



CRISP Newsletter

Dear friends, followers and supporters,

It's been a while since our last Newsletter. A new year started and from the very beginning CRISP was busy implementing activities of new projects and finalizing the year 2015. Currently we are finalizing our annual plan for 2016, so if you are interested to get your own simulation game, now is the right time.

As in the past, also this year we have many challenging projects ahead of us. We are very much looking forward to meet new and old participants and to continue our work together with our partners. However we are also launching new projects in new regions and keep developing new simulation games.

This newsletter is supposed to cover the last four months, which is almost impossible due to the various events that took place during that period of time. In general last year was very diverse. We managed to conduct as many activities as never before and at the same time CRISP went through some internal changes. Our founding member Genit Kraemer left CRISP, in order to use his knowledge and skills in a different context. Later we decided to create the first real employment, apart from the Directors – in November we welcomed Julie Jankovic.

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Projects and Activities - International

1. Closing Event: A Vision for Egypt 2025 in Cairo

06.12.2015, Cairo, Egypt: After 10 months of hard work we managed to present A Vision for Egypt 2025 to a broader audience. Together with approximately 230 participants from all over Egypt we developed an idea how peaceful coexistence might look like in Egypt and consequently what should be done by the different actors on the ground.

Therefore we developed together with our local trainers an adequate simulation game that allowed the participants to think out of the box and outline an Egyptian society, which managed to overcome today's social conflicts.

The main goal of this project was to set a starting point to find common ground and to rebuild trust among different parts of the Egyptian society. Accordingly many participants put themselves in the shoes of others during the simulation game. Due to this change of perspective, the participants were inspired to recognize their mutual interests and positions. Based on this experience they were ready to discuss and formulate a common and shared vision for Egypt.

Furthermore this vision is supposed to serve as a milestone to continuously think about a transformation of the Status Quo. Therefore we prepared a basis for actors from different sectors to easier identify opportunities for mutual reinforcement and thereby synergies that allow to join forces. In an enhanced cross-sectoral cooperation we see a key element for further development.



The full version of A Vision for Egypt can be found [here](#) and short video documentary of the project can be found on our new [Youtube channel](#).

The project was a great success due to the active involvement of the target group. By clicking on the pictures of the individual participants, you find some examples of what has happened on an individual level among some of our participants.



2. Closing Event: Peace + Conflict Consultant in Kiev

12.12.2015, Kiev, Ukraine:

Between September and December we carried out several workshops (modules) during which we introduced local peaceworkers from Armenia, Azerbaijan, Belarus, Georgia, Moldova and Ukraine to new methods of conflict management and conflict transformation. Of course the method of simulation gaming was introduced in particular.

In the course of the project the participants were empowered to carry out their own Peace-Projects in their home-countries. It was amazing to see how much commitment and effort the participants put into this project. We are looking forward to its continuation in 2016.



At this point many thanks to our partners from [PATIR](#) from Romania, who did an outstanding job in planning and implementing all activities connected to this project. Furthermore we are also very happy about the contributions from our external trainers [Mohammed Shebab El Din](#) and [Mark Young](#).

General information about the project can be found [here](#). In order to get an impression how the Closing Event looked like you can click on our [photo album](#).

3. Closing Event: Conflict advisor in the area of work with refugees in Tbilisi

12.12.2015, Tbilisi, Georgia:

At the end of the Training Course we came together in Tbilisi and the participants presented their results of their workshops to one another; afterwards we invited guests from different sectors (Civil Society, State, International Actors and Media) in order to share our experiences with them.

All participating countries, Armenia, Azerbaijan, Georgia and Ukraine, have made experiences with Internal Displaced People (IDPs).

We analyzed the different national contexts and developed different simulation games according to our findings.

In total seven new simulation games emerged and in total there were 11 implementations. The local trainers participating in the project are all working with IDPs in their countries and thus the project directly contributed to the challenges they face in their professional life.

Here we want to thank especially our local partner from Georgia: [Creative Development Center](#).

We had several guests at the Closing Event that were interested in our work. Have a look - [here](#).



4. Project "Shaping Caucasus" in Dombay



It was a great week during which many great ideas were developed. We wish our participants all the best for the current implementation phase and are looking forward to the results. Good luck!

General information about the project you can find [here](#). We uploaded some impressions which you can see on our [Facebookpage](#).

22.-29.01.2016, Dombay, Karachay-Cherkess, Russia:

In one week we introduced 26 trainers from the Northern Caucasus Region (Russia) to the method simulation gaming. Based on their own experiences during the simulation game they were asked to develop their own simulation games for their local purposes.

Together we developed 5 new simulation games on different topics, which will be implemented during the next months. In July we will meet altogether again for the Evaluation-Seminar. Until then we will have assessed the lessons learned and will be able to finalize the different simulation games. Afterwards we will make them available for different organizations and institutions in the Northern Caucasus in order to increase the level of non-formal education in the region.

5. Simulation game "Jbeil El-Shams" in Chefchaouen

22.-29.01.2015, Chefchaouen, Marokko:

Together with the local organization "racines" and the Heinrich Böll Foundation we conducted a Training on our newly developed Simulation Game "Jbeil El-Shams". The Game tackles the issue of how to make local politicians more accountable, and will be conducted by our participants in 6 different cities all over Morocco during the next weeks. We would like to thank our participants for their great commitment and kindness. We wish them all the best for their future!

Check out the photos from the simulation game - [here](#).



6. Kick-off-Meeting of the project "Peaceful Dialogue" in Bishkek

29.03.-30.03.2016, Bishkek, Kyrgyzstan:

With a two-day Kick-off- Meeting we started our new project "Peaceful Dialogue" in Kyrgyzstan.

In total we will together with approx. 300 participants develop and implement different measures on "Fighting Religious Extremism" all over the country.

Therefore we met our partners, as well as other organizations working in the field, such as "[Search for Common Ground](#)", "Iyman-Foundation", the EU-Delegation in Kyrgyzstan and the Deputy of the Ministry of Youth, Labour and Migration

More information to the project can be found- [here](#).



Projects and Activities - Germany

1. SiMigration in Bonn



14-15.01.2016, Bonn:

The Friedrich-Ebert-Foundation invited CRISP to conduct a simulation game on the topic of migration. 34 students from secondary schools participated in the game. During one day they slipped into the roles of high ranking politicians representing EU member states, as well as countries of origin and transit and tried to adopt a resolution in order to solve the challenges of big migration flows. The second day was dedicated to local politics of a small Mediterranean island. In the roles of community members holding different responsibilities and having differing points of view they had the task to implement the decisions made on EU level before and to find solutions to the challenges they meet on a day to day basis concerning the arrival of many refugees. In the evaluation the students shared their experience and reflected upon the complex dynamics of migration policies.

2. Bribania in Berlin

29.01.2016, Berlin:

Out partner [Mit Ost e.V.](#) organized a study visit for their Egyptian partner organization [EJ Sadat Association for Social Development and Welfare](#) and [CRISP e.V.](#) was invited to contribute to the program for one day by playing a simulation game with the participants. The topic of the simulation game was 'Fighting Corruption'. After a brief introduction of our organization and our work, the game was introduced. The participants got into their roles quickly and spent the day negotiating and discussing a potential Anti-Corruption Strategy. In the evaluation we shared experiences and perspectives made during the game and discussed the method of Simulation Gaming. It was a day full of fun and learning for all.



3. SiMigration in Berlin

11.03.-13.03.2016, Berlin:

Together with our partner [al Sharq](#) we implemented our revised simulation game SiMigration for the [Bildungswerk Berlin of the Heinrich Böll Foundation](#). In this simulation game, first the current European policy on migration is analysed and the institutional decision-making mechanisms are shown as a model. Subsequently the participants get into the roles of local actors in a German administrative district and have the task of implementing the decisions, which were previously made on the EU level.

Thereby the simulation game outlines, which effects European decisions have on the concrete situation in Germany and how local communities can master the challenges of the recent situation. This way a link between the European and the local issues is created and space is created to reflect on possible solutions. We thank the participants for their dedicated work and are looking forward to further cooperations with our partners.



CRISP Intern

1. Clean-up campaign: back office and basement

To bring the year 2015 to a close, we redesigned the back office. This way we could start the new year in a pleasant, friendly working environment. But this was not yet the end of our clean-up campaign: Step by step we created new structures for our folders and tidied up the basement.

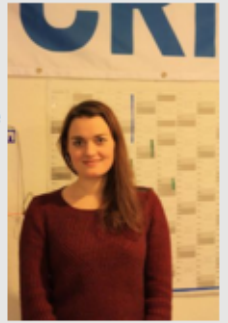
Now we have all our simulation games well-assorted and easily accessible in boxes and have a well equipped shelf with office supplies in the basement.

We are happy about this structured office and are looking forward to continue our work in the improved working environment.



2. New intern and farewell to Eva and Marius

After three months at CRISP we had to say goodbye to Eva at the end of December. We are very grateful for all the work she has done for our organization and will miss her in our team. For her future we wish the all the best. Marius also finished his intemship with CRISP and we also want to thank him for his dedication and his time in our team. We wish him all the best for his future career. At the same time we were happy to welcome Juliane at the beginng of the new year, who is supporting our work until the end of March.



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