freedom. Thus, in 2017, SET IV piloted a project phase to implement the vision through simulation games and local initiatives. The pilot was successful and lead to a need to support more sustainable processes and platform to continue implementing the Vision.

The current fifth phase of SET project aims at contributing to a valued-based long-lasting change within the Egyptian society as such. During our previous activities, the project focused on five values on which we built our goals for the fifth phase: humanity, equality, honesty, social justice and freedom. The project team developed adequate tools and formats for their promotion. By setting free the creative potentials of young people and especially women, the project facilitates the identification of innovative, grassroots and community-based approaches for increased participation. Further, the project contributes to a consolidation of local civil society networks, by supporting already existing and effective structures and actors through five working packages covering the five main values.

This report is presented on the occasion of the final evaluation of SET V. Particularly, SET V aimed at capitalizing on the Vision and momentum of its motivated participants and collaborating communities to carry out five "work packages" to contribute to a sustainable youth work that achieve the five core values of the Vision.

The report will shed light on the finding of the final evaluation in accordance with the Development Assistance Criteria (DAC). In addition, key recommendations will be provided for the remaining period of the project and broader strategic ideas will be shared for future phases of SET.

Project Goals and Outcomes

The SET project series aims to transform stereotypes and mindsets to reduce conflicts between different groups and regions in Egypt. The project is mainly based on the theory of change, relying on simulation games and initiative building as a tool to promote youth community engagement and active citizenship, believing that youth can become agents of development and positive impact as well as ambassadors of the values of peaceful coexistence. Accordingly, the project promoted confidence and knowledge, network-building, cross-sectoral approaches, communication skills and active citizenship.

The project also built strong 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.   All of this was done to enable key actors (trainers/facilitators/participants/CSOs) to become more politically aware and assume responsibility, which will contribute to the positive change in the relation between them and decision-makers. That way, the central actors currently existing in Egypt are directly, but also indirectly addressed.

Evaluation Methodology

Using a participatory approach, this final evaluation incorporated diverse data collection tools and reflective activities that involved various project stakeholders including CRISP and CDS project teams, youth facilitators, and beneficiaries of the community-based initiatives and simulation games. The evaluation used the DAC criteria as guiding framework for evaluation. DAC examines the project's relevance, effectiveness, efficiency, impact and sustainability. Therefore, the following activities were carried out:

- Desk review of project documents including proposal, reports and previous evaluations;
- Focus group discussions.

Limitations

It was difficult to visit the local communities where the project's key activities were due to time constraints and to many of the initiatives being implemented at the same time.

Evaluation Findings:

Work Package 1 (Humanity):

In partnership with CDS and local organizations 15 initiatives depicting humanity values were implemented. The first work package, aimed at upscaling previous efforts and increasing local ownership by implementing 15 initiatives. Through these local initiatives channels of communication among marginalized parts of the population will be able to open.

Initiatives were designed and successfully implemented in 15 governorates in West Egypt (Alexandria), Central Egypt (Cairo and Giza), Delta (Sharkeya and Gharbeya), East Egypt (Ismailiya and Port-Said), Lower Egypt (Luxor, Awan, Assiut, Sohag and Qena) and Upper Egypt (Minya, Beni-Suef and Fayoum). The initiatives covered several community development issues such as; women empowerment, youth development and their role in civil society organizations, child protection and positive parenting, people living with disabilities, health and education. Through implementing these 15 initiatives the participants were able to reach around 4,000 direct beneficiaries, 70% women and 30% males. And almost 2.3 million indirect beneficiaries that were reached through media and social media platforms especially Facebook.

- **Women Empowerment:**

Five initiatives about women empowerment were implemented in the following governorates:

1. *Aswan- Change to help change (Ghayar w Etghayar)*
2. *Cairo- I will take my Right (Hakhod Ha'ay)*
3. *Ismailiya- I'm Human (Ana Insan)*
4. *Fayum- Do not force Her (Mategberhash)*
5. *Luxor- Coming Mothers (OmahatKademat – 2)*

Relevance:

Aware of the huge gap between the genders in Egypt, many of the participants wanted to come up to ideas to help and enable women to combat the different forms of violence they witness on daily basis and to be capable of financial independence. With that in mind the participants presented ideas that could help empower women.

Effectiveness:

Women empowerment initiatives have been implemented in 5 governorates, namely Aswan, Cairo, Ismailiya, Fayoum and Luxor, with a total number of beneficiaries of 2,344.

In Aswan, Change to Help Change (*Ghayar w Etghayar*) initiative, focused on building communication and argumentative skills, with emphasis on how to become a good communicator, and acceptance of different opinions. While giving attention on how to combat sexual harassment through WenDo (self-defense tool) training session to empower women to deal with sexual harassment. As well as informing them about the

difference between violence and harassment with focus on gender-based violence. 84 individuals participated in this initiative; 22 were males.

Cairo's initiative, I will take my right (*Hakhod Ha'ay*), began by empowering 20 women by engaging in a self-expressing activity for women that gave them the opportunity to express their feelings and ideas. The initiative also provided basic knowledge on legal rights and measures taken in case of harassment while focusing on the use of voice and body language as well as some kinetic techniques for self-defense.

In Fayoum, Do not force Her (*Mategberhash*) initiative, prepared training sessions for facilitators to be able to raise awareness about early marriage, sexual harassment and volunteerism to disseminate the knowledge onto different schools in Fayoum by having awareness seminars in educational institutes and NGOs reaching 2150 direct beneficiaries.

Ismailiya's I am Human (*Ana Insan*) initiative, consisted of 3-day training sessions for 30 participants on active citizenship and gender roles which was further highlighted to the beneficiaries when they participated in Ahl Hesa SimGame as part of implementing the initiative.

Luxor's Coming Mothers (*OmahatKademat*), mainly focused on empowering women economically rather than socially, where they empowered a group of 60 women on handcraft activities such as sewing, the initiative also gave sewing machines as a prize for the women who showed most dedication and effort. They also raised awareness about reproductive health.

Efficiency:

The participants tried to be as efficient as possible, believing that through smart planning they could reach and benefit more women. Knowing that women empowerment is a multi-dimensional topic, they tried to cover it from as many aspects as possible. Focusing on the financial independence of women as well as the different kinds of violence women face on daily basis, the participants were able to tackle women from different sides. In addition to not relying on one topic only to address the problem, the participants managed to have alternative plans available at all times in case something went wrong due to bureaucracy or similar. In Luxor the participants relied on the success and trust that was built in the previous year to continue working. In Ismailiya, the participants on the simulation game tool, specifically on the simulation game developed this year about gender quality. In Cairo, the participants managed to successfully get huge media attention, making their message spread faster.

Impact:

Women empowerment initiatives had a direct impact of raising awareness about combating sexual harassment, social acceptance and ways to increase income. These initiatives also had an indirect impact of reaching out to large numbers of people through the awareness raising activities, and also indirectly disseminating the idea of simulation games.

Sustainability:

One of the major achievements of these initiatives was the networking they managed to do in their governorates while working hand in hand with organizations that focus on women and their needs. Through networking, the participants wanted to ensure that the work they have done continues to be available for other women to benefit from. Furthermore, much of the work done, can be re used for the same purposes but with other women or beneficiaries. Some of the women that benefitted from the

initiatives in Luxor and Cairo have shown interest in becoming leaders and advocates of women's rights in their communities, enabling more women to seek change.

- **Youth Development and their Role in Civil Society Organizations:**

Two initiatives about youth development and their role in civil society organizations were implemented in the following governorates:

1. *Qena- A Generation that Understands (Geel Beyfham)*
2. *Assiut- Civil Society Correspondents' Network (Shabakt Morosely Al Mogatam' Al Madany- 2)*

Relevance:

After the 2011 uprising in Egypt, the youth finally felt that change to the better and fair representation were possible, but with the recent and current changes in the social and political scene, youth started feeling demotivated and pessimistic again. With that in mind, initiatives focusing on what the youth can achieve and can change were needed to address these needs and to motivate youth to take leading roles in their communities. In Assiut, the participants had noticed in the previous year, that there is a lack of communication between all organizations operating in this governorate, and after addressing this problem last year and building strong means of communication the participants decided to build on last year's success.

Effectiveness:

Youth empowerment initiatives took place in Qena and Assiut reaching 615 beneficiaries.

In Qena, A Generation that Understands (*GeelBeyfham*) initiative worked closely with the youth to promote the idea of active citizenship by teaching them how to design and implement community initiatives. Three initiatives were implemented under Qena's initaiative; "Schools as creative units" an focused on capacity building for educational service providers. "Let Us Rise" focused on instilling values through interactive art activities. While "Drawing x Story x Tale" focused on teaching students about importance of first aid and how to deal with emergency cases. Total number of beneficiaries is 465.

As for Assiut the Civil Society Correspondents' Network (*Shabakt Morosely Al Mogatam' Al Madany- (2)*) implemented Capacity building trainings for volunteers and students of the Faculty of Arts as well as for the technical support team that produced educational videos for students through networking in Assiut's civil society network. 150 individuals participated in this initiative.

Efficiency:

Realizing the importance of dedicating enough time to maximize benefit, the participants in Qena decided to come up with three different ideas that lead to the same goal: active citizenship in youth. Despite knowing that this would mean multiplying the effort put into implementation, the tools and the material needed as well as the time they will dedicate for planning and implementing, the participants decided to come up with a multi-dimensional plan that tackles the topic from different perspectives.

Relying on the success of the previous year to maximize the impact, participants in Assiut used their networking skills as well as ~~well~~ their experience to further develop their initiative, while leaving useful

material that can be reused for the upcoming year or from those that attended the workshops and are willing to start their own projects.

Impact:

Youth development initiatives had both direct and indirect impacts on society, the direct impact consisted of building skills for the youth through the development of values within their society by using innovative educational methods. And indirectly the initiatives impacted society by encouraging students about education.

Sustainability:

The two initiatives' teams managed to build great relationships with many of the organizations working in their governorates, hoping that their networking capabilities will ensure the sustainability of their small projects and will shed light on needs that might have not been addressed before. Furthermore, the outcomes of the initiatives, such as the movies made, will still be used again in projects that serve the same purpose, ensuring that work will be built on what has already been made and will not have to start from scratch.

- **Child Protection and Positive Parenting:**

Two initiatives about child protection and positive parenting were implemented in the following governorates:
1. *Alexandria- A Chance (Forsa)*
2. *Port-Said- Build Right (Ebny Sah)*

Relevance:

In a recent study by the UNICEF about violence against children in Egypt, it was stated that 78% of children in Alexandria, Assiut and Cairo were victims of emotional violence. The study also highlights the very high number of victims of Female Genital Mutilation/Cutting, as well as the fact that children and adults largely consider violence against children as an acceptable means of discipline. That being said, in addition to the already high divorce rate in Egypt, the participants saw an opportunity to target both issues.

Effectiveness:

Child protection and positive parenting initiatives took place in Alexandria and Port Said governorates reaching 163 beneficiaries in total including 27 children.

A Chance – (Life skills) (*Forsa*) in Alexandria trained 17 orphans on developing better communication skills and self-discovery as well as Educational activities with the purpose of developing communication skills that would qualify them to be ready to participate in life outside the orphanage.

Port Said, Build Right (*Ebny Sah*) initiative focused on 4 main topics which are: How to choose a life partner, causes of family disputes and how to solve them, consequences of family conflicts and their impact on children, and ways to strengthen family relationships. These are all Positive parenting methods to ensure stability of the family to maintain solid ground for raising children.

Efficiency:

Relying on their expertise and the challenges they have been witnessing in their communities, the participants responsible for the two initiatives, did not waste time. Coming in knowing what the problems they wanted to tackle are, in addition to the people they can rely on, on the ground, the participants had a clear plan since the beginning and managed to deliver the exact ideas they had from the start. While an environment that enables and encourages growth is important, participants that come with experience and expertise are an asset that can always be relied on. However, in Port-Said, the implementation period could have gone smoother if the participants responsible for it had been coached in team working.

Impact:

As a direct impact of these initiatives, beneficiaries including children benefitted from the psychological support and the encouragement of individuals to attend and spread more awareness about positive parenting methods. Indirectly, participants wish to develop the idea of the initiative so that the Ministry of Youth and Sports would adopt the project and disseminate across governorates.

Sustainability:

The sustainability in these initiative does not only focus on networking with existing organizations, but also on building trust with families that could reach out when challenges are faces or when disagreements erupts. With more initiatives in the future building on what has already been done or using these initiatives as a model, one can expect awareness to rise and to positively affect the high rate of violence against children and divorce in Egypt.

- **People Living with Disabilities:**

Three initiatives about people living with disabilities were implemented in the following governorates:

1. *Gharbiya- Innovative Creativity (Ebdaa'Motagaded)*
2. *Sohag- We have Co-Existence (HadanaTa'ayosh)*
3. *Giza- The Heart is the Language (Al KalbHuwa Al Log'a)*

Relevance:

With 2018 being declared the year of people with disabilities, many participants started seeing a window or collaboration and an opportunity to start working with one of Egypt's most disadvantaged groups.

Effectiveness:

Initiatives that focused on reaching 341 people living with disabilities were implemented in Gharbiya, Sohag and Giza governorates.

In Gharbiya, Innovative Creativity (*Ebdaa'Motagaded*) highlighted the importance of integrating 34 children with disabilities within their communities by implementing arts and crafts activities.

In Sohag, we have Co-Existence (*Hadana Ta'ayosh*) implemented workshops across Sohag Governorate about co-existence to achieve the integration of children living with disabilities in their communities, by bring children with disabilities together with their parents to present their capabilities and skills in innovative techniques. This initiative reached 330 beneficiaries; 180 children, 110 parents and 40 volunteers.

As for Giza governorate, The Heart is the Language (*Al KalbHuwa Al Log'a*) focused on people living with hearing disabilities, by networking with Baheya Foundation For Treatment Of Breast Cancer to address lack of related support services in Egypt in regards to dealing with patients living with hearing disabilities. They conducted a sign language workshop for 17 volunteers.

Efficiency:

While the experience and expertise of the participants involved facilitated the process and made it easier to overcome many challenges as well as avoid other challenges altogether, and while the participants networking skills served their initiatives immensely two major points need to be highlighted the first being having an alternative plan available and the second being smart spending. While the Giza initiative managed to reach its goals, they did face a major challenge when their first target group, before Baheya, was not being responsive and while they managed to get in touch with Baheya, an alternative plan at the beginning could have saved time and energy. Furthermore, while the initiative in Sohag was very effective and impactful, ideas or approaches of smart spending could have saved them money.

Impact:

Integrating people living with disabilities within their communities in itself is a direct impact of these initiatives. And through capacity building activities for the children and their parents, the initiatives were able to reach a higher number of beneficiaries hence indirectly impact these people with positive ideas.

Sustainability:

The sustainability in these initiatives does not only show in the coalitions that were built or in the networking that has been done but also in two more different ways. First, is the barrier that has been destroyed between a small number of people living with disabilities and a small number of people living without, encouraging those living without disabilities to get out of their comfort zones more often and to start communicating with the people living with disabilities. Second, is the advocacy that will take place after the initiatives have finished and how this advocacy can encourage more people more people to take part in similar initiatives.

- **Health**:

Two initiatives about health were implemented in the following governorates:

1. *Sharqia- Learn to save a Life (Et'alem: TenkezHayah)*
2. *Minya- Humanity (Insaniyah)*

Relevance:

Due to extreme poverty and lack of awareness in the areas targeted by the initiatives, the communities living in these initiatives have suffered from health problems, lack of opportunities to seek help and lack of awareness to have the courage to not only offer help when possible but also seek it to begin with.

Effectiveness:

Health initiatives took place in Sharqiya and Minya governorates with a total number of 304 beneficiaries.

In Sharqiya, Learn to save a Life (*Et'alem: TenkezHayah*) initiative aimed at Raising awareness about injections, first aid, vital signs and blood donation for 86 participants. 80 blood bags were donated as part of the initiative.

Minya's Humanity (*Insaniyah*) initiative provided specialized medical caravans and Medical convoys focusing on eye care (ophthalmology) as well as raising Awareness and prevention of communicable diseases in 2 targeted villages, reaching 658 direct beneficiaries.

Efficiency:

The participants of both initiatives have managed reach their goals easily and to get the attention of the media, which highlights their efforts, the problems apparent in their communities and the organizations bringing such projects to life. What was very interesting was how the participants in Minya handled the tardiness of a permission that was going to let them enter a specific part of the university campus they were working on; they simply went on with their work in other areas and were not hindered at all. In fact, when the permission arrived, they were able to dedicate more focus and attention to that part of the initiative because they had already achieved the majority of their goals.

Impact:

Spreading awareness about the importance of blood donation positively impacted people's perception, however indirectly, these initiatives gave people living with medical problems awareness and confidence do deal with any medical problems faced.

Sustainability:

The sustainability of these initiatives can be determined overtime when for example blood donations continue to not be an issue of concern for these governorates. However, at the moment, the reaction of the targeted group along with the networking that has been done and the coalitions that were built, can indicate that these initiatives will continue to have a positive impact on the communities that they targeted.

- **Education:**

One initiatives about education was implemented in*:*

1. *Beni-Suef- Together for a better Generation (Ma'anilaGeelAfdal- 2)*

Relevance:

In a school in Beni-Suef in which one of the participants works as a teacher, both the teachers and the parents were complaining about the behavior and the lack of respect and decency of the students towards their school and teachers and among each other.

Effectiveness:

Educational initiatives took place in Beni Suef, Together for a better Generation (*Ma'anilaGeelAfdal- 2*) were 200 students in a school in Beni Suef developed better understanding values that will be implemented throughout the initiatives. During the workshops implemented the students reflected on the importance of values in their day to day lives, focusing on the difference between a value, behaviour

and moral as well as the sources of values (religion, culture ...etc). Arts and crafts workshops were implemented to help disseminate the values through the students to their communities.

Efficiency:

The participants in Beni-Suef managed to positively use all their strength to be able to implement this Initiative. Starting with relying on the networking skills, the credibility one of them has as a teacher, as well as their understanding of the children's behavior and needs, they managed to not only reach all their goals but also to do that while having alternative plans ready in case the bureaucracy prevents them from doing what they intended to do. Furthermore, the understanding of the nature of the situation, enabled them to make the right decision concerning media coverage; a misinformed media plan could have shut the initiative down.

Impact:

Direct impacts were obvious after implementation, as the students immediately started disseminating the values learnt from the initiatives to other students in school and in their local communities. Teachers started noticing a positive change in students' behavior and their interaction with each other. Indirectly the initiative encouraged students to participate in extracurricular activities.

Sustainability:

The targeted school has agreed to include the infinitive that took place in its annual curriculum to ensure that all the students will be able to benefit from it not just those who were at the school or were of age when the initiative first took place.

Work Package 2 (Equality):

In cooperation with the Ministry of Youth and Sports, the project developed and implemented a simulation game called "Ahl Heissa" (The People of Heissa) about gender equality. The second work package aimed at highlighting the importance of gender equality and combating gender-based violence through the development of a simulation game that mirrors women's reality and implementing this game with youth at youth centers affiliated to MoYs.

This game touches upon one of the most challenging problems in the Egyptian society, which is gender inequality. The game presents a small village in upper Egypt where women are fighting for equal opportunities and representation as their male counterparts. Ahl Heissa touches upon a number of problems that encompass: Women's access to education, early marriage, their inability to get their share in inheritance, and their inability to control their reproductive and sexual rights. Throughout the game, the participants, both females and males, found themselves playing roles of women who were fighting for their rights, or in positions of power which could enable them to advance women's rights. Through this simulation game, the participants did not only examine the stalemates that face many Egyptian women, but they also proposed a number of solutions that could help women get their rights. This was through a number of tools, which included: Networking, negotiation skills and the understanding of the social context with the traditions and customs that hinder women from getting their rights and how such traditions could be addressed to ensure the development of a just and fair society that equally serves its members.

On the 10th of December, the team members of Ahl Heissa simulation game presented their experience with the implementation of the simulation game in the different governorates where the game was played.

- **Relevance:**

Ahl Heissa had a number of learning objectives. One of those was raising awareness among the participants of the importance of gender equality through enhancing knowledge about the benefits and importance of equality and its impact on individuals, families and the entire community. Given such objective and learning goal of Ahl Heissa, the team members believed that the targeted governorates (Alexandria, Ismailiyya, Assuit, Giza and Minya) were the most adequate to play Ahl Heissa. The relevance of Ahl Heissa to the targeted governorates could be understood in the light of two issues: The first aspect is the conservative cultures of the targeted governorates (in regards to gender equality) and the second aspect is the fact that the discussed issues found resonance among many of the participants. As for the first aspect, the chosen governorates had high levels of gender inequality and discriminatory practices that violate women's right to inherit, receive education, control their sexual and reproductive rights; along with forcing many girls into early marriage. This is especially the case with Ismailiyya, where only 50% of the participants were from the city, while the rest of the participants came from villages that surround the city; which have more conservative culture, in regards to women and their rights. Ahl Heissa was not only relevant to the context in such villages (in specific) and the targeted governorates (in general), but the game also offered a chance to challenge gender-based stereotypes that are strongly embedded in the participants' cultures. For instance, a number of female participants started to call for their rights (inheritance...Etc) in their families after they played the game. Moreover, some male participants after playing the game, especially that some of them had played roles of women who are deprived of their rights, started to be aware of the experiences of women and the importance of gender equality. Some of the male participants also started to call for gender equality and to fight for the right of women to education, inheritance, ...Etc. The second reason why Ahl Heissa was relevant to the chosen governorates is the fact that the discussed issues found resonance among many of the participants who shared real stories that relate to the issues that were discussed in the game such as stories about women they know who were not given their share of inheritance, or women who were forced into early marriage.

- **Efficiency:**

The learning goals and objectives of Ahl Heissa simulation game were efficiently achieved. Nonetheless, the dynamics of the implementation of the game differed from one governorate to another and from a group of participants to another. For example, in Alexandria, where the culture is vehemently patriarchal and conservative, there was only one participant from 16 who was a female. This made the girl who was playing the game uncomfortable and she did not want to be featured in any pictures. This highlights an important issue, which is the importance to choose the right participants and paying attention to the surrounding context. Although the learning goals of the game were implemented, there was lack of gender balance which made the female participant uncomfortable. Unlike Alexandria, Minya, as a result of being integrated in a number of development projects that address women empowerment and gender equality, had more female participants; the latter were aware of gender equality more than their counterpart(s) in Alexandria. Additionally, the male participants in Minya were more progressive than the other participants in the other governorates, in regards to women rights. For instance, although a male participant won the majority of the votes in the end of the game, the difference in the number of the

votes, as compared to another female participant, was only one vote. This means that while some practices of gender inequality could still persist, the degree and intensity of such practices have been reduced after playing the game. As for the differences in the implementation of the learning objectives of the game as a result of the differences among the participants, this was clear when participants from the Ministry of Youth played the game vis-à-vis other participants. This is not a negative observation as diversity is definitely enriching and reveals the impact of the different contexts on the behavior of the participants while playing.

Ahl Heissa was implemented five times in five governorates: Alexandria, Ismailiyya, Assuit, Giza and Minya. The total number of participants was 79, out of which 43 were women and 36 were men. The age range is between 18 and 30 years old.

Although the learning objectives of the game were largely fulfilled, the team members highlighted a number of challenges that they encountered in the planning and implementation phases. The challenges are resembled in: The limited time for the planning phase, the lack of venues for the implementation of the game and the lack of commitment from some of the facilitators. In regards to the first challenge, some facilitators had only three days to prepare for the game as they were planning to implement another game (Al Rehla/ The Journey), and then, they were asked to change the plan; and play Ahl Heissa. They had to pressure themselves and prepare in three days as a result of that quick change. As for the second challenge, the team members faced difficulties and reluctance, in some cases, from the Ministry of Youth and Sports to provide spaces for the team to implement the game. The third challenge was caused by the lack of commitment from the side of some of the facilitators as some of them did not come on time. The team members were able to overcome some of those challenges, such as: searching for alternative venues to carry out the game. This used to be facilitated through personal networks and connections. One of CDS team members commented on that by saying that there must have been better co-ordination from the very beginning of the planning phase. Both the coordinator and the facilitator have to co-ordinate more amongst each other; especially when it comes to the logistics in order to ensure that the plans fit into the budget that was agreed on from the beginning.

- **Effectiveness:**

The team members highlighted that they were able to carry out the learning objectives of the game as a result of the support that they received from both CDS and CRISP. This is besides the expertise of some of the facilitators in facilitating simulation games, in general. This was apparent during the planning and implementation phases.

It is interesting how some of the participants, after playing the game, stated that they thought that they believed before in gender equality and that they were pushing for women's rights to be implemented. However, after they played the game, they discovered that they had misconceptions about gender equality. For example, some of those participants might have been supporters of women's right to inheritance, but they would not allow a woman to inherit a piece of land that has good location; which means that its price would be high. Moreover, in some cases, some participants refused, in the beginning, to play the role of evil characters, such as: The mayor of the village. However, they accepted after that and they efficiently played the role.

There are some aspects that the team should have been more aware of, such as: The people who were playing the game could all have been from the same age group, the game should be carried out in the

same way in all the governorates (the scenario, characters and rules should remain the same) and that the players could be older than 30 years old and still enthusiastic. Thus, the team members should not exclude old people from playing, thinking that they are not as enthusiastic or as committed as young people.

While presenting the extent to which the game managed to fulfill the learning goals and objectives of the game, a debate was invoked about whether the goal of the simulation games is to change the values of the participants or to educate people about such values. The discussion ended with the conclusion that the facilitators should aim at helping the participants learn the objectives of the game and think critically about them. The facilitators should not try to forcibly change the values of the participants or impose any point of view on them. This debate culminated in a wider debate about the meaning of simulation games, how they should be played and the difference between those games and acting. The facilitators agreed that this is one the topics that require more discussion and focus in the upcoming period so as to make sure that everyone, from the facilitators and the participants, understand the simulation games and their roles. A proper and accurate understanding of simulation games is essential to maximize the benefits from such games.

- **Impact:**

The game managed to increase the awareness among the participants of the issues that were discussed. This was apparent in the participants' reaction to the discussed issues and their engagement in debates over such issues, which could be viewed as a direct impact. The game was able to target around 85 participants from 5 governorates who became more aware of women rights and the challenges that they face. Moreover, the participants became, in general, more active in their societies. One of the team members stated that there must be a scientific way to measure the impact of the simulation game on the participants. She suggested that this could happen via three tools: An emotional test (sensometer), grades (to assess their scientific performance) and through discussion and debate. However, this raised debate among many members of the team who argued that the values that were debated were all relative and it is very difficult to measure them via grades. For instance, it is very difficult to have a clear-cut definition of gender equality or the mere concept of gender. One of the participants said that he was against this idea of having a scientific way to measure the impact of the game on the participants as the goal is not to measure the impact as much as it is to educate the participants about such values. Another team member said that a better idea was to raise a number of questions before and after the simulation game to measure the impact.

In regards to the indirect impact, this is resembled in the enthusiasm of some of the participants to integrate the values that they learnt in the form of plans that could be translated into projects. According to the team members, the game aspires to induce values, such as: Co-existence and tolerance in the societies of the participants on the long run. Additionally, the team members were able to co-ordinate with a number of civil society organizations and disseminate the culture of simulation games. In general, simulation games offer a very effective tool of education that challenges stereotypes, changes bad practices, make people accept each other and help the different factions of the society to co-operate with each other.

- **Sustainability:**

The team members stated that it is very important to make seminars and activities for the participants to make sure that they were still committed to such values. The team member also stated that they will rely on the website of the simulation club (http://www.simclub-eg.org/index.html) to ensure the sustainability of the games and the values that they spread. This should be done through having further activities, simulation games, and upcoming events that could attract interested people to participate.

Work Package 3 (Honesty):

The aim of this work package is to create safe open spaces for youth and women, to engage in constructive dialogue with stakeholders, and particularly local authorities. The following safe open spaces have been established in collaboration with organizations from within the following governorates:

1. Cairo- Gozour Foundation for Development

The Foundation is the host organization of the Nadi Mohaka Foundation NMF. Gozour Foundation aims at tackling the underlying root causes of major societal problems based on the belief that simply addressing the symptoms without addressing the root causes creates more challenges in the long run. The Foundation works closely with the poor and pays particular attention to marginalized groups of the society to help them to discover their roots, re-evaluate their identity and their capabilities, and work hard to build and rejuvenate themselves and their communities. The foundation is committed to improve their living conditions and ensure that they enjoy healthy and productive lives in a sustainable manner. Managed by a clear vision and the ability to plan firm strategies, innovative and unique technical capabilities, and constructive relations with all stakeholders the Foundation staff are catalysts of social change. Our strong belief in the power of volunteerism allows us to utilize the vast human resources willing to support the development of marginalized and underprivileged communities.

2. Port-Said- Port Fouad Baby and Family Care Society

The Association is active in the social development sector with particular focus on women's reproductive health, women empowerment, positive parenting and childcare. The Association runs a family planning clinic and is active in raising awareness on women's health and family counseling. It has numerous volunteers and supports community-led development initiatives. The Association has multiple stakeholders including private sector companies and international donors.

3. Fayoum- Ahla Haya (Best Life Association) in Fayoum

The Association is active in peer education approaches and enhancing volunteerism among young people in Fayoum. Despite its recent registration, it has implemented several projects with multiple stakeholders, including Active Citizens and Ambassadors for Dialogue. The Association is fully equipped and can accommodate more than 40 participants to implement community-led activities and simulation games.

4. Sharqiya- ElFanar Foundation

The Association aims at enhancing youth development and economically empower them through employability and entrepreneurship programs. The Association's capacity building programs focus on

topics including life skills, business development skills, and vocational training to qualify young people with the needed skills for successful implementation of entrepreneurial projects.

5. Beni Suef- El-Nahda Association for Comprehensive Development in Nweira Village – Beni Suef

The Association is a leader community-based Organization specialized in community development and implementing development programs in various sectors including health, education, women empowerment, youth empowerment and civic engagement based on the core principle of sustainability and maintain community cohesiveness and stability.

6. Minya- Benaa Association for Development, Minya

The Association supports community members to build their capacities based on the values of participation, knowledge and collaborative efforts. The space is used for building youth capacities in community development, volunteerism and participation in local council elections.

7. Aswan- Mostaqbal Association for Development, Customer Protection and Environment

The Association is a leader community-based NGO specialized in designing and implementing community initiatives with focus on social and political development of youth and women based on the values of equality, justice and freedom. The Association works directly with disadvantaged groups of the community to build their capacities, mobilize local resources and network with various stakeholders using its well-founded premises and consolidated position in Aswani community.

- **Relevance:**

The spaces should also act as social innovation hubs where local initiatives are conceived and launched. This work package is facing some delay as its planning duration is lengthy. It is understandable that planning a new component in a participatory manner is time-consuming, but it should pay off with the high ownership of the youth and women who are meant to use these spaces. The midterm evaluation discussed with the youth inspired the evaluator to share the following ideas to be considered for the coming period of the project:

- **Efficiency:**

The project introduced the governorate coordinator position. These coordinators were responsible for coordinating with the participants in the respective governorates and ensure proper sharing of information related to project updates and invitations to project activities. This is a good practice that contribute to the efficiency of the project.

- **Effectiveness:**

The open spaces could run following a social business model. In that sense, the open space generates income via membership fees, rental of rooms, and fee-based simulation gaming services delivered by the members of simulation gaming club. This income will cover the space's running cost and part of it will be distributed as simulation game facilitation fees to the relevant Club/space members;

Develop "establishment documents" for each open space. It is useful that each open space has its mandate based on the specific needs of the host communities. However, it would be added-value to write

a brief document stating important guiding information such as how the spaces will be governed, the criteria for selecting its members, and the thematic scope of the activities supported by the open space.

- **Impact:**

One of the main challenges youth in Egypt have today is the lack of opportunities. Whether it is the lack of opportunities in conversation, the lack of opportunities in activities or the lack of opportunities in acquiring skills, youth nowadays find themselves unable to participate in their communities or improve their own skills. What the open spaces could provide youth with are means to be part of their communities, whether through hosting events, participating in events or attending events and giving them an opportunity to find like-minded people to talk to about pressing matters. With a sustainable model, the financial impact the open spaces can have on people can be quite helpful.

- **Sustainability:**

With a partnership with organizations from the governorates, the sustainability of the spaces is ensured. Not only do the participants feel enthusiastic about the availability of the spaces and the potential these spaces have, but they are also eager to use these spaces as an outlet for the activities that they have learned and the skills that they have acquired.

Work Package 4 (Social Justice):

This work package supported the institutionalization and the registration of The Simulation Game Club, or "Nadi El Mohakah." The fourth work package aimed at implementing the foundation of Nadi El Mohakah through developing and approving structure of cooperation within the foundation as well as assigning responsibilities per governorate, planning tasks and acquiring all the necessary skills to found the Sim Club and keep it running.

- **Relevance:**

Supporting the formalization of Nady El Mohakah (Simulation Game Club) is one of the most relevant actions in today's climate in Egypt. Assisting the Club to become a foundation is a step towards the empowerment of the beneficiaries to become active partners in the designing, implementation and evaluation of projects on their own as well as continue on the path SET created. Nadi Al Mohakah created a platform for youth to learn useful skills that can help them become better people within their communities as well as skills that they can use to generate income.

- **Efficiency:**

Throughout the past few months the and with the election of the board of trustees that come from different governorates, an action plan was put with all the necessary steps that needed to be taken. The board of trustees has already started accomplishing some of the targets mentioned in the plan such as the development of a basic fundraising plan. In addition to the action and fundraising plan a website was created to not only market the foundation of Sim Club, to put youth from all of Egypt's governorates in touch but to also be a hub for the knowledge produced in all of SET's phases. Furthermore, the CDS and Crisp teams created personal profiles for all the participants to be used on the website to help the youth interested get in touch with the participants from their governorates.

- **Effectiveness:**

The project organized workshops to discuss the future of the club and ways to institutionalize it. And finally, the club members as well as the project's implementers agreed that the club will become a registered foundation. This decision was taken as a result of hours of discussions and consultation with legal advisors. The idea of establishing a foundation offers unlimited potential for the club to grow and expand its professionalism and impact. The evaluator spent considerable time with both beneficiaries and project team to discuss the future of the foundation, and below are distilled ideas including those of the evaluator:

1. The foundation conducted elections for its board of trustees, but it is just the beginning. The board of trustees should immediately start setting parameters and guidelines for its work. Some of the ideas along this line is developing a strategic and operational plan with a focus on a) members capacity building; b) fundraising/income generation; and c) organizational good governance. This is in addition to developing a financial manual to ensure meeting good accounting, admin, log, HR standard is very important
2. Team building is a need that the foundation can contribute to. The foundation should promote an organizational culture based on the values such as ownership, cooperation, complementarity, innovation and hard work
3. Define and/or adjust communication and collaboration channel between the Foundation, and CDS and CRISP. This channel should update the role of the Club as partners, rather than beneficiaries
4. Hiring an Executive Director for the Foundation is recommended. This position should execute the Foundation's operational plan and expedite the pace of implementation of its activities, especially if the foundation partners with future phases of SET project

The active collaboration with the members of the simulation gaming club ensured wide distribution of project's activities. For instance, 15 governorates received simulation game workshops as well as initiatives. This number is high compared to the project duration
This year, new participants joined the simulation game design sub-teams. This practice was regarded as positive by the participants. They believed it ignited creativity in the game designing process

- **Impact:**

The impact this organization can have is huge. Not only is Nadi Al Mohakah going to impact the individuals that plan the activities or the individuals who will take part in its activities, but its impact will be clear on society as a whole through the youth that will manage to learn about the values and participate in the activities the club provides and rely on the changes they went through after playing a role.

- **Sustainability:**

Nadi Al Mohakah is perhaps the most sustainable activity in the 5th phase of this project. Registering the club as an independent entity while at the same time providing those working in it with the support needed to start generating an income and planning activities shows that the future of the club is in the hands of the youth that are enthusiastic about making a change in their communities and are equipped with the skills and experience needed to implement this change.

Work Package 5 (Freedom):

In the fifth work package the project developed and implemented a simulation game "Al Rehla" (The Journey) about active citizenship and participation. The fifth work package aimed at introducing the general and methodological concept of active citizenship through the development and implementation of a simulation game. In addition to that, the workshops the participants were going to attend served the purpose of not only talking to them about the concept of active citizenship but also linking local trainers with key actors from other sectors, to facilitate further implementations of the previously developed curricula.

Al Rehla or The Journey takes place in a train in three different caravans. Each caravan resembles different class. The first one represents the upper class, the second one represents the middle class and the third one represents the lower class. Although each class has its own views on life, motives and priorities, they all, at a certain point, find themselves forced to re-consider their priorities, compromise and learn the mechanisms of decision making to decide the direction and route that the train is supposed to take. Through this process, people learn that they will have to sometimes choose between their selfish desires and the needs of the other passengers. Through this game, the participants learn that sometimes they will have to prioritize the needs of the others above their own as such decision will have impact on the entire society. The overall goal of this game is to teach the participants the importance of active participation and the significance of forming coalitions to represent the choices and needs of the people. The simulation game sheds light on three main questions: What a good decision is, what makes this good decision and the extent to which people are active in the political life and the mechanisms that they use to implement their goals. These issues should be addressed in light of a bigger issue which is the significance of developing an inclusive culture that accommodates the choices and needs of the different social classes and different groups of people.

- **Relevance:**

Al Rehla simulation game was relevant to the concept of freedom that enables people to take their decisions. Moreover, Al Rehla simulation game was reflective of the real ground experiences that some of the facilitators and participants experienced in reality. One of the characters in the game is a member of parliament; and in reality, some of the facilitators and participants had real experiences with members of the parliament during the last electoral campaigns. For instance, one of the facilitators stated that in Port Said, a number of youths helped members of parliament in their campaigns. But, after they won in the elections, they were not able to reach them. Moreover, those members of parliament did not fulfill the promises that they made during the campaigns after they won the elections. The game was also relevant to the participants who were not very aware of the mechanisms of decision-making. After many of the participants played the game, they highlighted that they became more aware of the process of decision-making, how difficult it is and how they should understand the others' stances, needs and priorities. Thus, the game was relevant for both the context of the selected governorates and the participants' lack of awareness of the process of decision-making.

- **Effectiveness:**

Al Rehla was implemented in 6 governorates: Sohag, Fayoum, Aswan, Sharqqiyya, Beni Sueif and Portsaid. The total number of participants were 99, out of which 55 were women and 44 were men. As for the age range, the participants' ages were between 18 and 35 years old.

The team members highlighted their satisfaction with the impact of the game on the participants who were part of the game. The game managed to change some of the concepts and ideas about the process of decision-making, how people negotiate with each other and how they take decisions that are considerate of the others' needs. For instance, values such as: Justice, equality, honesty and freedom were internalized by the participants and reflected in their feedback about the game. Moreover, some of the introvert participants who did not show enthusiasm in the beginning of the game became less introvert and more enthusiastic while playing. Those participants were also interested to fulfill the learning objectives of the game and to be part of any activities that will ensue. However, the impact of the game differed from one governorate to another, depending on the different context of each governorate and the different participants. These two factors had impact on the outcomes of the game and the degree to which the participants benefited from the game. There are other factors that influenced the outcomes of the game, which include: The co-ordination between the team members and the coordinators, the role of the facilitators, the role of the team members in the process of writing the scenario and the choice of the participants.

- **Efficiency:**

Although the game's outcomes were largely fulfilled (as it was discussed in the above section), the team members highlighted a number of challenges that they encountered during both the planning and implementation phases. These challenges include: First, the lack of harmony among some members of the team. Second, the team members had restricted and limited time to plan for the game. Third, some of the team members did not show on time while the game was played. Fourth, some of the participants did not abide by the roles that were allocated to them in the beginning of the game. This, accordingly, requires placing more accurate criteria in the selection of the participants, as highlighted by one of CDS members. Additionally, such criteria should be incorporated in the manual of the simulation games to enable the facilitators to make better choices of the participants. Fifth, some of the participants were bored while playing. This point stirred debate among the team members as some believed that this was intentional to reflect the length and tiring nature of the decision-making process. On the other hand, other team members believed that there were details that could have been omitted to avoid such boredom. Sixth, the absence of clear criteria to assess the game's impact on the participants. Despite the presence of a number of challenges, the team members were able to deal with such challenges. First, they managed to work under pressure. Second, they embarked on developing a good plan and they managed to divide the roles amongst themselves. Third, they came up with a number of fun and ice-breaking activities so that they can break the participants' boredom during the game. They also managed to introduce crises to the game to break the participants' boredom.

The team members highlighted a number of recommendations that are essential to take into account in the upcoming simulation games. First, it is important that the facilitators in the different governorates share their experiences when facilitating the simulation games with each other to learn from each other's' mistakes and experiences. They also highlighted the importance of sharing reports with each other. It is also very important to highlight where the pitfalls exist: Are they in the performance of the facilitators or in the lack of facilities. Etc This is important so as not to waste time in the planning or execution phase.

Finally, the team members highlighted that whenever there are enough tools and facilities to carry out the game, the outcomes are better fulfilled. This was the case in Sohag where everything was available, place, team members, enough participants, facilitators; and as a result, the outcomes were fulfilled.

- **Impact:**

Al Rehla simulation game had both direct and indirect impact. As for the direct impact, the objectives of the game were implemented and this was clear from the performance of the participants during the game and their feedback after the game ended. The participants became more aware of the process of decision-making and the importance of participating in their civil society to solve their society's problems. As for the indirect impact, the participants asked to repeat the game. In Aswan, the participants said that they will repeat the game. Moreover, some of the participants asked the facilitators to teach them how to facilitate simulation games so that they could become facilitators. Additionally, many of the participants learnt the value of volunteering and its importance in their society. Some of the participants volunteered in other activities after they played this game. It is important to acknowledge the role of the partners, such as: The Red Crescent, in helping in the realization of the objectives of the game. The Red Crescent offered space to the team members, facilitators and participants to play the simulation game; and that was after CDS changed the time of playing the game and the team did not have enough time to find a place.

- **Sustainability:**

The team members highlighted a number of elements that are essential to ensuring the sustainability of this game. This includes the consistent search for the problems that exist in the society and the design of simulation games that address such problems. Moreover, it is very crucial that such games are creative. It is significant that the team members and the facilitators follow up with the participants and the impact that the game had on their lives and their performance in their societies. Finally, it is pivotal that the team members in CDS follow up on the facilitators, providing them with technical assistance whenever needed.

Lessons Learnt and Recommendations

The project has been accumulating knowledge and experiences over the years. One good practice is that the project gives good attention to the lessons learnt and dedicates specific activities for them in the project action plan. Despite this being the final evaluation of the project, the participants were still asked about what they learned this year in Phase V, hoping that the project team will find them useful in other future projects with youth and women:

- Through multi-party collaboration including CRISP, CDS, Sim Club (NMF) and the many local stakeholders this project has managed to only grow stronger throughout the last 7 years.

- Investing in initiatives and giving room for the participants to choose the themes and topics that they perceive as worthy of attention and to help them come up with plans was very important because it gave the participants a sense of ownership and agency. Adding initiatives besides simulation games was a very relevant move; the games enable the participants to think critically and experience empathy which encourages them to develop innovative solutions to address community issues/challenges, whereas the initiatives enable the participants to implement and learn from those solutions. Similarly, the newly added component, open spaces, provides the space for cross-sectoral dialogue and collaboration to ensure higher relevancy and sustainability of these initiatives, and that women and other groups are represented in the different phases of the initiatives cycle management.

- The NMF has priorities to institutionalize the work of the club based on a social enterprise model. This is going to happen through the development of strategic and operational plans as well as by writing manuals and guidelines. This will all be done and put into consideration in addition to focusing on ongoing development of the human resources aspects to keep the club running, relevant and up-to-date with the social and political challenges that the youth is facing.

- There is unwanted competitiveness among the team of the Simulation Game Club. These vibes exist because a) some participants from older cohorts claim seniority over the newer cohorts, and b) some participants are less serious about the objectives of the workshops. Therefore, it is recommended to organize team building activities that focus on positive communication, constructive criticism and trust-building and the value of team diversity. Moreover, as mentioned earlier, the participants selection process is recommended to be updated with clear criteria and to include application and interview steps. In addition, a code of conduct could help in strengthening the relationships amongst participants and also provide ability to exclude members who are contributing negatively to the project.

- The initiatives team would need further training and coaching on how to settle the cash advances they receive for the implementation of initiatives to avoid any discrepancies or problems that could arise.

- Supporting initiatives that employ arts proved to be effective. Arts with its different forms whether as a tool or as a method communicated awareness messages easily to the initiatives' target beneficiaries regardless of their educational background, gender or economic status.

- Conduct a mapping of partners for the Sim Club. It would be useful to have a list of partners available for the project and accessible for all club members to support SET project planning and the implementation of local initiatives.

- It is interesting to explore how the SET project and all its previous phases indirectly contribute to youth employability and empower youth to be active within their communities. This could be used as an ingredient for planning of future projects.

- Time is a very important factor for the preparations of the project as well as the different activities that took place. Without putting time properly into consideration, different challenges that could have been avoided arise.

- Participants should at all times while planning activities have a plan b available at hand. The lack of thinking about challenges and how to solve them beforehand created tension that hindered the project in different ways.

- The importance of the follow-up phase and the significance of meeting up with the participants to be able to measure the impact of the games, and the importance of choosing the right time to ensure that the participants will benefit from the goals of the games.

Annex:

The following table shows the names of the governorates, the names of the initiatives and the number of beneficiaries.

	Governorate	Initiative	Number of Beneficiaries
1	Luxor	**Coming Mothers** *(OmahatKademat – 2)*	60 (Women)
2	Sharkeya	**Learn to save a Life** *(Et'alem: TenkezHayah)*	86
3	Ismaileya	**I'm Human** *(Ana Insan)*	30 (13 Women) – (17 Men)
4	Aswan	**Change to help change** *(Ghayar w Etghayar)*	84 (62 Women) – (22 Men)
5	Cairo	**I will take my Right** *(HakhodHa'ay)*	20 (Women)
6	Minya	**Humanity** *(Insaniyah)*	658
7	Assiut	**Civil Society Correspondents' Network** *(Shabakt Morosely Al Mogatam' Al Madany- 2)*	150
8	Beni Suef	**Together for a better Generation** *(Ma'anilaGeelAfdal- 2)*	200 (Women)
9	Alexandria	**A Chance – (Life Skills)** *(Forsa)*	17
10	Fayoum	**Do not force Her** *(Mategberhash)*	2150 (1350 Women) – (800 Men)
11	Sohag	**We have Co-Existence** *(HadanaTa'ayosh)*	330
12	Qena	**A Generation that Understands** *(GeelBeyfham)*	750

	Governorate	Initiative	Number of Beneficiaries
13	Portsaid	**Build** **Right** *(EbnySah)*	146
14	Giza	**The Heart is the Language** *(Al KalbHuwa Al Log'a)*	47
15	Gharbeya	**Innovative Creativity** (Ebdaa'Motagaded)	34