

Closing Ceremony – Jordan Youth Vision 2030



Amman, Jordan 4 December 2019 – Under the Patronage of H.E. Eng. Mousa Maaiteh, Minister of Political Affairs, the civil society consortium **Motivators**, **CRISP** and **CDS** have the honor to host the closing ceremony of the “Jordan Youth Vision 2030” project at the Mövenpick Hotel, Amman. The event features the presentation of the project achievements by of the beneficiary Jordanian Youth.

AGENDA

The event opens with welcoming speeches by **Mr. Bady Baqain**, Director of Motivators for Training (Jordan), **Mr. Ali Mokhtar**, CEO of Center for Development Services (Egypt), **Mr. Andreas Muckenfuß**, Director of CRISP (Germany) and the participants of the project. Followed by keynote speeches of the representative of the German Embassy in Amman, **Dr. Bernd Kuzmits**, Head of Development Cooperation and the honorable **H.E. Eng. Mousa Maaiteh**, Minister of Political Affairs. Afterwards the participants of the project outline their achievements of the last months and present the main result of the project: The Jordan Youth Vision 2030.

THE JORDAN YOUTH VISION 2030

The Youth Vision focuses on the most urgent challenges among youth in Jordan: employment, education and participation. The corresponding roadmap, as part of the Youth Vision, outlines a way how the Youth Vision could be realized in the future and thus describes those objectives that shall be reached throughout the next years to create a more youth-friendly environment in Jordan. The roadmap has a cross-sectoral approach and is in line with the Jordan National Youth Strategy 2019-2025 (NYS). The Youth Vision includes stakeholders from different sectors, such as business, media and civil society to support the implementation of the NYS until 2025 and furthermore drafts a possible continuation until 2030.

METHODOLOGICAL APPROACH: SIMULATION GAME “ARD EL-AZM”

The innovative approach of this project lies in the application of tools of non-formal-education, particularly the method of simulation gaming. This experienced-based learning tool was implemented for the first time in the Hashemite Kingdom of Jordan.

The organizers developed together with the participants the simulation game “Ard El-Azm”. Within the scenario of the simulation game the participants find themselves in a fictitious city named “El-Maamoula” (the Desired One) where they discuss social challenges of unemployment, poor education and lack of social participation. They take over the roles of local stakeholders and are requested to develop inclusive projects, in order to find ways to improve their life conditions.

The simulation game “Ard El-Azm” is designed to equip members of civil society with skills to recognize the various challenges in their society and provide practical solutions that could be implemented in real



life. The main objective of “Ard El-Azm” is to develop a Jordanian society that is more cohesive, united and harmonious.

OVERALL IMPACT

The project enabled Jordanian Youth to demonstrate their commitment towards local development through social engagement within and beyond their communities. The project served as an innovative platform to inspire constructive participation in decision-making processes and empower youth to drive local development through community-based social enterprise.

In doing-so the project explored various paths to active citizenship. It is foreseeing that the developed Youth Vision 2030 will serve as a point of reference for key actors from different sectors to join forces and to collectively work on positive social change.

PROJECT DESIGN

The project included a conduction of a holistic needs-and-actors-analysis, in order to identify issues of concern, and to ensure the greatest possible impact of all activities part of this project. Taking into account the outcomes of several international youth policy reviews, the organizers continued this dialogue with youth from different governorates through a series of workshops. The simulation game was implemented in four different governorates and reached more than 100 youth. Afterwards the results of the simulation games were gathered and clustered and eventually formed the Jordan Youth Vision 2030.

OUTLOOK

After having successfully created the Jordan Youth Vision 2030, the organizers and the participants, together with an alliance of stakeholders from different sectors, plan to develop and implement youth-led initiatives on community-level that support the realization of the developed vision.

ORGANIZERS

Motivators for Training (MOTIVE) is established and registered in The Hashemite Kingdom of Jordan as a non-profit company since 2014. The core strengths of MOTIVE lie in evidence-based and action-oriented approaches to enable women’s leadership and civic participation, local governance, career and skills building, and community behavior change.

Contact: Bady Baqain, Email: b.baqain@motive-jo.com

Website: www.motive-jo.com

CRISP is developing and implementing long-term projects in the fields of civil conflict transformation and civic education since 2007. CRISP’s activities are targeting mainly civil society activists and aim to provide them with tools for experience-based learning. With the use of simulation games enriched by role-play elements CRISP aims for a self-organizing, holistic, and highly hands-on learning culture.

Contact: Andreas Muckenfuß, Email: muckenfuss@crisp-berlin.org

Website: www.crisp-berlin.org

The Center for Development Services (CDS-MENA) is a private shareholding company that uses innovative approaches to mobilize technical and financial support for development endeavors in Egypt, Jordan and the Middle East.

Contact: Ali Mokhtar, Email: amokhtar@cds-mena.com

Website: www.cds-mena.com

