

# SIMULATION GAMES

## A TOOL FOR CONFLICT TRANSFORMATION



We have been developing and implementing simulation games in the field of Conflict Transformation since 2007. Due to our extensive experience, we are convinced to have a powerful tool at our disposal. It allows for an intense conflict analysis and provides participants with a risk-free environment in which they can think outside the box and test innovative approaches to Conflict Transformation.

### THE METHOD

A simulation game is a model of reality. Within a given scenario, the participants are challenged to deal with political and social problems by taking over the role of a stakeholder. Transforming participants into decision-makers enables them to experience the roots and dynamics of the given conflict. Undergoing this change of perspective uncovers new perspectives and contributes to a more holistic understanding of the conflict.

### OUR APPROACH

We use simulation games as a political laboratory which offers participants the chance to test alternative ideas and approaches. This leads to greater certainty about their effects and long-term consequences, especially the unintended or hidden ones. This way we assist other peacebuilders to plan their interventions more strategically and more efficiently.

#### LEARNING BENEFITS:

- Understanding complex problems
- Discovering new perspectives
- Raising mutual understanding
- Testing alternative solutions
- Experience a riskfree environment

### TARGET GROUP

We strongly believe that civil society plays a crucial role in every conflict transformation process. Thus, we dedicate our work to local peacebuilding organizations in (post-) conflict regions and trainers from the field of non-formal education.

### OUTCOMES

The most important part of every simulation game is its evaluation phase. Here, findings from the game are transferred to reality. We use the newly gained knowledge to define significant conflict-drivers as well as deescalating factors and their interdependencies. Based on that we 1) Build Future Scenarios and 2) Develop Strategies to increase the impact of local peacebuilding activities.



### IMPACT

On the individual level, our activities stimulate a self-reflection process that leads to greater empathy and thus contribute to an increased mutual understanding. Furthermore, local organizations engaged in conflict transformation gain a strategic approach, use their resources more efficient and develop a deeper understanding of the conflict that increases the impact of their actions.

# REFERENCES (*SELECTION*)



## **SIMULATING EGYPTIAN TRANSITION (EGYPT)**

Since 2012 we are running a project called Simulating Egyptian Transition. Our trained trainers established their own “Simulation Gamers Club Egypt”. Together we used the simulation game method to create a vision for Egypt 2025. Through a series of simulation game workshops in 10 different Egyptian governorates with more than 250 participants, we were able to agree on a common and shared vision for the country. The method was highly suited to encouraging participants to think outside the box.



## **PEACEFUL DIALOGUE (KYRGYZSTAN)**

By using simulation games, we have created a set of innovative measures on how to mitigate the growing tensions between secular and religious groups in society. Through their experience with simulation games, participants developed peace initiatives in their own communities, therefore contributing locally to this overall goal.



## **PEACE + CONFLICT CONSULTANT (EASTERN EUROPE + CAUCASUS)**

The training-Course Peace + Conflict Consultant started in 2014. Since then we are training local peacebuilders and encouraging young people from local civil societies to become more pro-active in Conflict Transformation and to start engaging in social and political conflicts at local level. Furthermore we created an interregional network among peacebuilders from Armenia, Azerbaijan, Georgia, Moldova, Russia and Ukraine.



## **ACADEMY FOR CONFLICT TRANSFORMATION (GERMANY)**

Twice yearly since 2015 we have provided a one week seminar, including a simulation game, in the framework of the Advanced Training Course of the Academy for Conflict Transformation, Germany. Here we give future peacebuilders the chance to test their knowledge and skills in a realistic scenario.



## **HIDDEN MEMORIES - A WALKABLE AUDIO-INSTALLATION (UKRAINE)**

We developed the smartphone application “Hidden Memories” to allow a retrospective on the events taking place on and around Maidan Revolution in Kiev, Ukraine, in 2013/14. Using GPS, the app knows the user’s location, linking audio scenes to the actual places where they might have happened.