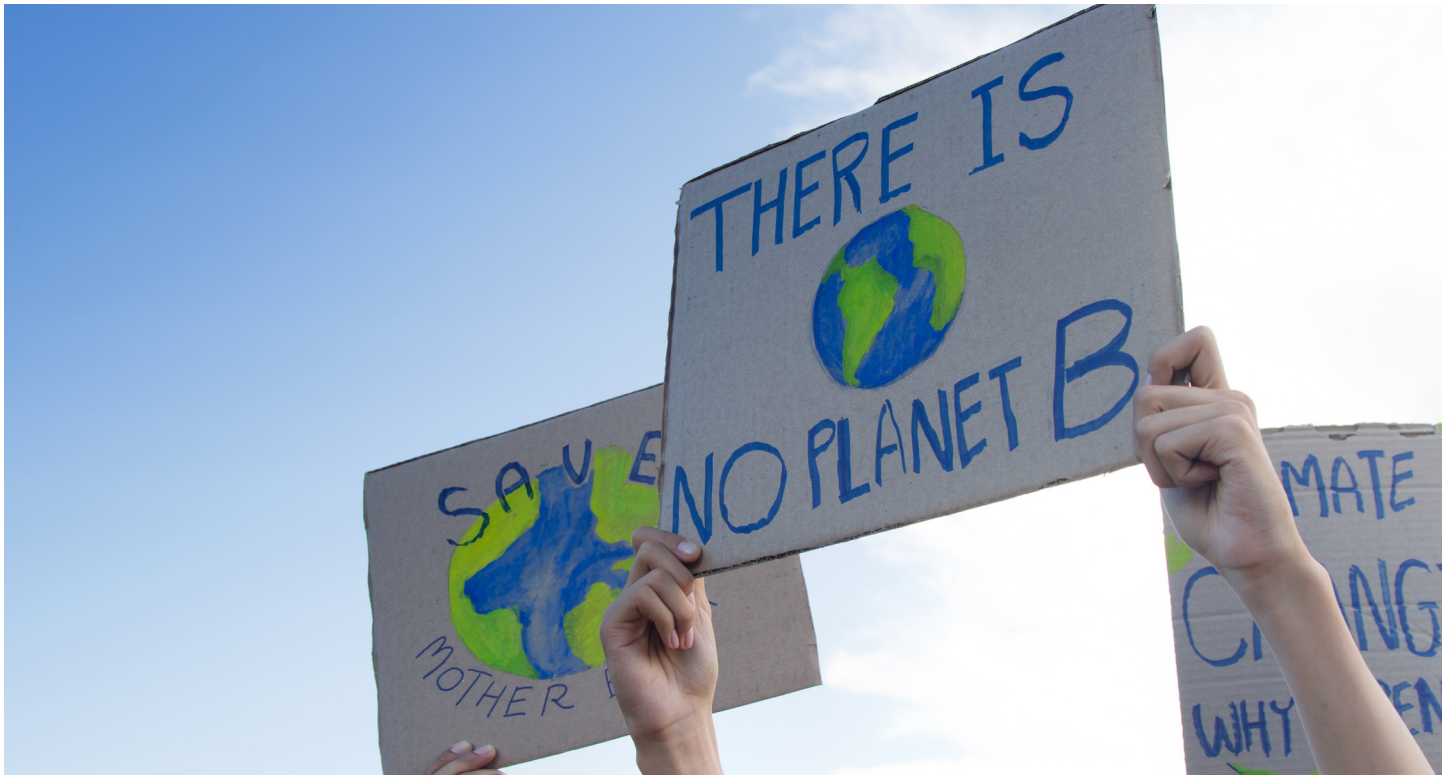
Simulation Games on Climate Change



CRISP offers a variety of simulation games that address the complexities of climate change while making the topic accessible and building participants' capacity to address climate challenges.

Challenges as a result of climate change are increasing, and affecting any ever-growing number of people from all walks of life, at local and at global level. Aside from the technical and scientific aspects of climate change, there are also the social, political and economic authorities to consider. Therefore, addressing climate change education requires us to be able to better understand these complex dynamics.

There are a multitude of interdependent issues at play, ranging from the water-food-energy nexus to health, governance, trade, and wealth that further contribute to the complexity of the situation. Didactic approaches that tackle this issue must address its complexities, while at the same time making it understandable and without overwhelming the target audience. These approaches will also help participants visualize possible innovative solutions that could address our climate challenges, also reiterating the inevitability of its long-term consequences.

That is why we focus on experience-based learning to make interdependency and conflict dynamics understandable. Our simulation games are an excellent tool for this specialist training and practical project work. They model our reality and its complex problems within a structured framework, allowing participants to take on various stakeholder roles to experiment with different viewpoints, prompting them to continually respond to new situations and dynamics.

> "It was a great opportunity for me to learn and understand the complexity of climate challenges. I gained a new perspective on possible actions we can take to address climate change."

Andres Olaechea
29 years old (Peru)
Participant at the Simulation Game Nisia

General Learning Goals

Improving cooperation between central actors

Taking on different roles in simulation games can help facilitate a deeper understanding of the positions and needs of various actors, leading to improved cooperation between the relevant parties. This is particularly important in instances where conflict of interest exist when tackling these issues; the aim is, that with our guidance and help from the simulation games, the new found understanding of each other can mitigate the conflicting interests, allowing them to be addressed more easily. In the context of climate change this is especially valuable when one considers the diverse range of actors required to work together to address such a widespread issue. By providing a safe and controlled environment, simulation games allow participants to explore potential solutions to complex problems and build trust among actors with competing interests.

Understanding complex relationships

Simulation games offer an interactive approach to help comprehend the intricate relationships related to climate change. By exploring new scenarios and outcomes, players can gain insight into decision-making processes and the consequences of their actions. Reflection and evaluation of these complexities helps players better understand the reality of climate change and the interplay of different environmental, social, political, and economic factors. This approach facilitates a more comprehensive understanding of the issue, better preparing participants for climate change decision-making processes.

Testing and developing alternative action strategies

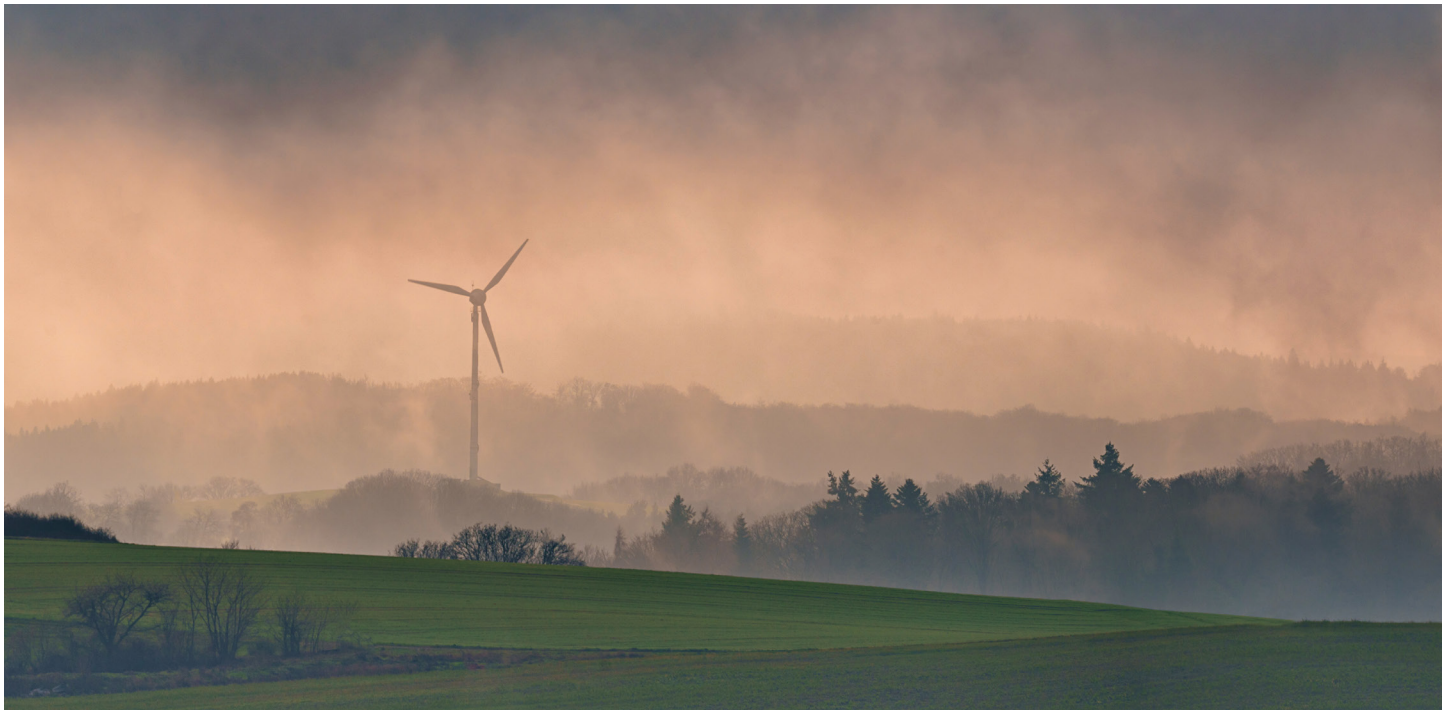
Simulation games provide a safe space to experiment with problem-solving strategies, as well as for alternative approaches to climate change problems to develop. This fosters creative problem-solving skills, critical thinking, and collaboration, and allows players to develop skills and strategies to tackle climate change challenges. Simulation games test the boundaries and possibilities of alternative approaches and provide concrete solutions to specific problems.

Target Groups and Formats

The simulation game method is extremely flexible, allowing the pre-existing knowledge of the participants, as well as their needs, to be taken into account when designing said game. Some sessions last only several hours, for example when working with schoolchildren, with others being carried out over multiple days when involving crisis simulations for seasoned professionals; whatever the scenario, CRISP can modify and tailor the game in both length and complexity to complement the interests and needs of the target group. Due to the experience-based approach, the method is also suited for communicating complex topics to participants with diverse educational backgrounds.

What We Offer

We offer a range of simulation games dealing with climate change, which have been categorized into three overarching topics: Climate Risks and Security, Resilience and Adaptation, and Just Energy Transition. However, they each overlap and interact, for example the simulation game “Kalabia” falls under the Resilience and Adaptation area, but also covers topics related to Just Energy Transition and Climate Risks and Security.



Overview Simulation Games on Climate Change

Climate Risks and Security

The Climate Risks and Security area is focused on enhancing knowledge and understanding of climate-related security risks. It addresses the pressing issue of ecosystem collapse due to human activities and climate change, as well as the risks presented by climate change to various spheres of social, ecological, political, and economic areas. The simulation games in this area explore how climate-related security risks arise, and how these risks can be mitigated to strengthen human security and achieve long-term sustainable peace.

Resilience and Adaption

The Resilience and Adaptation feature encompasses key topics that are interconnected with climate change, such as energy, food, trade, water, and social justice. This feature focuses on identifying processes, practices, and structures that can mitigate potential damages or capitalize on opportunities associated with climate change. Our simulation games operate across local, regional and national levels and involve a range of stakeholders in the process of developing roadmaps, action plans, and policy proposals to tackle climate change challenges.

Just Energy Transition

The Just Energy Transition feature explores the interaction between energy, climate change, politics, and conflicts. It examines the shift from fossil fuel production and consumption systems, such as oil, natural gas, and coal, to renewable energy sources like wind and solar power, as well as lithium-ion batteries. Our simulation games aim to understand the challenges of achieving a just transition to cleaner energy sources, such as ensuring that the voices of those affected are taken into account when decisions are made.

CLIMATE RISK AND SECURITY

UNSC in the Ferghana Valley

Key Topics: UNSC, climate change, climate risk, peace building.

CLIMATE RISK AND SECURITY

Peacekeeping Mission in Mali

Key Topics: UNSC, climate change, climate risk, peace building.

CLIMATE RISK/RESILIENCE

NISIA

Key Topics: Relocation population, protection and economic development.

RESILIENCE/SECURITY/ENERGY

Kalabia - Climate Adaption

Key Topics: Energy security, agriculture, and social justice.

RESILIENCE AND ADAPTION

Rashad - Climate Resilience Plan

Key Topics: Climate Resilience, Food, Energy, Water, Community, Health and, Economy, Youth. Empowerment

RESILIENCE AND ADAPTION

Tara - Youth Action Plan

Key Topics: Economic Participation, Education, Political Participation, Youth Participation, Adaption Climate Change

JUST ENERGY TRANSITION

Energy Transition for Peace

Key Topics: energy security, post-conflict society, environmental protection.

SIMULATION GAME

Climate & Security in the Ferghana Valley

Climate and Security Nexus, United Nations' Security Council

TARGETGROUP
Professionals, students, > 17 years

LEVEL
Experienced, expert

PARTICIPANTS
12-20, 20-30

DURATION
4-6 hours or > 6 hours

TYPE
Realistic

LANGUAGES
English

Description

The simulation game addresses the relationship between climate and security. It is set in the year 2025 and takes place within the framework of the United Nation Security Council (UNSC). An acute crisis has erupted in Central Asia around the use of increasingly scarce water resources, attributed by many observers to the effect of climate change. In the first round, the UNSC will therefore discuss how to respond to this situation and to what extent references to climate change should be included in the resolution. The second round of the simulation is dedicated to a general debate about the role of the UNSC in addressing the connection between climate and security..

Scenario & Procedure

The simulation game has two parts. In the first round, the UNSC addresses an acute crisis in the Ferghana Valley, Central Asia, caused by escalating tensions over water resources after a severe drought. This leads to inter-ethnic violence and cross-border conflict. Climate change is believed to be a contributing factor, and some countries seek to highlight this link in the UNSC resolution. The second round discusses whether the climate and security nexus should be included in the UNSC agenda and, if so, how participants represent UNSC member states and negotiate for common solutions.

Objectives

Participants will gain an insight into contemporary debates concerning the relationship between climate change and security, as well as a better understanding of how the effects of climate change can influence conflict dynamics. Once this has been established, potential strategies to contribute to an effective conflict prevention tactic can be discussed. Additionally, the participants will learn more about how negotiation processes work on an international level and can improve their skills in this area.

LEARNING TARGETS

- Understanding contemporary global developments regarding climate policies with regards to national and international security
- Insights into the decision making processes in the frame of the UNSC
- Learning to deal with varying national interests in an international context

SIMULATION GAME

Peacekeeping Mission in Mali

The role of the UN Security Council in the climate-security nexus is central to this simulation game

TARGETGROUP
Civil society actors, professionals, students, > 17 years

LEVEL
Beginner

PARTICIPANTS
12 to 30

DURATION
4-6 hours or > 6 hours

TYPE
Realistic

LANGUAGES
English

Description

In the simulation game, participants are given the roles of diplomatic representatives from current UN Security Council (UNSC) member states and have to negotiate the terms of a possible extension of the peacekeeping mission in Mali. A special thematic focus is placed on the climate and security nexus, with the resolution debating whether the impact of climate change on the conflict situation in Mali and the wider Sahel region should be mentioned.

Scenario & Procedure

The simulation focuses on extending the mandate of MINUSMA in Mali, which supports political processes and security-related tasks for stability and the implementation of the Peace and Reconciliation Agreement. The mandate has been extended annually since 2013, with the current mandate expiring soon. Participants, representing UNSC member states, negotiate the conditions for a possible extension of the peacekeeping mission. Delegates shape the debate structure, beginning with a plenary session where they propose motions for moderated or unmoderated discussions, thereby learning how to deal with conflicting national interests in an international setting.

Objectives

Participants will develop an understanding of current debates concerning the relationship between climate change, conflicts, and security, and consider how climate change impacts conflict dynamics. Subsequently the participants will learn about potential strategies that could be implemented as conflict preventative measures, as well as international negotiation processes and how to improve their negotiating skills in order to reach an agreement.

LEARNING TARGETS

- Understanding current global developments in climate policies as they relate to national and international security.
- Insights into the UN Security Council's decision making processes.
- Learning how to deal with conflicting national interests in an international setting.

SIMULATION GAME

Nisia - Climate induced crisis

Complex challenges that developing states are confronted with as consequences of climate change

TARGETGROUP
Students and professionals

LEVEL
Experienced, expert

PARTICIPANTS
12 to 30

DURATION
4-6 hours or > 6 hours

TYPE
Fictional

LANGUAGES
English

Description

The "Nisia" simulation game deals with the complex challenges that developing states are confronted with as a consequence of climate change. It is set on the fictional island state of Nisia, which is already facing severe problems such as a poor economic development, poverty and rapid urbanization. Slowly changing patterns in the climate as well as acute impacts of extreme weather make the situation even more challenging. This extreme weather not only adds to the existing difficulties, but is also likely to create new problems too. The simulation game therefore incorporates climate induced issues in the wider discussion of challenges, which developing states are facing today.

Scenario & Procedure

A recent study highlights the challenges Nisia is facing due to climate change. Nisia is currently discussing a strategic development plan (roadmap) covering topics like population relocation, climate change protection, and economic development. The simulation game consists of two parts. In the first part, participants discuss crucial future political, social, and economic issues. The second part occurs six months after roadmap development, where actors react to the new status quo and adjust their personal and overall strategies based on the roadmap's impact.

Objectives

The goal is for the participants to understand the complexity of the problems developing states face due to climate change and to find solutions in a more efficient manner. A special emphasis is put on understanding the perspectives of actors from various fields, including politics, the economy and civil society.

LEARNING TARGETS

- Understanding the broader effects that emerge through climate change and how they relate to other development challenges
- Understanding the pros and cons of concrete measures to tackle climate change risks
- Comprehension of the interconnectedness among various sectors impacted by climate change at a national level

SIMULATION GAME

Kalabia – Climate Change Adaption

Build young people's capacities to better understand climate change adaptation and negotiations

TARGETGROUP
Students and professionals aged 20 and above

LEVEL
Experienced, expert

PARTICIPANTS
20 to 30

DURATION
> 6 hours

TYPE
Fictional

LANGUAGES
English

Description

The "Kalabia" simulation game addresses the complex challenges of developing a long term strategy for climate change adaptation through inclusive decision making. During the simulation game, participants discuss three key issues concerning the country's future development in terms of climate change and adaptation measurements: Energy security, agriculture, and social justice. The goal of the simulation game is to create a long-term vision for Kalabia that will ensure economic progress and social justice, with these appropriately adapted to the measures in place to address the impact of climate change on the country.

Scenario & Procedure

In the fictional country of Kalabia, key stakeholders are invited by the president to address the challenges of climate change. These stakeholders aim to develop a strategy for adaptation in energy security, agriculture, and social justice. Participants, representing state and non-state actors, negotiate to find common ground and reach a broad agreement. The simulation game fosters understanding of existing positions and interests, with the goal of establishing a durable agreement beyond political changes.

Objectives

Participants will gain an insight into the contemporary issues surrounding climate change, and the negotiations and debates that take place in this sphere between groups with different interests. Additionally, participants will further develop their understanding of how climate change impacts conflict dynamics and which strategies should be harnessed when contributing to climate change adaptation measurements. To complete the workshop, the process of national-level negotiation work, as well as how to improve their negotiation skills when finding common ground will also be explained to participants.

LEARNING TARGETS

- Develop a better understanding of the interrelation between different areas affected by climate change on a national level
- Get an insight into the decision-making process in the context of climate change policy negotiations
- Gain a deeper understanding of the key areas: Energy, Agriculture, and Social Justice, and how they relate to climate change.

SIMULATION GAME

Rashad -Climate Resilience Plan

Strengthening the local capacity of youth in climate action and climate change advocacy work

TARGETGROUP
Civil society actors, students > 15 years

LEVEL
Beginner, experienced

PARTICIPANTS
20 to 30

DURATION
4-6 hours or > 6 hours

TYPE
Fictional

LANGUAGES
English, Arabic

Description

The simulation game focuses on a conference addressing Social Ecological Issues and developing a Climate Resilience Plan in a fictional country. It explores the intersection of climate change, local initiatives, and national policies, with a focus on food, energy, water, community, health, and economy. Youth, civil society organizations, and government representatives participate in committees to develop a Vision and Recommendations for Action. The negotiation process involves creating visions for each topic and setting action recommendations aligned with those visions. The game accommodates different levels of preparation, and the lessons learned can inform real-life planning.

Scenario & Procedure

In the fictional Rashad, a coastal country with deserts and mountains, the economy grows while wealth inequality persists. A significant portion of the population (15-26 year olds) bear the brunt of the challenges posed by climate change and extreme weather. Representatives from the Ministry of Environment and Water, Ministry of Economy and Trade, national farmers' association, and Al Rabea's youth attend conferences to discuss climate adaptation and social-ecological issues.

Objectives

The goal is for participants to understand the complex social-ecological conflicts intensified by climate change. Participants will learn about developing and negotiating climate change adaptation actions while navigating various conflicts of interest. Topics include water, energy, food, community, health, and economy, with a focus on finding resilience-promoting solutions. Participants will learn to identify common goals, reach agreements, and create a shared resolutions involving actors from different sectors.

LEARNING TARGETS

- To develop a deeper understanding of the complex relationship between climate change and key sectors in society
- To overcome the lack of youth participation in social and ecological solution building
- Increase the capacity of innovative and holistic thinking when being faced with risks and challenges derived from climate change

SIMULATION GAME

Tara - Youth Action Plan for Resilience

What actions are needed to strenghten climate resilience and what role do young people have?

TARGETGROUP
Civil society actors, students > 15 years

LEVEL
Beginner, experienced

PARTICIPANTS
20 to 30, <30

DURATION
4-6 hours or > 6 hours

TYPE
Fictional

LANGUAGES
English, Russian

Description

The simulation game addresses youth participation in decision-making processes regarding climate change resilience. The central question is how a society can develop and progress in the face of climate change, especially in terms of its resilience, inclusivity, and decision-making processes. Participants collaborate on a Youth Action Plan for Resilience (YAPR) focusing on economic participation, education, and political participation. The negotiations occur in two phases, with discussions regarding actions and recommendations for YAPR taking place in the second phase. Insights gained from the simulation game can provide valuable input for real-world decision making and strategy development.

Scenario & Procedure

In fictional Tara, consisting of Jayd, Bonia, and Daraka, one-third of the population is made up of young people. An analysis by youth-led organizations and regional think-tanks reveals their frustrations: fear of ecological collapse, limited opportunities for economic, social, and political participation, and a sense of neglect from the ruling elite. The simulation game involves actors from various sectors, representing policymakers, businesses, and civil society, advocating for their interests in youth and climate policy. Through negotiation rounds, they strive to gain support and ensure their interests are reflected in the final Youth Action Plan for Resilience (YAPR).

Objectives

The overall goal is to gain a better understanding of the political discourse surrounding youth participation in decision-making processes that concern the future of ecological and social issues. By the end, participants will have broader knowledge about developing and negotiating an action plan to benefit youth and to adapt to climate change, as well as the procedures for putting it into action.

LEARNING TARGETS

- Deeper understanding of climate actions negotiations
- Overcome the prevailing mistrust between civil society actors and government/local authorities (increase mutual empathy between youth and youth-serving organizations, and policy makers)
- Increase capacity of designing and establishing a structured cross-sectoral dialogue, in which youth acts as a subject of cooperation

SIMULATION GAME

Energy Transition for Peace

To what extent do natural resources fuel conflict, and to what extent could they contribute to peace?

TARGETGROUP
Young adults between 16-30 years

LEVEL
Beginner, experienced

PARTICIPANTS
12 to 30

DURATION
4-6 hours or > 6 hours

TYPE
Fictional

LANGUAGES
English, German

Description

The fictional country of Kalatia has had to deal with various problems since it gained its independence from the fictional Republic of Ragasia, with ethnic divides, a difficult economic situation, migration, and a high unemployment rate being just some of these problems. In addition, the energy supply of Kalatia is also not guaranteed in various regions of the country. This simulation game emulates the relationship between energy security, environmental protection and conflict dynamics. A special emphasis is placed on the question whether renewable energy can contribute to conflict prevention in Kalatia and in general.

Scenario & Procedure

The EU is pushing for energy sector reforms in Kalatia, offering funding in exchange for a collectively created plan approved by a referendum. Citizens have the option to choose between a hydroelectric power plant, coal power plant, or decentralized renewable energy carriers. Simulation game actors include government, opposition, youth movement, NGO, steel company, labor union, farmers association, and ethnic minority representative. They consider environmental impact, electricity control, employment, and conflict prevention when voting on the referendum.

Objectives

The simulation game explores the role of renewable energy in conflict prevention and climate protection and aims to shed light on whether renewable energy can contribute to conflict prevention. The game also enhances participants 'understanding of actor motivations and effective persuasive strategies. Furthermore, the game delves into pursuing peace in a post-conflict society, revealing obstacles and exploring possibilities for achieving a peaceful future in Katalia.

LEARNING TARGETS

- To build on teamworking skills within the respective interest groups and between larger coalitions
- Creating win-win-situations between different interest groups
- Personal negotiations skills in order to persuade others and to organize majorities

Who we are

CRISP was founded in 2007. We are an independent, non-profit, non-partisan and non-confessional organization, based in Berlin.

The staff of CRISP has extensive experience in the development and implementation of interactive learning tools, project management, and cooperation with international partners and donors. Our experienced team has different skills, qualifications and regional expertise, which allow us to adapt to many different needs and requests.

What we do

We create safe spaces within our projects in which the participants can reflect and work on social and political conflicts. We see ourselves as moderators and as allies in the local transformation processes. Our key objective is to empower local actors by equipping them with the knowledge and skills they need to produce the change they want to see.

By establishing links between our partners we aim to contribute to the establishment of robust, cross-sector, cross-border networks. We develop and implement both long and short-term activities and provide consultancies in post-conflict regions, within and outside of Germany.

Formats

All formats can be implemented both online and as face-to-face trainings. They can be run as individual workshops as well as a series of events that offer a comprehensive perspective on the topic. The simulation game workshops are a product of comprehensive preparation and evaluation phases, tailored to the needs and knowledge of the group.

We're happy to collaborate with you to develop personalized simulation games, drawing on our diverse expertise in various subjects and regional experience. This enables us to create games with a climate emphasis and adapt to a wide range of needs and desires.

Why we do it

We are striving for diverse and inclusive societies. We believe that positive change within this process always starts with discovering and accepting new perspectives on social and political challenges. By empowering our partners and participants, we aim to contribute to their ability to engage more effectively with their own local conflicts.

We operate on the premise that interactive and experience-based learning tools significantly contribute to positive change, and create a space where one has the freedom to think outside the box.

What we achieve

Our activities open channels for dialogue between organizations and individuals on the ground and cross-border. We build bridges between conflicting groups. Furthermore, we assist local actors in developing a deeper understanding of conflicts and empower them to influence the political processes that are important to them.

This way our work increases the impact of the activities of our local partners and promotes an active and critical citizenry.

Our portfolio of simulation games