Y-LEAD

Creating Civic Spaces for Active Citizenship

Helios Simulation Game
Synthesis Report on Simulation Game Implementation

April 2020

Contents

Executive Summary

Crisis Simulation for Peace (CRISP) in cooperation with the Center for Development Services (CDS) are implementing the "Y-LEAD" Program. Y-LEAD is a social leadership program that promotes inclusive participation of youth in the public sphere. The program aims to empower local youth to take leading roles in their local communities through innovative and non-formal learning methods. Additionally, it works on creating spaces and opportunities by working with multiple key actors and stakeholders to support empowering youth and women to contribute to sustainable change in their communities and thus, maintaining the motivation for social change. This will ideally provide a solid basis for any further efforts towards a more open environment for change and cohesive society.

In this context, a simulation game titled "Helios" (The City of the Sun) was developed and successfully implemented 170 times throughout 23 governorates, with a total number of 3,268 participants. There were 1,923 (59%) women participating and 1,345 (41%) men. The individuals participating in the dissemination were between the ages of 18 (minimum) and 35 (maximum) with the average of 26 years old.

Approximately 79% of the participants involved in the simulation game were from a middle-class background and while the participants had diverse educational backgrounds ranging from elementary education to post-graduate degrees, for every 100 participants, 90 of them have attained or are currently acquiring a university degree.

The level of interaction and communication within the game was very high. 85% of participants managed to immerse themselves within the game. This can be attributed to being able to relate to each other's experiences or due to the fact that many of them share comparable experiences such as volunteer work. Another factor that contributed to the positive and high levels of interaction was the fact that the participants came from the same community. This means that they also have similar cultural backgrounds due to the vicinity of their geographical locations. Nonetheless, there were participants from different communities and backgrounds and the interaction remained positive. Participating young women proved to be highly interactive within the games. Despite the cultural and social distancing they face in their communities, they showed high levels of enthusiasm and interaction when given the opportunity.

Sixty (60) percent of the participants were accepting of the game and the topics covered in Helios. They were highly enthusiastic about being able to participate in game. This

signifies that these individuals are accepting and welcoming towards the idea of non-formal education. Their curiosity reflects their thirst for knowledge in regards to understanding and knowing their given rights. The participants' team spirit was generally positive.

Regarding the knowledge acquired about local councils, their role and their importance, 83% of the participants stated that local councils hold an importance and only 17% stated that they see local councils holding no importance. 64% stated that a local council's main goal is to engage citizens with their issues in their local constituencies. 44% agreed that a local administration has insights on the needs of the community. 49% wanted to enable citizens to administer their resources through their representatives. 52% wanted constant monitoring, follow-up, and guidance of local performance of the government. 50% want established institutional relationships between the local administration system in the country.

Further explanation of why a local council is important was provided by the participants and included statements like local councils enable citizens to manage their resources; local councils supervise and follow-up with their local administration; local councils reinforce active citizenship; local councils are the voice of the community; local councils create solutions and implement them; and local councils promote democratic practices.

The participants attributed local council representatives with very positive and noble characteristics. According to the participants, a local council member has to possess amiable qualities like honesty, confidence and humbleness. Moreover, they should also possess authoritative like qualities (e.g. leadership, communication, management skills, and responsibility).

The collected data revealed that a total of 375 individuals out 500 participants displayed serious potential to run for local council in the future and 40% of the participants found the idea of running for local council elections or participating in the public sphere acceptable.

Nevertheless, challenges arose during the implementation of the game: some of the participants were hesitant to join the game and others were not taking the game seriously. The facilitators were able to mitigate these situations by speaking with the participants and convincing them to proceed with the simulation. They also urged them to take this situation quite seriously. The facilitators also faced location challenges because some of the venues were too small or too far. This problem was solved by moving the venue itself to a different location that would accommodate the participants.

Background

Y-LEAD is a social leadership program that promotes inclusive participation of youth – both women and men, to become active citizens and take leading roles in the public sphere. The program works on creating spaces and opportunities with multiple key actors and stakeholders to become agents of change by empowering youth and women to contribute to positive changes in their communities and thus, leading the way towards sustainable social change. This will ideally provide a solid basis for any further efforts towards a more open environment for change and a cohesive society.

Y-LEAD engages youth by applying the simulation gaming approach as an effective and innovative method of experiential learning. It focuses on the youth who want to become influential in their societies by building their skills, improving their confidence and self-esteem, broadening their horizons, and raising their ambitions to ensure that they can succeed towards their mission of becoming active citizens.

In the course of the program, youth and women in 23 targeted governorates were taught how to facilitate dialogue; how to include marginalized groups; and how to reach out to local actors from different sectors to bring positive change and develop the sense of ownership, inclusion and social cohesion. The program implemented activities on empowering local actors of civil society, as well as stakeholders from other sectors in order to fulfill the project's objectives. Throughout all of the project's phases, the participatory approach was adopted as it highly engages the participants in the dynamics of the action and the continuous follow-up-activities and evaluation, in order to enhance commitment and ownership.

The program established cross-sectoral networks that supported the implementation of local community initiatives in 23 governorates. The cross-sectoral networks included local authorities, civil society organizations, media, private sectors, and Nadi El Mohakah (Simulation Game Club, Egypt) – a foundation that was established in 2018 as an outcome of a previous collaboration between CDS and CRISP. The Foundation has over 50 trainers and 100 facilitators from 15 governorates which supports in understanding and adapting to the needs of the targeted communities

Y-LEAD is divided into five Work Packages: 1) Awareness Campaign; 2) Online-Survey (nationwide) + Creation of Policy-Papers; 3) Realizing (cross-sectoral) Local Initiatives; 4) Capacity Building and Empowerment for youth and women; and 5) Creating sustainable formats for dialogue: Roundtables, Forums and others. Each work package focuses on a set of skills or knowledge delivery.

Work Package focused on awareness raising about local councils through the design and implementation of a simulation game. The game focused on the political system in Egypt, in a fictitious manner, and in particular rights and duties of the Local Councils. Through innovative learning methods, the Simulation Game Club selected trainers attended a workshop to develop a simulation game centered around educating youth about Local Council Elections in Egypt. Following the implementation of the game across the governorates, hundreds of youth were taught about the constitutional fundament of the Local Council Elections and became aware of the unique window of opportunity for political participation in Egypt's near future.

Helios' Scenario

Local Councils are considered to be the most direct link between citizens and their government. The fictitious events of the simulation game "Helios" (the City of the Sun) highlight local councils and the crucial role they play within a community.

The game's main objective is to raise awareness towards the importance and functionality of Local Councils. The simulation game specifically sheds light on the role of Local Council members, highlighting that they have to represent all citizens regardless of their social class and their different needs during their decision and policy making processes. Through the simulation game, participants are encouraged to be active members of society and to take over constructive roles, at the community level, by acquiring pragmatic decision-making skills.

The scenario of this simulation game is in the fictitious city of "Helios", where its citizens meet to discuss the most important challenges of their everyday-lives regarding health, education and public utilities. Once they discuss these challenges, these citizens proceed to find possible solutions. Towards the very end, the most effective solutions will be elected and will receive funding for their implementation. The decision-making process in the simulation game fully reflects the Egyptian constitution and

thus enables the participants to better understand the processes and dynamics of Local Councils.

Following the implementation of Helios, there was an increase in the popularity of Local Council Elections in addition to support for higher voter participation.

Following the completion of Work Package 1, there were 3,268 direct beneficiaries who had developed an increased understanding regarding the political system in Egypt, in particular the role and responsibilities of the Local Councils. The applicants estimate that the number of indirect beneficiaries (family, friends, others) is likely to be five times higher (15,000 indirect beneficiaries) the total outreach via targeted social media campaigns is in thousands.

Methodology

The method of simulation gaming is considered to be a robust tool for participation at different levels and in discussing different topics, as well as a medium for exercising soft skills including negotiations, analytical skills, decision-making, assertiveness and teamwork, in a culture of mutual respect and tolerance. This experiential learning tool was further consolidated through the practical implementation of advanced advocacy skills training, mentoring and provision of practical tips, through simulating real-life situations or challenges to take actions and make decisions. This methodological approach gave the participants the grounds for experimenting, learning, changing perspectives or roles, self-reflection and conflict-handling skills. This learning process managed to contribute significantly to an enhanced self-esteem of the participants. Prior to Y-LEAD, CDS and CRISP implemented a five series project called "Simulating Egypt's Transition" (SET) with youth from all over Egypt. Among the many of achievements of SET I-V, a designated coordinator was assigned in every governorate, ensuring a constant form of communication on the ground and an effective form of mobilization when needed. This was highly useful during the implementation of Helios.

To ensure diversity in the participants during the game implementation, The project team requested for governorate coordinators to recruit volunteers to play the game. In an effort to ensure that as many youth as possible were given the opportunity to register and that there were no people being excluded, Y-LEAD posted an online registration form for any youth who were interested to participate in the game implementation. Through the use of two different forms of mobilization, this ensured that word of mouth was going to open the door to more youth who might feel intrigued or interested to participate in something different and new.

In order to ensure that this analysis report was comprehensive and covered all the dimensions and overall impact of Helios, four different forms of data collection were employed. The first was the registration form, with the basic details and contact information of the people participating; name, gender, age, governorate, etc. Seeing as how the game's purpose was not only to introduce the participants to the simulation gaming method but to also introduce them to local councils and their importance. The second form of data collection were pre-and post-tests which handed out before and after each game implementation to assess their level of knowledge. The third was evaluation reports that all game facilitators were asked to submit after each game implementation with information on their experience during implementation regarding the background of the participants and trends that they have noticed, both during and after the game in the verbal evaluation that takes place after each implementation. Lastly, the participants personal evaluations were also factored into the analysis, these were their personal evaluations of the experience as a whole, of the game in specific, of their emotions and of their knowledge and how they intend to use it.

In the beginning of the project, Y-LEAD aimed to implement the game 150 times. Achieving more than the initial target, Helios was implemented 170 times and had 3,268 direct beneficiaries.

Local Councils in Egypt

A Brief History of Local Councils in Egypt
The birth of the Local Council movement is linked to the system of municipalities or administrations by the decree issued by Khedive Ismail in 1866 to establish a parliamentary council and councils for directorates. During the year 1909, Law No. 22 was created and it is considered to be the real birth of the municipalities. Due to this law, Local Councils gained legal personality, meaning that they became an entity with jurisdiction and an allocated budget based to the state budget.

The law also stipulated the right of the local councils to impose special taxes on their municipality as well as the right to express opinions on all matters of concern to the Directorate and its residents. Furthermore, Law No. 30 of 1913 regulates the electoral process of local councils. It should be noted that until 1913 there was no constitutional recognition of the local councils.

In the 1923 Constitution, Local Councils in Egypt were recognized and earned constitutional acknowledgement. The Constitution stipulated the terms of reference of these councils, as well as the principles to be followed regarding the regulations governing their work and the election of their members. For the first time, the idea of integrating the local councils into the municipalities / neighborhoods (social affairs) and the directorates / city (interior) materialized into reality. It also obligated the municipalities to publish the general budget and open meetings held for citizens.

The law governing Local Councils further developed in the year 1690 through the issuance of Law No. 124. This law explicitly mentions Local Councils as a legal system for the management of local communities. Accordingly, the administrative structure of the administration was created on three levels: governorates, towns, villages.

The Constitution of 1971 is considered one of the best constitutions that dealt with the concept of rights and freedoms, where the system of local councils was placed within the executive authority. The Arab Republic of Egypt was divided into administrative units with legal personality, namely the governorate, the center, the city, the district and the village, and thus five administrative divisions instead of three. In light of the 1971 Constitution, Law No. 57 was issued, which was the beginning of the chapter of the executive and popular formation, where it established a popular committee headed by the Secretary General of the Socialist Union and an Executive Committee headed by the Governor.

One of the most important points in the history of Local Councils in Egypt was the drafting of Law No. 52 of 1975 (Local Government Law), where the Local Councils and executive committees were separated. The law also regulated local elections at all levels.

Lastly, Law No. 43 of 1979, known as the Local Development Law, gave the local administration units the original right to establish and manage all public facilities located in the local administration's district.

The Egyptian Constitution

The 2014 Egyptian Constitution allocates certain rights and regulations to Local Administrations. These rights and regulations fall under Articles 175-183 (see in annex 2). The most significant points regarding Local Councils in the 2014 Constitution are the following:

- The division of the State into administrative units that have a legal personality.
- The State shall ensure the financial, administrative and economic decentralization of the local administration.
- The law shall regulate the ways and conditions of appointing or electing governors.
- The State shall ensure that local units require financial, technical, administrative and scientific support.
- Local units have independent financial budgets and their resources are from the state resources or imposed by the local administration of fees and taxes.
- Decisions of the local People's Assembly within the limits of its terms of reference may not interfere with the executive authority therein.
- Local councils may not be dissolved by administrative procedure.
- Each local unit shall be elected by direct secret ballot. Its members shall not be less than 21 years of age at the time of candidacy and the law shall regulate other conditions.
- Establishment of a quota system divided as follows: 25% for the youth, 25% for the women, provided that the representation of the workers and farmers is not less than 50% of the total seats, taking into account the appropriate representation of both Christians and the disabled.
- Local councils' resolutions that are issued within their respective mandates shall be final. They shall not be subject to the interference by the executive authority.
- Every local council shall develop its own budget and final accounts.
- The Law shall regulate the manner of dissolving and re-electing local councils.

Local Councils can be described as the elected authority that has the power to control employees in various local administrations. Its powers and duties, for example, lighting and paving roads, generally include utilities and public

services. This is due to the fact that a local administration would be more aware of the problems, challenges, and needs of their society as well as ways of solving them. They are the only entity that can manage their services themselves and accordingly take responsibility for their decisions to achieve public interest through those who elect them for this task.

The four pillars of Local Councils are:

- Dividing the state into geographic and administrative entities (appropriate to reality and according to urban planning);
- Empowering local people to manage their resources (resource control);
- Local people participate in making their local decisions through their elected representatives (the population manages their affairs by election);
- The role of the central government remains, through
- Policy development;
- Supervision, follow-up and supervision of the local administration.

In regards to the Local Administration, it is established and modified by a number of entities depending on the type of administrative unit. In governorates, it is done through a Presidential decree; in rural areas (or provinces) it is done through the Prime Minister; in villages, it is done through the Governor, based on the suggestion of the Local Council in the rural area (or province) and the permission of the Local Council in the governorate.

The local administration, within the limits of the general plan of the state, has the right to establish and manage all the public facilities located in its district. The types and nature of the services provided can vary from one governorate to another and from one city or neighborhood to another. Services are also divided into important services and normal services according to the degree of importance and on which level the service is depending on where it is. The most important facilities that fall under the supervision of the local councils include:

- Shops: all that is concerned with the type of activity;
- Advertisements: what is known by preoccupations
- Construction: building and licensing

Local Councils within their legal scope and within the public policy of the State hold control over the various facilities

and work within the jurisdiction of the province. They may request through the various administrative councils any data and information regarding the activity or finances of another unit. The Council's roles include follow-ups and evaluations, field work and control, and using the control tools.

Role of Local Councils and their Tools
Documentation and Follow-up

Local Council units receive periodical documentation from the executive branch within its scope (governorate, center, city, district, village).

Control Tools

Local Councils have many legal control tools, such as the request for briefing, request for proposal and discussion. It is worth mentioning that these steps may vary from one board to another according to the internal rules of the council.

Field Monitoring

A mandate from the relevant/ competent council is essential for field visits. The member of the Local Council must refrain from inspecting the field alone, or to undertake a field visit to any local site or project.

Financial Monitoring

The Local Councils exercise their roles in the financial monitoring process through previous overview and forecasts. Financial control during project implementation is the responsibility of the Ministry of Finance.

Running for Local Council
According to Article 180 of the 2014 Egyptian Constitution, candidates running for Local Council are to be no less than 21 years old. There should also be diversity among candidates' due to the fixed quotas allocated to youth, women, workers/farmers, Christians, and people with disabilities.

Every candidate will be given a code that is issued by the decision of the Governor. The Elections Committee of the Local Council shall submit a list containing the names of the candidates and the qualifications for each of them. Each contender shall have the right to object to the inclusion of the name of any of the other contenders or to prove an incorrect status in front of his/her name or the name of the other contenders. Once this action is undertaken, the committee will start to settle the proposed objections.

Furthermore, candidates are not allowed to nominate themselves in more than one local unit and the candidate is required to follow the etiquette of electoral propaganda issued by the Minister of the Interior.

Popular Councils

Popular Councils are established in all local units. Their role is to supervise the work done by the Local Councils in cities and villages. They also authorize projects and budgets along with following-up on implementation. Furthermore, they approve of the general rules and regulations in order to verse the relationship between institutions within the rural area (or province) and the people.

Formation of Local Councils

The duration of the Local Council Term is four years, starting from the date of the first meeting. During this first meeting of the elected Council, the members shall elect a Chairman and two Vice-Presidents (one of which has to be a worker/farmer). Moreover, cities with several administrative divisions are represented by 14 members for each division. As for cities with only one division, they consist of 24 members.

Local Council Electoral Process

There are several steps in the local council electoral process:

- The President of the Republic of Egypt invites voters to elect members for Local Councils;
- The formation of election polls;
- The political parties nominate their candidates or the candidates independently submit their nomination papers to the National Election Authority;
- The elections are held, the votes are counted and the results are announced;
- The last process is the stage of appeals against the results of the elections.

Additionally, candidates have the right to express themselves and to carry out any activity aimed at convincing voters of their choice and publicity for their election program through specific and public meetings, dialogues, publication and distribution of electoral propaganda materials, posters, and the use of audio, visual, printed, electronic materials and other activities.

Eligibility to Vote in Local Council Elections

In order to vote in Local Council Elections, he/she must be at least 18 years of age, hold a national ID number, not have any impediments to political rights, and he/she must have the Egyptian nationality or has acquired the nationality at least 5 years prior to the date of the elections.

Voting

The right to vote is a right exercised by citizens anonymously (carried out under the supervision of a certain electoral committee), it is also a compulsory duty; failing to vote without an excuse is punishable by a fine of one-hundred Egyptian pounds.

In regards to counting votes and announcing the results of the candidates, contenders are declared winners by acclamation if the number of nominations is equal. If the number of applicants is less than the required number needed to declare their win, taking into account the proportion of the prescribed workers and peasants (where at least 50% of the members of the Local Councils must be workers or peasants), then the rest of the required number is completed in supplementary elections.

The Importance of Local Councils to Egyptian Communities

The importance of Local Councils to the Egyptian people lies in the fact that they are a school of democracy. The presence of Local Councils within this particular society is a great chance for democratic transition in Egypt. It will allow those who have been excluded to pursue their political participation within the public sphere. Additionally, they are considered as a means of defense or an anti-tyranny guarantee system. The local government/administration is the link in between the citizens and the state. Local Councils are also a source of accurate information due to them being direct and elected representatives of the public.

In regards to the 2014 Egyptian Constitution, the section pertaining to Local Councils is considered to be one of the most progressive segments of the constitution because it pre-defines the composition of Local Councils with 25% allocated for women, 25% allocated for youth under 35, 50% allocated for workers/farmers, and it demands that there be an appropriate representation of Christians and people with disability.

This Article (183) of the constitution alludes to a positive step towards achieving increased social and political participation among youth and women. It also increases the overall accountability of the political system in Egypt. The

Egyptian youth exhibits strong inclinations towards fighting for social engagement, political awareness, and peaceful coexistence to carve a better future for them and the country. Workers, youth, women, and marginalized groups in Egypt will become empowered to take over more responsibilities for the development of their communities once they gain the needed knowledge and information regarding Local Councils as well as understand the positive roles that they play within a society.

Analysis of Game Implementation

Objectives

The objectives of the Analysis of the Game Implementation are to: 1) obtain a current sociodemographic profile of the targeted participants of men and women in 23 governorates; and 2) assess the target participants' current levels of knowledge, awareness, attitudes, and practices about local councils. The following is the analysis of the 170 implementations and 3,268 participants.

Demographics

The simulation game Helios was successfully implemented 170 times in 23 governorates (see table 1 in annex and figure 1 below). 32% of the participants are residents of the Central Region and Delta area which is composed of the following governorates: Central or Greater Cairo Region (GCR) consisting of Cairo, Giza, Qaloubiya; and Delta consisting of Sharqiya, Daqahliya, Damietta, Gharibiya, Menoufiya and Kafr el Sheikh; 28% reside in Upper Egypt in these designated governorates: Aswan, Luxor, Assiut, Qena, and Sohag; 18% from the West, specifically Alexandria, Marsa Matrouh, and Beheira; 15% inhabit Lower Egypt, particularly Fayoum, Beni Suef, and Minya; finally, only 7% of the participants came from the Eastern area of Egypt, specifically Ismailia, Suez, and Port Said.
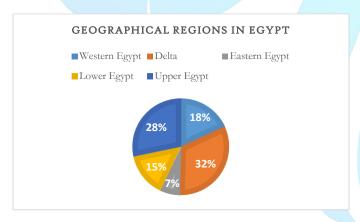

Figure 1: Geographical Regions in Egypt

The total number of young people participating in Helios simulation game was 3,268 disaggregated as follows: 1,923 (59%) young women and 1,345 (41%) young men.

Acknowledging the current social and political situation of women, Y-LEAD sought to target more women, to equip them with the knowledge and skills needed to participate

more effectively and efficiently in society and to measure trends regarding them. Seeing as youth represent around 21% of the population in accordance to this year's statistics in Egypt and that Y-LEAD primarily seeks to empower youth to participate effectively and efficiently in the public and private spheres, the individuals participating in the dissemination were typically between the ages of 18 (minimum) and 35 (maximum) with the average age of 26 years old. These numbers demonstrate significant results in terms of gender-based participation. They convey that women are more open (as well as likely) to participate in activities that promote non-formal, educational learning. These results also reflect that a number of women could potentially run for Local Council Elections in the future. Furthermore, it demonstrates that women are more likely to vote during elections because they have acquired the knowledge and the information associated with local councils.
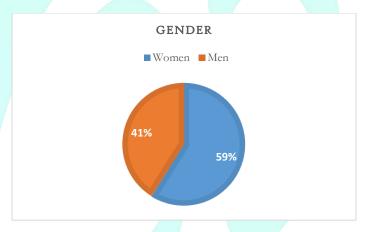
Figure 2 Gender

The collected data revealed that a total of 375 individuals out 500 participants (total) displayed serious potential to run for local council in the future.

Figure 3 Potential to Run for Local Council

Socio-Economic Status

As the figure below displays, the majority of the participants involved in the simulation game came from a middle-class background. Y-LEAD seeks to target individuals that are typically less privileged, to provide them with experiences that they would otherwise not be able to receive. Furthermore, seeing as how many, specifically less privileged, communities in Egypt are pushed to the sidelines, and are not necessarily given the opportunity to be in positions of decision making, these results clearly demonstrate that a person of middle-class status is highly likely to run for Local Council. This is a positive outcome since the Egyptian middle class represents a large portion of the population which would mean that the individual running for Local Council has a clear idea about the issues that the community faces.
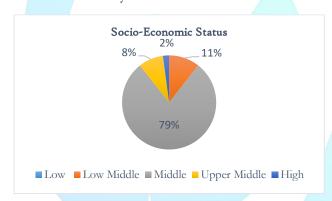
Figure 5 Educational Status

Participants' Characteristics

The implementation of Helios brought about a number of characteristics from the participants involved. These characteristics were divided into a few categories (see figure 5).

Figure 4 Socio-Economic Status

Educational Status

Seeing as how Y-LEAD sought to target diverse groups, the education status varied immensely. The participants had diverse educational backgrounds ranging from elementary education to post-graduate degrees, with the majority having received/ or is still receiving their university education. This is a positive indicator because it demonstrates that the participants have the educational capacity to run or vote in local council elections. They have capacity to assess the situation and the ability to determine the best possible outcome.
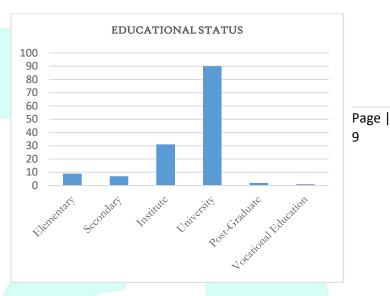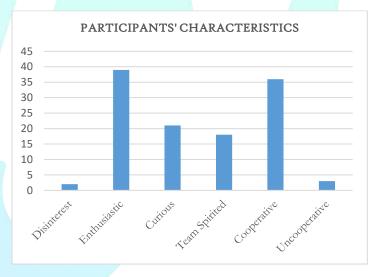

Figure 6 Participants' Characteristics

The graph demonstrates that a very small number of participants conveyed disinterest towards the simulation game. This result is determined by the statistics retrieved from the data base as well as the high levels of enthusiasm, curiosity, and team spirit that the participants clearly displayed during Helios. The graph indicates that the participants were highly enthusiastic about being a part of this game. This signifies that these individuals are accepting and welcoming towards the idea of non-formal education. Their curiosity reflects their thirst for knowledge in regard

to understanding and knowing their given rights. The participants' team spirit was generally positive. They were able to communicate and interact with one another in a civil manner. Moreover, the majority of the participants were highly cooperative and very attentive to the facilitators and the rules of the game. Furthermore, this indicates that youth in general, despite the stereotype being promoted about them being lazy and indifferent, are showing that they are open to learning and interacting with different people and different mentalities and experiences. Seeing as how the concept of simulation games in general can sometimes be foreign, the youth dealt with the experience very positively.

Cultural Factors Relating to Participants' Levels of Interaction

Figure 7 below demonstrates the factors that led to positive interaction between the participants during the dissemination of the game.
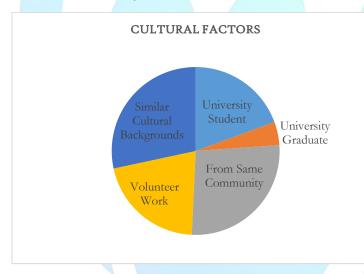

Figure 7 Cultural Factors

The majority of the participants were university students. They were either from the same university or still earning their bachelor's degree, which meant that these individuals could relate to one another's experiences. Moreover, some of these individuals take part in volunteer work which again emphasizes the fact that they share comparable experiences. Another factor that contributed to the positive and high levels of interaction was the fact that the participants came from the same community. This means that they also have similar cultural backgrounds due to the vicinity of their geographical locations. Nonetheless, there were participants from different communities and backgrounds and yet the interaction remained positive.

Participants' Overall Interaction

Figure 8 depicts the participants' level of interaction with the game itself. The results demonstrate a favorable outcome with the majority response being high levels of interaction. This indicates that the individuals participating were highly responsive to this method of non-formal education. It also proves that simulation games have the ability to disseminate knowledge and simultaneously engage the participants involved.
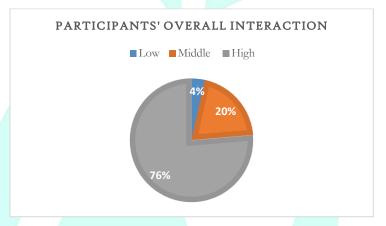
Figure 8 Participants' Overall Interaction

> *"The participants were active due to similar cultural backgrounds."* – feedback from facilitator evaluation

Participants' Comments After Check-out

The figure below demonstrates that participants had very positive attitudes once they checked out of the game. The findings reveal that participants approved of the game and its non-formal educational method because they stated that they were "happy"; "informed"; had their "thoughts provoked" and felt "responsible". This is precisely important because not only were the majority of the participants participating in a simulation game for the first time, they also very introduced to a political topic, that sought to encourage them to play a bigger role in their communities. This positive attitude affirms the results and analysis regarding of the percentage of people who are interested in running for elections if elections take place and the positive characteristics the participants presented during the game.
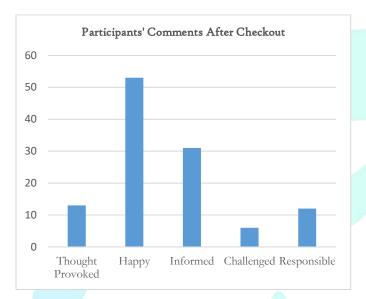
Figure 9 Participnats' Comments after Checkout

> *"I was able to challenge myself and think out of the box because of my involvement within the game."* – participant feedback from individual evaluation
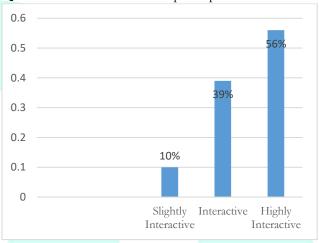
Challenges

Even though participants displayed very positive characteristics and high levels of interaction, there were some challenges during the implementation of the simulation game. The two issues that arose came in the form of participants' challenges and location challenges. Some of the participants were hesitant to join the game and others were not taking the game seriously. The facilitators were able to mitigate these situations by speaking with the participants and convincing them to proceed with the simulation. They also urged them to take this situation quite seriously. The facilitators faced location challenges because some of the places were too small or too far. This problem was solved by moving the venue itself to a different location that would accommodate the participants.

> *"I was able to understand my rights and duties as a citizen of the community."* – Participant feedback

Facilitators' Input

The facilitators were presented with a series of questions regarding the participants and their evaluation towards the game. The response received was outwardly positive.

Q1: How interactive were the participants?

Figure 10 How interactive were the participants?

The figure above reiterates and proves that the participants' overall interaction was high throughout the implementation of Helios. This affirms findings in figure 6 about the level of enthusiasm among the participants.

Q2: How interactive were the female participants?

Figure 11 How interactive were the female participnats?

The participant young women also proved to be highly interactive within the game. This is due to their abundant number. The graph also proves the point that female participants are very likely to respond positively to non-formal educational methods. Additionally, the high interaction levels displayed in *figure 8* are partially attributed to the female contenders since they represent 59% of the overall participants. This is a very positive indicator. It proves women, despite the cultural and political distancing they face can still show high levels of enthusiasm when/if given the opportunity.

Q3 & Q4: How accepting were the participants of the game and the topic? and How accepting were the participants towards participating in the public sphere?

Figure 12 demonstrates that 60% of the participants were accepting of the game and the topics covered by Helios. This proves that the participants found local councils to be an interesting and compelling subject matter. This is very interesting because there was a general consensus that youth in today's Egypt and nine years after the revolution are indifferent to politics or playing a role in the public sphere. It also demonstrates that simulation games (non-formal educational tools) have the ability to engage the participants as well as lead them to fully immerse themselves within the game.

Taking question 3 further, F*igure 12* conveys that 40% of the participants found the idea of running for local council elections or participating in the public sphere acceptable. This number demonstrates that Helios was able to present these individuals with enough information and knowledge regarding active citizenship and local councils which lead them to realize that participating in the public sphere is beneficial for them and their communities.
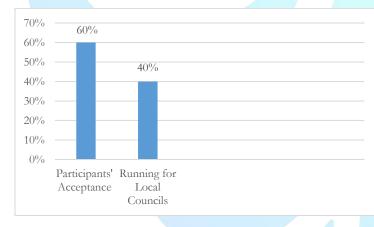

Figure 12 How accepting were the participants of the game and the topic? How accepting were the participants towards participanting in the public sphere?

Participants' Performance Scale
Participants were asked to rate themselves and their performances within the game through a series of 3 questions.

- To what extent did the participants immerse themselves within the game?
- To what extent were the roles effective?
- To what extent did the participants achieve their goals?

The participants were highly engrossed and involved within Helios with 85.67%, of the total number of participants, demonstrating their full immersion within the game itself. Regarding the effectiveness of their roles within the game, the majority of the participants (78.07%) believed that their roles were effective. Additionally, 76.42% of the participants also believed that they were able to achieve their goals within Helios.

The results above display a generally favorable response from the individuals involved. These numbers convey that the participants were able to form a coherent understanding of the game and its processes which in turn conveys that they were able to absorb the information presented to them about local councils and active participation. This would lead them to apply the knowledge that they have learnt within the public sphere where they will be able to benefit their communities.

The results of these three questions indicates that not only did the participants had a positive experience from the game but that the participants who had developed the game and wrote the scenario and characters did a very effective and efficient job. This is an indicator that the participants who were picked to develop the game have an understanding of their communities and of simulation gaming method and can take this further and implement again or develop more games within smaller groups.

"I'm happy and I've decided to run for candidacy myself in the forthcoming Local Council Elections." - Helios participant

Participants' Evaluation

Once the participants exit the game, they are given a number of statements that they are required rate on a scale of 1-5. These series of statements relate to the roles and duties of a local council.

The participants were asked to rate their answers on a scale of 1-5 (one being the lowest and five being the highest). This scale would determine the results (whether positive or negative) of the posed statements. This list of questions does not only result to their experience in the game but also to their understanding of the material about local councils that was presented to them before they participated in the game. The results below indicate that a vast majority of the

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participants voted positively on the scale with many of them affirming the importance of local councils and the roles they play within a community.

Local Council's Main Purpose

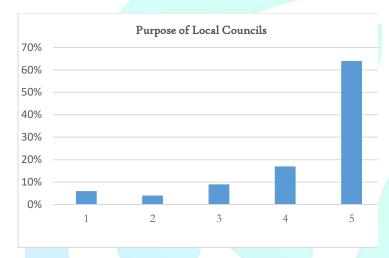A Local Council's main purpose is to engage citizens with their issues in their local constituencies.

Purpose of Local Councils

Figure 13 A Local Councils's main purpose is to engage citizens with their issues in their local constituencies.

Local Administration

Local administration has insights on the needs of the community.

Local Administration Role

Figure 14 Local Administration has insights on the needs of the community.

Enabling Citizens

Enabling citizens to administer their resources through their representatives.

Enabling Citizens

Figure 15 Enabling Citizens to administer their resources through their representatives.

Monitoring, Follow-up, and Guidance

Monitoring, follow-up, and guidance of local performance of the state.

Monitoring & Guidance

Figure 16 Monitoring, follow-up, and guidance of local performance of the state.

Establishing Relationships

Establishing institutional relationships of the local administration system in the country.

Establishing Relations

Figure 17 Establishing insitiutional relationships of the local administartion system in the country.

Possible Methods to Conduct a Citizen's Needs Assessment

During their evaluation, the participants were asked to write down the means in which local council representatives can conduct a needs assessment of their communities. This exercise proved to be quite beneficial because participants presented a variety of answers to this question. The answers provided a high level of awareness rega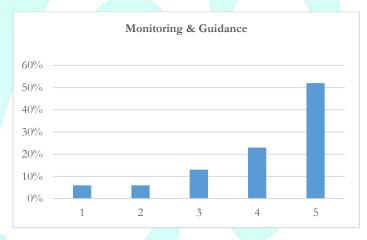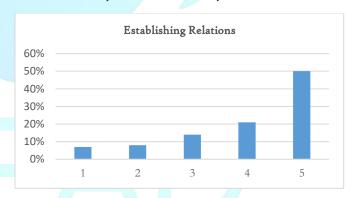rding 1) understanding that not all communities have access to the same methods of which a needs assessment can be conducted and 2) that people who do not have access to these traditional methods are still worthy of being listened to and their opinions and experiences need to be put into consideration.
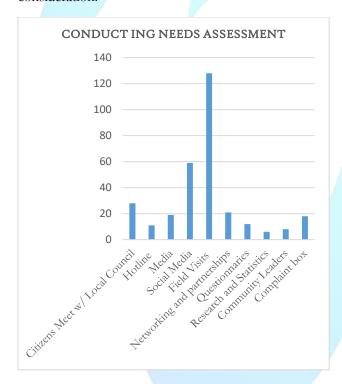

Figure 18 Tools for conducting Needs Assessment

This figure provides us with insight regarding the most effective methods to conduct a citizen's needs assessment. The participants proposed a number of suggestions with the most prominent being social media and field visits. The field visits recommendation suggests that citizens prefer to have one-on-one contact with their local representatives. They want their representative to have a strong connection with the people in order to properly represent them and convey their problems. Regarding social media, this recommendation suggests that a majority of the citizens convey their opinions and speak about the community's issues through this platform. Social Media is accessible to

everyone and would definitely serve the citizens and local council members as well in terms of establishing a direct link or connection between these two entities.

Characteristics of a Local Council Member

Figure 19 Characteristics of a Local Council Member

The participants attributed local council representatives with very positive and noble characteristics as the figure above explains. According to the participants, a local council member has to possess amiable qualities like honesty, confidence and humbleness. Moreover, they should also possess authoritative like qualities (e.g. leadership, communication, management skills, and responsibility).

Are Local Councils Important? and Why?
The "yes" Indicator

In their evaluation sheet, participants were asked to convey whether local councils are important through a yes and no answer. They were also asked to state their reasoning behind choosing either yes or no.

As *Figure 20* demonstrates, 83% of the participants stated that local councils hold an importance and only 17% stated that they see local councils holding no importance. This conveys that participants learnt and gained knowledge about local councils during the proceedings of implementation of the game. It also reflects positively on the participants themselves. it conveys that they are highly likely to run for local council as well as vote during the elections.

ARE LOCAL COUNCILS IMPORTANT?

■ Yes ■ No

17%

83%

Figure 20 Are Local Councils Important?

Participants' Reasoning Behind the Importance of Local Councils

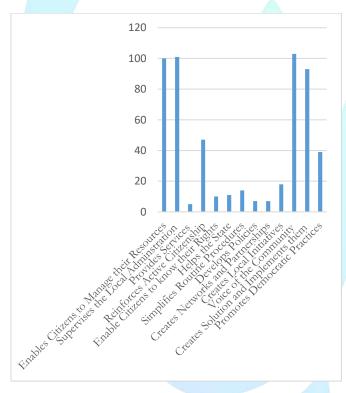*Figure 21 Participants' Reasining Behind the Importance of Local Councils*

The participants provided a number of answers related to why they think local councils are important. The figure above demonstrates the most significant statements which are:

- Local councils enable citizens to manage their resources;
- Local councils supervise and follow-up with the local administration;
- Local councils reinforce active citizenship;

- Local councils are the voice of the community;
- Local councils address challenges, propose solutions and implement them;
- Local councils promote democratic practices.

"I learnt that I have rights as a citizen and I also understood how to acquire these rights." – Helios Game Participant

These statements convey that the participants understand the positive roles that local councils play within their communities. This also displays that the participants understand why local councils are essential. This is determined through the indicator titled "voice of the community" which has proven to be the highest indicator out of the 13.

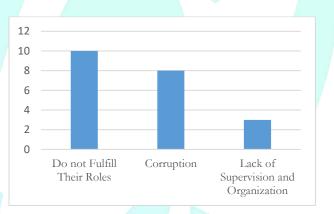**Participants' Reasoning Behind the Unimportance of Local Councils**

Figure 22 Participants' Reasining Behind the Unimportance of Local Councils

The participants that chose to state that local councils are not important presented their reasoning for stating such an answer in the figure above. This reasoning is a result of an accumulation of previously unfavourable experiences.

Conclusion

In the beginning of the project, Y-LEAD aimed to implement the game 150 times. Achieving more than the initial target, Helios was implemented 170 times and had 3,268 direct beneficiaries in 23 governorates with 59% of all participants being women and 41% being men.

The collected data revealed that a total of 375 individuals out 500 participants displayed serious potential to run for local council in the future and a total of 40% of the participants found the idea of running for local council elections or participating in the public sphere acceptable. These numbers demonstrate that the participants had an enjoyable and informative learning experience. The numbers also demonstrate that participants have the will and drive to become active citizens within their communities. This reflects positively on the methods of non-formal education and the way in which they convey knowledge to the participants.

During the game, participants displayed high levels of enthusiasm, curiosity, and team spirit, which reflects their thirst for knowledge in regards to understanding and knowing their given rights. The participants' team spirit was generally positive and they were able to communicate and interact with one another in a civil manner. Female participants also proved to be highly interactive within the game and clearly responded positively to non-formal educational methods. This conveys that the participants were able to form a coherent understanding of the game and its processes.

After checking out of the game, the participants had very positive attitudes indicating their accepting of the game and the topics covered by Helios.

Regarding the understanding of the importance and role of Local Councils, the results shown affirm that the participants (83%) in the game managed to grasp the importance of local councils and the roles they play within a community. Furthermore, the participants managed to form an understanding about the role of local council member and the methods of conducting needs assessment.

Nonetheless, challenges arose during the implementation but facilitators were able to mitigate these situations by listening to the needs of the participants and giving them advice.

Overall, the analysis shows positive attitudes towards the method of simulation gaming, the level of understanding and knowledge participants managed to acquire during the game the future these participants will have in the public sphere.

Annex 1: Disaggregation of Participants by Gender and Places

Governorate	Total No. of games implemented	No. of Beneficiaries		Total
		Women	Men	
Fayoum	10	129	65	194
Beni Suef	5	49	46	95
Minya	10	143	47	190
Sohag	10	179	42	221
Aswan	10	186	14	200
Qena	8	98	58	156
Luxor	10	134	61	195
Giza	9	95	61	156
Sharqiya	3	30	27	57
Assiut	6	83	70	153
Port Said	4	32	39	71
Gharbiya	10	43	154	197
Cairo	9	77	88	165
Beheira	8	66	95	161
Daqahlia	7	55	69	124
Menofiya	7	46	84	130
Damietta	12	157	58	215
Kafr El-Sheikh	7	63	57	120
Qalioubiya	11	138	81	219
Alexandria	5	55	30	85
Suez	6	54	53	107
Ismailia	2	11	26	37
Matrouh	1	0	20	20
Total	**170**	**1923**	**1345**	**3268**

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Annex 2: Articles Pertaining to Local Councils from Egypt's 2014 Constitution

Article (175)
The State shall be divided into administrative units that enjoy legal personality. Such units shall include governorates, cities and villages. Other administrative units that have the legal personality may be established, if public interest so requires.

When establishing or abolishing local units or amending their boundaries, the economic and social conditions shall be taken into account. All the foregoing shall be regulated by Law.

Article (176)
The state shall ensure administrative, financial, and economic decentralization. The law shall regulate the methods of empowering administrative units to provide, improve, and well manage public facilities, and shall define the timeline for transferring powers and budgets to the local administration units.

Article (177)
The State shall ensure the fulfillment of the needs of local units in terms of scientific, technical, administrative and financial assistance, and the equitable distribution of facilities, services and resources, and shall bring development levels in these units to a common standard and achieve social justice between these units, as regulated by Law.

Article (178)
Local units shall have independent financial budgets.

The resources of local units shall include, in addition to the resources allocated to them by the State, taxes and duties of a local nature, whether primary or auxiliary. The same rules and procedures for the collection of public funds by the State shall apply to collection of such taxes and duties.

The foregoing shall be regulated by law.

Article (179)
The law shall regulate the manner in which governors and heads of other local administrative units are appointed or elected, and shall determine their competences.

Article (180)
Every local unit shall elect a local council by direct and secret ballot for a term of four years. A candidate shall be at lease twenty-one (21) Gregorian years of age. The law shall regulate the other conditions for candidacy and procedures of election, provided that one quarter of the seats shall be allocated to youth under thirty-five (35) years of age and one quarter shall be allocated for women, and that workers and farmers shall be represented by no less than 50 percent of the total number of seats, and these percentages shall include an appropriate representation of Christians and people with disability.

Local councils shall be competent to follow up the implementation of the development plan, f monitor of the different activities, exercise of oversight over the executive authorities using tools such as providing proposals, and submitting questions, briefing motions, interrogations and others, and to withdraw confidence from the heads of local units, as regulated by Law.

The law shall define the competences of other local councils, their financial sources, guarantees of their members, and the independence of such councils.

Article (181)
Local councils' resolutions that are issued within their respective mandates shall be final. They shall not be subject to the interference by the executive authority, except to prevent the council from overstepping its jurisdiction, or causing damage to the public interest or the interest of other local councils.

Any dispute pertaining to the jurisdiction of these local councils in villages, centers or towns shall be settled by the governorate-level local council. Disputes regarding the jurisdiction of governorate-level local councils shall be resolved, as a matter of urgency, by the General Assembly of the Legal Opinion and Legislation Departments of the State Council. The foregoing shall be regulated by Law.

Article (182)
Every local council shall develop its own budget and final accounts, as regulated by Law.

Article (183)
Local councils shall not be dissolved by virtue of a general administrative action.

The Law shall regulate the manner of dissolving and re-electing local councils

Annex 3: Helios - Factsheet

Helios

DESCRIPTION

The development of the quality of services in any given community is not possible without the contribution and active participation of its members. Local Councils are considered to be the most direct link between citizens and their government. The fictitious events of the simulation game "Helios" highlight local councils and the crucial role they play within a community. By stepping into the roles of local decision-makers, participants gain an understanding of the modes of operation regarding Local Councils which encourages them to actively participate within the public sphere.

During the evaluation phase, participants transfer their newly gained knowledge from the simulation game to their own communities. This includes self-reflections about their own role as citizens and their possible contribution to Local Councils whether by being active voters or even potential candidates to serve their local community.

SCENARIO AND PROCEDURES

The scenario of this simulation game is in the fictitious city "Madinet El-Shams", where its citizens meet to discuss the most important challenges of their everyday-lives regarding health, education and public utilities. Once they discuss these challenges, these citizens proceed to find possible solutions. At the very end, the most effective solutions will be elected and will receive funding for their implementation. The decision-making process in the simulation game is fully reflects the Egyptian constitution and thus enables the participants to better understand the processes and dynamics of Local Councils.

OBJECTIVES

The main objective is to raise awareness of the importance of the role and functionality of Local Councils. The simulation game specifically sheds light on the role of Local Council members, highlighting that they have to represent all citizens regardless of their social class and their different needs during their decision and policy making processes. Through the simulation game, participants are encouraged to be active members of society and to take over constructive roles on the community level by acquiring pragmatic decision-making skills.

Target Group: Participants between 18 and 35 (mixed groups desirable).
Participants: Ideal number is 20
Duration: One day
Type: Fictitious
Languages: Arabic and English

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Y-LEAD

الهدف العام من المحليات

هو اشراك المواطنين فى ادارة امورهم المحلية من خلال ممثليهم المنتخبين بأكثر تأثير وفاعلية «حكم الشعب نفسه بنفسه لنفسه دون وصاية او قوامة من احد»

الركائز الأربعة للإدارة المحلية

- تقسيم الدولة إلى كيانات جغرافية وإدارية « ملائم للواقع ووفقاً للتخطيط العمرانى،
- تمكين السكان المحليين من ادارة مواردهم « التحكم فى الموارد
- قيام السكان المحليين بالمشاركة فى اتخاذ قراراتهم ذات الطابع المحلى من خلال ممثليهم المنتخبين « السكان يديروا شئونهم بالانتخاب،

يبقى دور الحكومة المركزية، من خلال

- وضع السياسات العامة
- الاشراف والمتابعة والرقابة للإدارة المحلية

المجلس الشعبي المحلي		الإدارة التنفيذية المحلية	
١	المجلس الشعبى المحلي للمحافظة	١	المحافظات
٢	مجلس شعبي مدينة/ الحى	٢	المدن - المراكز - الاحياء
٣	مجلس شعبي قرية	٣	القرى

أهمية المجالس المحلية ودورها فى المجتمع:

الأهمية الأسمى للمجالس المحلية تحقيق هدفها الأساسى هو « مشاركة المواطنين في إدارة شئونهم المحلية بشكل أكثر فاعلية و تأثير

- ترسيخ مبدأ الديموقراطية « حكم الشعب نفسه بنفسه ولنفسه
- التربية السياسية الصالحة لكلا من الناخبين، أعضاء المجلس الشعبي المحلي المنتخب
- تقسيم العمل حيث أصبحت هناك خدمات تقوم بها الحكومة المركزية وهناك خدمات محلية تتولا الإدارة المحلية
- الإدارة المحلية أكثر إدراكاً للحاجات المحلية
- تبسيط الإجراءات والقضاء على الروتين الحكومى
- يزود النظام البرلمانى بهيئات ثانوية إلى جانب الهيئة التشريعية « البرلمان، في البلد
- تمكين المواطنين المحليين من إدارة مواردهم من خلال ممثليهم المنتخبين
- الرقابة و المتابعة و التوجية للأداء المحلى بالدولة
- اقامة بناء مؤسسى وعلاقات رأسية وأفقية لنظام الإدارة المحلية فى الدولة

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