SUMMARY REPORT
for zivik-funded Project TP-005/19 (JOR)(enter 1 letter and 3 figures)

1. **Were there any changes in your conflict analysis / analysis of the transformation process / analysis of the democratisation process (see your application, 4.a), which have influenced the project implementation?**

Jordan's *fragile stability* has been sufficiently analysed in the conflict analysis on which this project is based upon, there were no changes needed. However, political, regional and national developments (especially in the neighbouring countries) have influenced the discussions with youth about what is going in their region. Since mid-2018, Jordan has witnessed a continuous chain of protests and strikes involving various social groups, including young unemployed people, popular protest movements, former regime officials, and the Muslim Brotherhood alongside tribal leaders and retired military officers, which represent the traditional support base of the monarchical regime. The demonstrators are demanding a restriction of the power of King Abdullah II and in some cases even the deposition of the kingdom. Against the backdrop of high unemployment rates, especially among the young population (~40%), continued refugee absorption, high national debt (95% of GDP) and the austerity measures recently imposed by the IMF, which triggered widespread public protests, the situation has worsened in the last two years and was further exacerbated in 2019 by political protests in neighbouring countries, particularly the *protests in Iraq and Lebanon*.
The project team responded to these challenges by making sure there was sufficient space for youth and civil society to include a discussion of these issues as well. Furthermore, the actors mapping as part of the comprehensive conflict analysis was supplemented by influencing actors of neighbouring countries.

2. **Description of activities:**
   Please refer to your list of activities given in the Project planning (Appendix 1 of the FA) and briefly describe the implementation of each activity in the remarks column. In case of changes during the implementation phase, highlight the changes in colour.

What? List of activities with the individuals and groups involved (incl. number of persons, days, etc.)	Who? implemented / was responsible for implementation	When? Actual date (s)	Remarks concerning the implementation, or (if necessary) deviations from the planning
Activity 01: *Kick-Off-Meeting* ▪ 4 days in Cairo, Egypt	**CRISP + CDS + MOTIVE**	22.01.2019 - 27.03.2019	**Project planning application** ▪ Get to know the different partners from the different sectors ▪ Decide on the implementation procedures ▪ Develop a PMEP for the project ▪ Select the specific governorates within the regions

▪ 2x CRISP + 4x CDS + 2x Motive			**Comments after implementation** During the Kick-Off-Meeting CRISP, CDS and MOTIVE developed the implementation procedures for the project together as well as a PMEP for the project. A more detailed framework of the project including specific dates and places for the upcoming activities were selected. Accordingly, implementation of this activity went as stated in the project planning application.
Preparing and launching the Call for Applications + selection of participants	**CDS+ MOTIVE**	01.04.2019-18.04.2019	A call for applicants has been launched by MOTIVE via their website and social media channel (Facebook) in April. The announcement of the project has reached 6,026 individuals (social media indicator). A total of 188 youth applied for the project. 44 youth were selected to participate in the two introductory workshops in Amman and Ajloun.
Public Relations: Social media news and outreach for participants; Documentation of first workshop via social media	**MOTIVE**	23.04.2019	The first workshop implemented by MOTIVE and CDS was documented via social media (Facebook) and shared with the participants as well as with a wider audience. Ifa was tagged in the post and mentioned as donor of the project. In addition, the comments section of the post shows very positive remarks by the participants about their participation in the event. To see the post, please click here.
Activity 02: *Introductory Workshop* ▪ 2 Workshops, each 1 Day, in Amman and Ajloun ▪ 2x CDS + 43 participants	**CDS + MOTIVE**	1st workshop Amman: 22.04.2019 **(**17 participants) 2nd workshop Ajloun: 23.04.2019 (26 participants)	**Project Planning Application** ▪ Introduction and Implementation of Simulation Game ▪ Method will be introduced in a learning-by doing format ▪ Training of Trainers (ToT)
			Comments after Implementation The introductory workshop took place in Amman and in Ajloun (1 day each) to introduce the methodology of simulation games to a wide pool of participants who have the potential and previous experience in community work and volunteering. El-Wasa'ya simulation game was implemented twice with Jordanian participants, both women and men representing different entities, organizations with various backgrounds, as well as educational, social and political actors.
Selection of participants ▪ Evaluating application ▪ Evaluating participation in Activity 02 ▪ Phone interviews	**MOTIVE**	15.05. - 15.06.2019	The overall number of applications for Activity 3, exceeded our expectations. In total we've received more than 300 applications. A number that has to be perceived as extremely high, considering the Jordanian context. Based on the following criteria Motive selected the participants: ▪ Educational background (writing skills and text-comprehension) ▪ Age and gender ▪ Regional diversity, equal number of participants from different governorates ▪ Experience in non-formal education methods and in facilitation ▪ Capacities and skills for implementing the simulation games

Activity 03: *Capacity Building Workshop:* **Simulation Game Development + test run(s)** ▪ 6 days at the dead-sea ▪ 19 participants, 2x CRISP, 2x CDS, 1x Motive	**CRISP + CDS + MOTIVE**	04.07.2019-09.07.2019	**Project planning application** ▪ Developing a simulation game for creating the Jordan Youth Vision 2030 ▪ Introduction on how to implement simulation games ▪ Developing evaluation modules for generating results for the Jordan Youth Vision 2030 ▪ Testing the simulation game
			Comments after Implementation ▪ The atmosphere at the workshop was described by participants during feedback rounds as extremely constructive and at the same time productive. The different youth actors developed a team spirit, which helped to create a good environment for the creation of the Vision for Jordanian Youth 2030 (synergies with the next workshop were build)
Meetings with ▪ **His Excellency Eng. Mousa Maaiteh,** Minister of Political and Parliamentary Affairs; ▪ **Dr. Ali Khwaldah,** Secretary General of Ministry of Youth.	**CRISP + MOTIVE**	09.07.2019	Both meetings went very well. After CRISP and MOTIVE had explained the details of the project the Minister stated his analysis of the needs of youth and was criticising the passiveness of many youths. He welcomed the idea of creating a Vision, as well as our main focal points 1) political participation, 2) unemployment and 3) education. Furthermore, we agreed to include the previously published National Youth Strategy (published 07.07.2019) into the planning of any follow-up activities. Hence, we were able to create **sustainability of the impacts** planned within the project, linking it the already existing structures by the Ministry of Youth. A follow-up meeting between our Jordanian partner Motive and the Secretary General was announced to take place at the beginning of August 2019.
Meeting with facilitators to prepare for implementation phase	**MOTIVE**	20.07.2019	The facilitators developed an Action Plan for the 4th activity of the project, where they discussed ▪ local outreach, ▪ selection criteria for participants as well as ▪ logistics for the four implementations.
Selection of participants for each workshop in all 4 governorates	**MOTIVE**	01.08.2019 - 20.08.2019	MOTIVE developed application forms for each governorate separately. The application forms were disseminated online, and the selection process was prepared by MOTIVE to gather 20 participants for each implementation.
Activity 04: *Implementation Phase: Implementing Local Workshops: Simulation Game* ▪ 4 Local Workshops in different governorates ▪ Each workshop: 1 day, 3x Local trainers + 1	**CDS+ MOTIVE**	24.08.2019 in Aljoun 28.08.2019 in Irbid 31.08.2019 in Zarqa 12.09.2019 in Amman	**Project planning application** ▪ The previously developed simulation game will be implemented and evaluated by Local Trainers. ▪ The results of the evaluation modules will be standardized and submitted immediately to the organizers.
			Comments after implementation

Motive + ca. 20 participants (youth and marginalized groups)
▪ 1 Local Monitoring Workshop in Amman
			CDS in cooperation with CRISP, were responsible for the conceptualization including the development of the training materials and all financial responsibilities of the project. MOTIVE conducted the local outreach, selection of beneficiaries, and all logistical aspects related to the running of the activities and workshops. Through its vast network of active youth across Jordan, MOTIVE handled the dissemination of announcements for the project; selected the partner CSOs, private and public sectors through a thorough selection process; and conducted the final selection upon consultation with the CDS team.
			    ▪ In Ajloun 23 participants took part in the game: 12 men and 11 young women;
			    ▪ In Irbid 18 participants: 10 young men and 8 young women;
			    ▪ In Zarqa, 24 participants: 13 young men; and 11 young women;
			    ▪ In Amman, 26 participants: 14 men and 12 young women.
			The age range of all participants was between 18-35. The main topics raised in the evaluation of the workshops was related to
			    ▪ having safe spaces for youth to express themselves;
			    ▪ scarcity of projects that address youth needs;
			    ▪ need for employment opportunities because of lack of economic opportunities and investments;
			    ▪ Challenges related to smooth transition from schools to work.
			    ▪ Gender inequality was also highlighted and challenges facing women's employment and entrepreneurship.
			Participation was positive and active in all places, except for Zarqa governorate, where youth were less active and did not engage fully in the game.
			The Local Monitoring Workshop activity was held after the simulation game implementation in Amman in the form of focus group discussion with the facilitators, where they reflected on the facilitation of the game, challenges, completed and handed over their facilitation reports.

Activity 05: *Workshop: Creating the Vision for Jordanian Youth 2030* ▪ 5 days in Amman, Jordan ▪ 2x CRISP + 2x CDS + 19 participants	**CRISP + CDS + MOTIVE**	**24.10.2019-28.10.2019**	**Project planning application** ▪ Merging the results from the Local Workshops of the implementation phase ▪ Concluding recommendations for actors of other sectors how to contribute to the realization of the vision. ▪ Designing local initiatives contributing to the realization of the vision.

			Comments after implementation The atmosphere at the workshop was productive and inter-active, since we introduced guest speakers to represent different sectors in the Jordanian society. In doing-so, we were able to establish a vivid channel of communication and coordination between different representatives from different sectors in Jordan: ▪ governmental sector, ▪ private sector, ▪ different religious entities and ▪ civil society organizations
Activity 05.1: *Final Evaluation* ▪ 3 days in Amman, Jordan ▪ 2x CRISP + 2x CDS + 16 participants Local trainers of non-formal education + 6 partners (two from each sector)	CRISP + CDS + MOTIVE	01.12.2019-03.12.2019	**Project planning application** ▪ Identifying strengths and weaknesses of the project implementation, focussing on concrete lessons learned ▪ Developing a detailed strategy how to approach and convince further partners form all 5 sectors to join the realization of the vision.
			Comments after implementation • The evaluation methodology that we used is the Development Assistance Criteria (DAC) developed by the Organization for Economic Co-operation and Development (OECD), particularly testing: Relevance; Effectiveness; Efficiency; Impact and Sustainability of the project outcomes • In addition, Focus Group Discussions (FDG) took place
Activity 05.2: *Presentation of the Vision for Jordanian Youth 2030* ▪ 1 day in Amman, Jordan ▪ 2x CRISP + 2x CDS + 16 participants Local trainers of non-formal education + 90 guests (audience: stakeholders from other sectors)	CRISP + CDS + MOTIVE	04.12.2019	**Project planning application** ▪ Presenting the Vision for Jordanian Youth 2025 to stakeholders from the five sectors ▪ Revising the previously developed recommendations ▪ Identifying common goals and respective activities
			Comments after implementation The closing ceremony of Jordan Youth Vision 2030 on the 4th of December was hosted by Motivators for Training together with partners CRISP and CDS under the patronage of H.E. Eng. Musa Maaytah, Minister of Political and Parliamentary Affairs in Amman. With a very high attendance rate of more than 90 attendees from different ministries, representatives of embassies and different civil society organization members and the media, the youth participating in the project felt h eard, seen and appreciated.

3. Description of key actors, outcomes and milestones:

Please refer to each key actor, which was identified in the Project planning (Appendix 1 of the FA), and the outcomes and milestones (process indicators) related to this key actor. First, copy the entries for key actor 1 from the Project planning chart, and then answer the three questions for this key actor. Subsequently repeat for key actor 2, key actor 3, etc.

a. Key actor 1	Outcome	Milestones (Process indicators)
Representatives of the Ministry of Social Development (MoSD).	Via the proposed project, state actors, here in particular the Ministry of Social Development (MoSD), gains deeper insights on the needs and wishes of youth in Jordan. Using the developed vision Jordan 2030, as a point of reference for joint actions, the proposed project facilitates concrete cooperation between the MoSD and youth. This way MoSD acknowledges the potential of youth and is more open for cooperation. Furthermore, the final outcome (vision) will also be presented to other state actors and give them the chance to adjust their policies or pressures them to justify why not.	Continuous monitoring of the project in all activities. ▪ State actors do not hamper project implementation ▪ State actors assist in project implementation ▪ State actors are interested in the course of the project and its outcomes ▪ State actors take part in closing event ▪ State actors recognize their role in the realization process of the vision ▪ State actors reliably support the realization of the vision – community-led *initiatives* in 2020

Which procedures and criteria were used for selecting the participants (e.g. affiliation such as gender, religion, ethnicity, age, regional origin, sexual orientation)? Did any deviations from the Project planning occur? What were the reasons for these deviations? The existing contacts of our local implementing partner MOTIVE with the MoSD were used, based on our partner's experience. Furthermore, we managed to convince the Ministry of Political and Parliamentary Affairs to support the project. We were aiming for that change in order to receive further political support.

Which changes in the key actor's actions (outcomes) were achieved?

- The state actors, gained deeper insights on the needs and expectations of youth in Jordan.
- The project initiated concrete cooperation between the Ministry of Political and Parliamentary Affairs and youth, regarding the implementation of the NYP 2019-2025.
- Furthermore, the representatives of the state seem to be more open for cooperation, which was manifested by open discussion rounds that were joined by representatives of the ministries as guest speakers. Especially after the meeting that took place between CRISP, MOTIVE and his Excellency Eng. Mousa Maaiteh, Minister of Political and Parliamentary Affairs the general approach of the Ministry was very open and thus positive for further cooperation. In addition, the Minister His Excellency Eng. Mousa Maaiteh, Minister of Political and Parliamentary Affairs himself, took over the patronage of our final event and attended the presentation of the Jordan Youth Vision 2030 on the 4th of December 2019 in Amman.

Which outcomes were achieved only partially or not at all? What were the reasons for these deviations? The outcome, creating the Jordan Youth Vision 2030, was achieved.

Which milestones (process indicators) were achieved, indicating that the key actor started acting differently? The following milestones were achieved:

- State actors did not hamper project implementation, in the contrary we could rely on their support throughout the whole project duration.
- State actors assisted in project implementation – for example: patronage for final closing event taken over by minister
- State actors are interested in the course of the project and its outcomes- MoSD already expressed continuation of support of project

- State actors take part in closing event – Patronage of minister (see comment above)
- State actors recognize their role in the realization process of the vision – participation of MoSD a sign for this aspect

Which milestones (process indicators) were achieved only partially or not at all? What were the reasons for these deviations?

State actors reliably support the realization of the vision – community-led initiatives in 2020 – this milestone is only partially achieved, since the MoSD expressed their commitment, but the realization of the vision still is necessary with the support of the ministry

b. Key actor 2	Outcome	Milestones (Process indicators)
Local Civil Society Organizations (CSOs)	A widespread phenomenon among civil societies is the lack of coordination. Due to the developed vision for Jordan 2030, the directly and indirectly involved CSOs get a beneficial basis to more easily identify steps to common goals and thus to join forces and use limited resources more efficiently. Moreover, local trainers from the local CSOs will become familiar with the powerful non-formal learning tool of simulation games – this allows them to work on complex topics even with educationally deprived participants.	▪ CSOs are willing to join the project and bring in a long-term commitment ▪ CSOs are contributing constructively, in time and in an elaborated way to the development of the Vision for Jordanian Youth 2030. ▪ CSOs generate a high level of ownership and spread the vision out of own motivation ▪ Local trainers successfully use the method of simulation games (min. \2 simulation games are organised outside Amman engaging min 100 youth) and create their own ideas how to apply the method in their respective contexts.

Which procedures and criteria were used for selecting the participants (e.g. affiliation such as gender, religion, ethnicity, age, regional origin, sexual orientation)? Did any deviations from the Project planning occur? What were the reasons for these deviations? The existing contacts of our local implementing partner MOTIVE were used to select CSOs and their representatives

Which changes in the key actor's actions (outcomes) were achieved? local trainers from the local CSOs are able to use and facilitate the powerful non-formal learning tool of simulation games this allows them to work on complex topics even with educationally deprived participants. CSOs in general became much more aware of the NYP 2019-2025 and have, due to the elaborated Jordan Youth Vision 2030, a much clearer idea how they can contribute to its realization until 2025 and beyond.

Which outcomes were achieved only partially or not at all? What were the reasons for these deviations? Regarding Key actor 2 all outcomes were achieved fully

Which milestones (process indicators) were achieved, indicating that the key actor started acting differently? The following milestones were achieved:
- CSOs are willing to join the project and bring in a long-term commitment
- CSOs are contributing constructively, in time and in an elaborated way to the development of the Vision for Jordanian Youth 2030.
- CSOs generate a high level of ownership and spread the vision out of own motivation

Which milestones (process indicators) were achieved only partially or not at all? What were the reasons for these deviations?

c. Key actor 3	Outcome	Milestones (Process indicators)
Representatives of private sector	There's need for further interactions between CSOs and the private sector. The to-be developed Vision for Jordanian Youth 2030 represents a long-term roadmap for social change that proves civil societies reliability and its (limited) capacities. This way it becomes much easier for the private sector, via CSR, to engage in cooperation with CSOs, as the respective tasks and points of interventions can be defined on a more sustainable basis. Thus, due to the proposed project private sector actors understand the common vision, identify their role in its realization and are more willing to cooperate.	Continuous monitoring of the project in all activities ▪ Representatives of private sector assist in project implementation ▪ Representatives of private sector are interested in the course of the project and its outcomes ▪ Representatives of private sector take part in closing event ▪ Representatives of private sector recognize their role in the realization process of the vision

Which procedures and criteria were used for selecting the participants (e.g. affiliation such as gender, religion, ethnicity, age, regional origin, sexual orientation)?
Did any deviations from the Project planning occur? What were the reasons for these deviations? Our local implementing partner MOTIVE have already established networks with private sectors in Jordan

Which changes in the key actor's actions (outcomes) were achieved? During the final closing event, several stakeholders from the private sector were present, who expressed their interested in a future cooperation, when it comes to the implementation of local youth-led initiatives.

Which outcomes were achieved only partially or not at all? What were the reasons for these deviations? The proposed project private sector actors understand the common vision, identify their role in its realization and are more willing to cooperate in 2020

Which milestones (process indicators) were achieved, indicating that the key actor started acting differently?
- Representatives of private sector assist in project implementation
- Representatives of private sector are interested in the course of the project and its outcomes
- Representatives of private sector take part in closing event

Which milestones (process indicators) were achieved only partially or not at all? What were the reasons for these deviations? Representatives of private sector recognize their role in the realization process of the vision. The project has created a solid basis to build upon. However, due to the fact that their role is foreseen for during the implementation of local youth-led initiatives that had to be postponed, this milestone was only achieved partially.

d. Key actor 4	Outcome	Milestones (Process indicators)
Representatives of *media* sector	Definitely the media is an important actor when it comes to realizing the vision and ensuring the desired impact. The proposed project provides a suitable narrative for media actors to follow-up. According to the recommendations for actors from the media, as final part of the vision, media actors comprehend their own role in the transformation process and assume their responsibility for	▪ Media representatives do not hamper project implementation ▪ Media representatives assist in project implementation ▪ Media representatives are interested in the course of the project and its outcomes

d. Key actor 4	Outcome	Milestones (Process indicators)
	ensuring its success. Thus, the media will support the realization as well as the outreach of the vision.	▪ Media representatives take part in closing event ▪ Media representatives recognize their role in the realization process of the vision ▪ Media representatives reliably state to support the realization of the vision

Which procedures and criteria were used for selecting the participants (e.g. affiliation such as gender, religion, ethnicity, age, regional origin, sexual orientation)?
Did any deviations from the Project planning occur? What were the reasons for these deviations? Our local implementing partner MOTIVE have already established networks with media platforms in Jordan

Which changes in the key actor's actions (outcomes) were achieved?
- According to the recommendations for actors from the media, as final part of the vision, media actors comprehend their own role in the transformation process and assume their responsibility for ensuring its success
- The media reported about the closing event of the project

Which outcomes were achieved only partially or not at all? What were the reasons for these deviations? the media supported outreach of the vision – the media's support in the realization of the vision will take place in 2020

Which milestones (process indicators) were achieved, indicating that the key actor started acting differently? The following milestones were achieved:
- Media representatives do not hamper project implementation
- Media representatives assist in project implementation
- Media representatives are interested in the course of the project and its outcomes
- Media representatives take part in closing event

Which milestones (process indicators) were achieved only partially or not at all? What were the reasons for these deviations? Media representatives recognize their role in the realization process of the vision –– community-led initiatives in 2020 – this milestone is only partially achieved, since the realization of the vision is supposed take place in 2020 and the support of the media is much needed to ensure dissemination similar to the closing event

e. Key actor 5	Outcome	Milestones (Process indicators)
Youth and marginalized groups [participants]. *The participants will be selected according to their past experiences in similar projects, previous training workshops, their membership in youth networks, and their eagerness to participate and their potential to contribute on realizing initiatives and thus the Vision for Jordanian Youth 2030*	Due to their participation, youth and marginalized groups will jointly develop a common Vision for Jordanian Youth 2025. This way they will work together with others who have different educational, professional, confessional and ethnic background that will lead to an increased tolerance towards other parts of society. Moreover, when it comes to the realization of the vision, the participants will receive capacity building in analysing context, identifying concrete needs and designing community-led	Continuous monitoring of the project in all activities. Major milestones to be attained: ▪ During local workshop implementations the participants form a heterogeneous group and possible conflicts are handled constructively

e. Key actor 5	Outcome	Milestones (Process indicators)
	initiatives that lead to social change and support the realization of the vision. Implementation of community-led initiatives shall take place in the frames of a follow-up project 2020. This way, the participants will experience the potential of Active Citizenship and possibly have a personal experience (2020 during implementation of community-led initiatives), which will empower and motivate them to follow the concept of Active Citizenship even beyond the project duration.	▪ Youth develops a high level of ownership for the Vision for Jordanian Youth 2030, by contributing actively in the local workshops, by designing local initiatives and by spreading the vision itself and supporting its implementation.

Which procedures and criteria were used for selecting the participants (e.g. affiliation such as gender, religion, ethnicity, age, regional origin, sexual orientation)?
Did any deviations from the Project planning occur? What were the reasons for these deviations? The existing contacts of our local implementing partner MOTIVE were used to select youth who participated and helped with the success of the project
Which changes in the key actor's actions (outcomes) were achieved? The youth participants worked together with others who have different educational, professional, confessional and ethnic background which led to an increased tolerance towards other parts of society. The direct beneficiaries definitely gained many deep insights on how they can contribute to support the NYP 2019-2025 and the Jordan Youth Vision 2030.
Which outcomes were achieved only partially or not at all? What were the reasons for these deviations? When it comes to the realization of the vision, the participants will receive capacity building in analysing context, identifying concrete needs and designing community-led initiatives that lead to social change and support the realization of the vision. Implementation of community-led initiatives shall take place in the frames of a follow-up project 2020.
Which milestones (process indicators) were achieved, indicating that the key actor started acting differently?
- During local workshop implementations the participants form a heterogeneous group and possible conflicts are handled constructively
- Youth develops a high level of ownership by contributing actively in the local workshops and by spreading the vision itself and supporting its implementation.
- **Which milestones (process indicators) were achieved only partially or not at all? What were the reasons for these deviations?**

4. **Which unintended positive or negative (e.g. conflict-exacerbating) side effects did arise as a consequence of the project? What led to them and how did you deal in particular with the unintended negative consequences?**

One positive side effect of the project that we assessed is that through the creation of spaces for youth to network and exchange, relationships between the participants themselves, as between the participants and stakeholders form other sectors were developed and have the potential to eventually turn into long-term cooperation. Participants form different governorates in Jordan are now working together in other civil society projects and supporting each other as active citizens. Following the results of our evaluation, there were no negative and conflict exacerbating side effects as a consequence of the project. **How did the key actors within the project exert influence on the central actors of the conflict / transformation process / democratisation process? Which changes did you observe in the actions of the central actors?**

Please go into the details for all key actors specified in Appendix 1 of the FA. Refer to the central actors identified in the conflict analysis / analysis of the transformation process / analysis of the democratisation process (see your application, 4.a).

MoSD: The state actors, in particular the Ministry of Social Development (MoSD), gained deeper insights on the needs and wishes of youth in Jordan. Using the developed Jordan Youth Vision 2030, as a point of reference for joint actions, the project initiated concrete cooperation between the MoSD and youth. This lead to an acknowledgement of MoSD of the potential of youth. Furthermore, the representatives of the state seem to be more open for cooperation, which was manifested by open discussion rounds that were joined by representatives of the ministries as guest speakers. Especially after the meeting that took place between CRISP, MOTIVE and his Excellency Eng. Mousa Maaiteh, Minister of Political and Parliamentary Affairs the general approach of the Ministry was very open and thus positive for further cooperation. In addition, the Minister His Excellency Eng. Mousa Maaiteh, Minister of Political and Parliamentary Affairs himself, attended the presentation of the Vision on the 4th of December 2019 in Amman.

CSOs: The directly and indirectly involved CSOs got a beneficial basis to identify steps to common goals and thus to join forces and use limited resources more efficiently. Synergies between the NYP 2019-2025 of the Ministry of Youth and the goals of CSOs were identified. Furthermore, local trainers from different CSOs became familiar with the powerful non-formal learning tool of simulation games – this allowed them to work on complex topics, such a future scenarios, even with educationally deprived participants, who are as a marginalized group, more effected by conflicts in Jordan than others. We observed in the actions of the involved CSOs that they are willing to join the project and bring in a long-term commitment to realize the Jordan Youth Vision 2030. Additionally, CSOs generated a high level of ownership and spread the vision of active citizenry among participants.

Private Sector: The developed Vision for Jordanian Youth 2030 represents a long-term roadmap for social change that proves civil societies reliability and its (limited) capacities. Taking this into account, it is much easier for the private sector, via CSR, to engage in cooperation with CSOs, as the respective tasks and points of interventions can be defined on a more sustainable basis. During the final closing event, actors from the private sector were present, who expressed their interest in a cooperation.

Media: The project provided a suitable narrative for media actors to follow-up. The media supported the realization as well as the outreach of the vision by continuously reporting about the project and its progress, as several media reports such as interviews throughout the project highlight. During the Final Event National TV was present and reporting about the project on national level.

Youth and marginalized groups: Due to their participation, youth and marginalized groups jointly developed the Jordan Youth Vision 2030. In so-doing, they worked together with others who have different educational, professional, confessional and ethnic background. This has led to an increased tolerance towards other parts of society and strengthened the resilience of communities to overcome conflict. See Final Evaluation Report.

5. Overall assessment of the project implemented:

a. How do you assess the success of the project implemented, both qualitatively and quantitatively, especially at the outcome level? How can the success be measured?

The main findings of the evaluation conclude that the project was successful in achieving all of the project's milestones and outcomes.

The process of the development of the simulation game was efficient and the results show that the participants felt like they were provided with ample support and guidance from the project team throughout the entire process. The simulation game itself has proven to be a very effective and innovative method of transferring important knowledge, skills and attitudes about active citizenship and enhancing the role of youth in their societies through an interactive form of non-formal education. All the participants felt that the context of the simulation game addressed their community needs and problems. Furthermore, following the trainings they received during the project, the participants believe that they have been equipped with the adequate skills and knowledge to become leaders in their communities. However, they still believe that there is room for improving and developing their skills in the future. In regards to the vision that was developed, the participants noted that they were extremely satisfied with the outcome. In terms of the tools that were provided to them to assist them in developing the vision, the participants continuously mentioned how beneficial the guest speakers (ministries) were in providing them with supplementary information to guide them in the writing process. This highlights the success of the implementing partners in providing the participants with the necessary tools to take lead and ownership in their part of the project.

Project outcomes

- **Confidence and knowledge building:** In regards to confidence and knowledge building, participants noted that their participation in developing, implementing, and playing the simulation game "Ard El-Azm" increased their knowledge and awareness of their community needs as well as the society as a whole which they can pass on to others within their community. As for the development of the vision, participants stated that they felt like they were able to "think outside the box" and discussed the experience they took into the simulation game vs. what they came out with which then provided them with guidance to create the vision.

- **Network building:** For network building, the participants felt like they were given different perspectives from various actors of change from the guest speakers that presented at the workshops throughout the project. They felt like they were able to absorb the knowledge that was presented by the experts and build on it in developing the game and the vision. Furthermore, their partnerships with the youth centres during the game implementation created a sense of unity and mutual cooperation that was able to benefit their communities. In terms of the vision development, they noted that government cooperation and increased knowledge of their government's plans enabled them to develop a more comprehensive and unified vision.

- **Cross-sectoral-best-practice-examples:** For cross-sectoral-best-practice-examples, the participants rated this outcome as being highly achieved as they were able to attain different perspectives from various experts in the field which were provided by the guest speakers through their presentations and information dissemination, as well as the diverse educational backgrounds of the participants themselves. This in turn provided them with multiple perspectives when working on the project's outputs.

- **Channels of communication:** In regards to channels of communication, participants noted that being able to come together from different governorates to discuss different issues they face within their communities allowed them to develop outputs that are more comprehensive. The simulation game that was developed factored in all the different issues from the different governorates and the vision that was developed was inclusive and took all Jordanian youth into account from the participants' perspective. The participants also noted that by networking with other like-minded youth during the workshops and trainings in the project, they were able to build on each other's

ideas and factor in multiple perspectives. Through this, they believe that they were able to reach their intended target group.

- **Active Citizenship:** Lastly, in regards to active citizenship, all the participants felt a stronger sense of responsibility towards their communities. They noted that they were able to express themselves more following the end of the project. A participant explained that now, instead of discussing problems within their community, they start offering solutions. The participants believe that even though they are all from different walks of life, they have a common goal of improving their communities and the project has renewed this responsibility by providing them with all the necessary tools to become active leaders and to phase out the project outputs in their communities.

Measurement of project success

The project team measured the project success via different in-depth evaluation methods:

- Qualitative: open questions rounds and guided Focus Group Discussions (FDG)
- Quantitative: individual quantitative Questionnaire (percentage of success of project)
- Development Assistance Criteria (DAC) developed by the Organization for Economic Co-operation and Development (OECD), testing: Relevance; Effectiveness; Efficiency; Impact and Sustainability of the project outcomes of the project
- Storytelling and individual success stories

b. **Which factors contributed to the success of your project?**

The strengths of the project can be seen in its overall ability to allow Jordanian youth to take leading roles in developing their future. The project provided them with an innovative and different experience to create a vision for how they believe their future should look like which is something that is usually done by older decision makers.

c. **Which factors hindered the success of your project?**

A weakness that has been evident in the project and which has also been voiced by participants is the lack of representation from persons with disabilities in the development of the project. As the project aimed to be inclusive for all Jordanian youth, it succeeded in including women, men and diversity from the governorates. Moreover, participants had different educational and socio-economic backgrounds. However, not explicitly including persons with disabilities was something that many of the participants were unhappy with and hoped to change in future projects. He project organizers share this analysis and will pay greater attention to this aspect in any follow-up project.

In addition, a minor challenge, echoed by the participants, was the lack of time they had in regards to implementing the simulation game as well as developing the vision. Participants felt like they were pressed on time and had to exert additional effort in order to meet the deadlines that were set.

d. **What feedback did you receive about the project? Which feedback could be considered as a sign of success?**

We received mainly positive feedback from participants and partners. Please see evaluation report for further references.

e. **What was the unique selling point of the project compared to others?**

- Youth was completely involved in decision-making process on the grassroots level
- Variety of methods of non-formal education, in particular the simulation game method
- Local ownership developed through the adaption of the method of simulation games to the Jordanian context by Jordan Youth (creation of a simulation game)
- Networking for Jordan Youth from ALL governorates
- Diverse backgrounds of participants

f. **What shows that the activities carried out have brought about a change?**

- The positive Feedback form participants (cp. Evaluation report)

- The commitment from the Ministry of Youth and the Minister of Political and Parliamentary Affairs to collaborate and support a continuation of the project
- The outcomes of the simulation game implementations on the local level
- The developed Youth Vision 2030 as a final result
- The interest by the wider public as well as further CSOs, private sector, media and state sector and political foundations in the final closing event of the project

g. **How many participants in the activities have subsequently become sustainably involved as a result?**
16 participants (the ones who attended the final evaluation workshop. (56% young men and 44 % young women)

h. **What changes did the participants perceive in the activities, subsequently, as a result?**
Please see evaluation report for further notice.

i. **What concrete contribution could be made to conflict resolution efforts / transformation efforts / democratisation effort?**
- Simulation game with the purpose to better understand different stakeholders on the community level as well as political participation – direct involvement on the grassroots level
- Better understanding of diversity of actors and different backgrounds
- Participatory approach- democratic principles
- Active citizenry in an Aristoteles sense
- Creation of a save space for different important actors in society to come together and discuss issues that matter to all of them – strengthening and empowerment of civil society as critical democratic force in a fragile context
- Having a common vision that stimulates and facilitates cooperation between actors with different backgrounds and from different sectors.

6. **Which lessons learned do you draw from project implementation?**
- Persons with disabilities should be taken into account and be included in all the phases of the project (designing, implementation, and participation) in the game and vision development.
- Inclusion of other groups in the Jordanian society, such as Syrian refugees.
- Although there was significant communication with the stakeholders during the project, this will need to continue in order to ensure the sustainability of the project.
- The training and working sessions require more time and needs to provide more flexibility for any challenges/ changes in the schedule without putting pressure on the participants.
- More trainings for the participants of the project to improve their skills and empower them to take on greater roles and responsibilities in their communities (i.e. trainings on advocacy campaigns, ToT's to transfer knowledge to others, communication skills and presentation skills)
- Greater participation and cooperation with the government and relevant stakeholders to ensure the sustainability of the project and the attainment of the vision.

7. **Which amendments have been agreed upon with ifa/zivik during the project duration?**
Please list all your applications for amendments (e.g. application for the redirection of funds / application for the increase of funds, application for project prolongation) as well as ifa/zivik's approval of revised Project planning (Appendix 1 of the FA) and revised Financial plan (Appendix 2 of the FA) with dates.
please see appendix 2019_JO_Final_Report_Amendments

8. **Were there any discrepancies with regard to the planned expenditure (e.g. overruns or underruns in individual types / sub-types of expenses) or income? If so: Which ones? To what extent were they necessary or appropriate?**

For the explanations on the financial report, please refer solely to deviations from the most recent agreed version of the Financial plan (Annex 2 of the ZV).

There were no major discrepancies after the re-allocation of funds in the beginning of November 2019.

9. **Did you establish mutual agreements or cooperate with international or regional organisations during the project?**
   - Participation of German political foundations during final closing (FES; Friedrich-Naumann; KAS)
   - Interest of GIZ Jordan in project

10. **Monitoring and Evaluation (M&E):**
a. **Which M&E tools did you use?**
   - Main tool: Development Assistance Criteria (DAC) developed by the Organization for Economic Co-operation and Development (OECD), testing: Relevance; Effectiveness; Efficiency; Impact and Sustainability of the project outcomes of the project
   Qualitative: open questions rounds and guided Focus Group Discussions (FDG)
   - Quantitative: individual quantitative Questionnaire (percentage of success of project)
   - Storytelling and individual success stories

   If an internal and / or external evaluation was approved and conducted in the framework of the project: Which outputs and conclusions could be gained?
   In case of funds utilised for external evaluation experts (see Financial plan, Appendix 2 of the FA), the Terms of reference and the Evaluation report (at least an English summary) have to be submitted unsolicited together with this Summary Report (see Appendix 6 of the FA).
   Please see evaluation report for details.

b. **How could you extend your existing M&E tools using elements of ifa/zivik's movie manual (see ifa/zivik downloads)?**
   Include the M&E tools and lessons learned developed by
   - Search for Common Ground: Designing for Results: Integrating Monitoring and Evaluation in Conflict Transformation Programs
   - The Good Enough Guide – Impact Measurement and Accountability in Emergency, published by a group of NGOs

11. **Funding reference and specimen copies:**
a. **Where and how did you refer to the German Federal Foreign Office / to the ifa funding?**
   - On all the documents distributed to participants and shared with partners in Jordan
   - Social Media
   - Simulation Game Materials
   - Jordan Youth Vision 2030
   - Workshop reports
   - Media reports; interviews; articles
   - Final/Closing Event

b. **In case of publications, audio-visual products, digital products which have been produced utilising the funds: How did you refer to German Federal Foreign Office / to ifa funding?**
   At least two specimen copies (free of charge) of the publications, audio-visual products or digital products must be submitted unsolicited together with this Summary Report (see Appendix 6 of the FA).
   If compiling and sending numerous links for digital products, please use a separate attachment.

- Fact Sheet project
- Fact Sheet Simulation
- The Vision EN + AR
- Closing Event: Invitation, Agenda, ppt., Speech,
- [Documentary Video](https://www.youtube.com/watch?v=sQY9dmdJkBY&t=3s): https://www.youtube.com/watch?v=sQY9dmdJkBY&t=3s
- Evaluation Report
- Newscast: https://www.youtube.com/watch?v=f6f1xaPriR0

12. Appendix:
   a. 2019_JO_Final_Report_Amendments
   b. 2019_JO_Checklist_Final_Report_on_Expenditure_of_Funds
   c. 2019_JO_Accounting_FULL_FINAL
   d. 2019_JO_Final_Report_Appendix_13
   e. The Vision EN
   f. The Vision AR
   g.