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Dear reader,

with this annual report we want to give you an overview of our work during the last two years. During 2012 and 2013 we managed to realize several projects in our main focus areas Western Balkans and the South Caucasus, but at the same time we expanded our sphere of activities by including participants from other countries, or by accessing new countries like Egypt and Belarus. Furthermore we increased the number of our activities in Germany and are very glad to also have won new cooperation partners on national level.

At this point we also want to thank all our partners for their great contributions. Without the partner organizations in our target regions and the committed and dedicated people working there we wouldn’t have been able to transform our ideas into concrete actions.

Furthermore we want to highlight that we appreciate the contributions of the participants of our activities. For most of them, taking part in one of our simulation games was really challenging. But the courage they showed by getting engaged in the complex processes of conflict management, political decision-making and active citizenship was impressive – so thanks a lot and see you again soon.

This report is structured as following: In the beginning we briefly present our organization, before you find an overview of all the projects we’ve realized in 2012 and 2013. Afterwards you find a detailed description of all projects realized by us, explaining its content and its outcome. In doing so, we sincerely hope to give you deeper insights into our work. Furthermore, we provide you with some statistical data, in order to make it easier to get a holistic overview. In the end we present the financial overviews for the years 2012 and 2013.

We hope you enjoy reading our annual report. For any reaction please don’t hesitate to get in touch with us, as we very much appreciate feedback to our work and are open for new ideas.

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Florian Dunkel  Gerit Kraemer  Andreas Muckenfuß
CRISP is based in Berlin. Since 2007 we have been working in the fields of civic education and civil conflict management. Through our projects we aim to promote a critical transnational democratic culture, in which different groups can engage in constructive dialogue to solve conflicts. We facilitate seminars and trainings dealing with conflict transformation and political participation.

With our work in post-conflict areas we contribute to peaceful conflict resolution. That is why we support critical democratic forces, which initiate, support and encourage a peaceful conflict transformation in society. In this process, our guiding principle is to adjust our projects to local needs.

To achieve these objectives we mainly rely on the method of simulation gaming. We have developed an expertise in the simulation game methodology over the last years. We have developed different types of simulation games for different target groups and on different topics.

Our activities are targeting mainly young civil society activists interested in experience-based learning. With the use of simulation games enriched by role-play elements CRISP aims for a self-organizing, holistic, and highly hands-on learning culture.

The permanent goal of our activities is mainly focused on the development of a strong, active civil society and a non-violent management of conflicts.

Currently, our focus regions are the Western Balkans, the South Caucasus and the Middle East.

However, CRISP also acts as a platform for other projects, supporting the ideas and approaches of our partners and members, as well as looking out for new project proposals.

**Contact:**
If you are interested in our method or in one of our projects, please don’t hesitate to get in touch with us.

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**Web:**
www.conflictsimulation.org

**Facebook:**
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In order to achieve its goals, CRISP develops and uses simulation games. In these games, the participants are challenged to deal with political and social problems by means of play.

In general, all simulation games apply the same rules: you create situations in which the participants not only learn about the circumstances and discuss possible actions and reactions, but also in which they find themselves in situations which require decision-making skills and where they are affected by the decisions of others.

Knowledge acquired through the simulation game method does not only result from simple cognitive processing of external stimulus, but also from the experience as an active participant, which takes place within a group of people. Thus, a key element is the learning of authentic and complex problem descriptions. The simulation game supports therewith a self-organized and praxis-oriented learning culture.

A central element of the simulation game is the shifting of roles. Taking over a role in a conflict can make the motives, constraints, and possibilities of the stakeholders more clear. New perspectives become visible and the resolution methods as well as the negotiating strategies can be tried.

Simulation games are no doubt an intensive experience, whereby participants can test and train their social abilities: How do I work and how do I behave within a team? How do I manage putting myself in another’s position? How do I react under pressure? How do I convince others? How do I personally handle conflicts?

Also different skills such as negotiation, strategic planning and the ability to compromise, are trained and promoted in simulation games.

In particular, these intense personal experiences and the learning that takes places enable simulation games, with its themes and results, to leave a lasting impression on participants.
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<td><em>We promoted simulation games in the context of civic education. Thus we contributed to empowering civil society, so it can take over a crucial role in the new political system.</em></td>
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<td><em>With this workshop we could raise the awareness for alternative approaches to urban development.</em></td>
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<td><em>With this project we increased mutual understanding among the participants, developed and tested problem-solving approaches.</em></td>
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<td><strong>People Power</strong></td>
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<td><em>Together with the participants we developed ideas, how to influence the political agenda, especially on the eve of elections.</em></td>
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<td>In total 25 civil society activists took</td>
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<td>part in this forum and received training</td>
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<td>in professional capacity building,</td>
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<td>introduced to simulation games as a</td>
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<td>tool, which they will use in their</td>
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<td>future work as part of the network.</td>
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Simulating Egyptian Transition

Description
The project aims to support the ongoing democratic transformation process in Egypt. By promoting democratic values and civic education among young people, we will encourage and enable them to participate in the transformation process in a critical but foremost constructive way. Empowering civil society, so they can take over a crucial role in the new political system, is the overall goal of this project and its follow-ups. As in our former projects the core element of this project is a simulation game, treating one of the current social conflicts in Egypt (to be agreed on). Generally we emphasize the training-of-trainers module this year, in order to empower youth workers and trainers in the field of civic education in the method of simulation gaming – in a follow-up project 2013 these trainers will be able to conduct their own simulation games with their own target groups on topics they chose themselves.

Target group
According to the different goals, this project is focusing on two different target groups:

a) Local trainers of the field of non-formal education. As this project builds on local capacities we call for members or colleagues of our partner organizations who are interested in enlarging their toolkit and want to learn another method.
b) **Young people** (18-30 years old), who are interested in shaping the transformation process. The core activity of this project is a 7-day-seminar, including the first simulation game. For this purpose we call for young people from 18 to 30 years to participate. In this regard we further aim for a group of people with diverse background, in terms of region, sex, religion, age, organizations etc.

**Goals**

The overall goal of this project was to pass on the method of simulation gaming to trainers of non-formal education in Egypt. By using simulation games, we want to empower local trainers to promote democracy and pluralism in general by stressing basic democratic values like tolerance, freedom of speech, and power sharing, as well as the understanding of democratic procedures and its possibilities for active participation. In the course of this project the participants will discuss, how they themselves can participate actively in the national political transformation process. The project is highly outcome oriented, meaning it pursues practical, constructive and sound proposals for solutions to the simulated social/political problem.

Furthermore the project aimed to increase the understanding of political processes. Through simulation games, the dynamics and procedures of the currently ongoing transformation processes will be experienced by the participants. Moreover they will gain deeper insights into the interests, relationships and strategies of the involved stakeholders.

**Duration:**
6 months

**Participants:**
10 local trainers and 30 participants

**Location:**
Cairo, Nile Delta region, Upper Egypt

**Partner:**
CDS - Center for Development Services (EG)
Joint Civic Education

Description
Social Leader Forum is the follow-up to Joint Civic Education’s Cross-Border Program and was first piloted in 2010. CRISP joined the Program in 2011 as a cooperative partner of MitOst Association and Iris Group Managing diversity.

In the Forum, civil society activists and representative from the public sector from Armenia, Azerbaijan, Georgia, Russia (North Caucasus) and Turkey learn innovative instruments and discuss strategies for meeting social challenges and improve the impact of their activities. Between the two meetings, the fellows have the chance to conduct cross-border and cross-sector work visits together with other fellows.

The Social Leader Forum fosters the professional exchange of expertise and innovative concepts, and interdisciplinary dialogue among actors of social change from civil society initiatives and public sector institutions.

Duration:
Annual curriculum. Since 2010 and ongoing.

Participants:
25-30 changemakers from Armenia, Azerbaijan, Georgia, Russia (Northern Caucasus) and Turkey

Location:
Armenia, Azerbaijan, Georgia, Russian Federation and Turkey

Partners:
Theodor-Heuss-Kolleg of the Robert Bosch Stiftung and the MitOst Association (GER), Iris Group Managing diversity (GE)

Website:
www.cb.joint-civic-education.net

Together with the BMW foundation, the Social Leader Forum additionally host the Social Impact Days in Georgia in 2014, where social entrepreneurs and executives from the business sector will meet and exchange. The Social Impact Days promote the dialogue and combination of expertise between different sectors for the common good.
Caucasus

Target group
Our fellows are changemakers from civil society initiatives and the public sector living in Armenia, Azerbaijan, Georgia, Russia (North Caucasus) and Turkey. They are interested in sharing their knowledge and enhancing their skills through collaboration with likeminded colleagues, and who are willing to start long-term cross-border and cross-sector cooperation trying out innovative approaches in the field of social engagement. Peer education and knowledge transfer are emphasized In the Social Leader Forum we build upon the experience of our fellows to develop and share best practices, enriched by inputs from regional and international experts.

Goals
The Social Leader Forum fosters the professional exchange of expertise and interdisciplinary dialogue among representatives of civil society initiatives and the public sector. With the Social Impact Days, furthermore we bring together social entrepreneurs and representatives from the business sector in order to build trust and combine expertise for the common good. Our activities strengthen social changemakers in their missions and enhance their scope of action. Our aim is the establishment of cross-border and cross-sector cooperation in the Caucasus region on a sustainable basis.
Practice Peace

Description
On 22th of February, CRISP together with ‘Kreisau Initiative’ launched the continuation of the first part of ‘Practice Peace!’ . With almost the same participants from Israel, Palestine, Germany and Poland, the sessions this time took place in Koepenik on the outskirts of Berlin.

The seminar combined the methods of simulation gaming and Betzavta in order to give room to the participants to think and discuss about democratically behavior and discrimination in their societies. Betzavta is a Hebrew word and means ‘together’. It has become a synonym for an innovative conflict-based educational concept whose learning process concentrates on creating conflicts and dilemmas and working through them with the aim of achieving hostili-
and activists of the fictional town of the simulation game of Anopolis. Here they were facing different problems such as bad economical situation, unemployment, tension between the groups and a flow of refugees. The participants were assigned to come to an agreement on the development of three free construction sides in the town. The list of proposal pursued different objectives divided in three categories: commerce, culture & education and social. The participants had lively discussion in order to fulfill their interests with the construction projects.

The simulation game though created a deeper understanding of the difficulties in applying democratic principles in situations with strongly diverging interests. On the base of these findings, the participants then tried to find strategies to overcome these difficulties on a personal level, to have an impact on their societies in the end.

It was a great pleasure for CRISP to work with these young and creative participants. We hope that this type of projects will continue to develop in future and will target more and more groups of young and democratic minds. We would also like to thank our partner organization “Kreisau Initiative” for the fruitful cooperation.

**Target group**
High-school students, 16 to 18 years old, from Germany, Israel, Palestinian Authority and Poland.

**Goals**
The students gained background knowledge about the construction and use of social, religious and political discrimination and their impact on people’s lives. Furthermore they learned about concrete and practical ways how to deal with them.

This very heterogeneous group of participants managed to come together very close. They shared very personal experiences even in the light of an ongoing war. Furthermore some concrete ideas were developed, how to fight discrimination in the all-day life of their societies.
Simulation Game

Großbürgerhausen

Description

In the end of August 2012 CRISP together with the “Bundesverband für Wohnen und Stadtentwicklung e.V. (vhw)” conducted a workshop for municipality employees in the city of Essen.

The aim of this workshop was to raise awareness between the participants to be more inclusive when it comes to participation processes in urban developments, by identifying the needs of different social groups (milieus) living in a city. Therefore the VHW builds on the sinus-milieu-approach, which includes besides classic socio-demographic data, also the attitudes and preferences of the inhabitants.

To convey this approach to the municipality employees, we simulated an open council meeting in the fictitious city of Großbürgerhausen. During this meeting different inhabitants discuss what should be build on the abandoned site of the old weaving mill.

During the evaluation of the simulation game we then linked the outcomes and processes of the negotiations to the sinus-milieu-approach.

Target group

Our partner in this project VHW is an um-
brella organization of different cities in Germany and is promoting an inclusive approach of city planning, meaning they seek possibilities of how to include citizens into decisions made by local decision-makers.

Therefore the project focused on municipality staff, in order to establish multiplicants of inclusive planning within local administrations.

**Goals**
The main goal was to raise awareness for alternative approaches to urban development within the target group of municipality employees.

By experiencing what is behind the diverging interests of the city’s inhabitants, the participant were empowered to plan more adequately according to the needs of the citizens. This in the end should lead to a more efficient and democratic urban development.

**Duration:**
During several weeks we developed the simulation game *Großbürgerhaus*en in close cooperation with our partner VHW, before we implemented it with municipality staff.

**Participants:**
20 members of staff of different municipalities from all over Germany.

**Location:**
Essen (Germany)

**Partners:**
VHW - Bundesverband für Wohnen und Stadtentwicklung e.V. (GER)
SimVISION

Nagorno – Karabach

Description
The goal of SimVISION is to develop a common vision for the South Caucasus and by this contribute to trust and confidence between young people. To achieve this goal, a simulation game seminar for 24 young (18-30 years) participants from Armenia, Azerbaijan and Georgia was developed and conducted in Georgia.

In order to revert to local capacities, we built on local trainers. Therefore we trained trainers from South Caucasus in the method of simulation gaming, and by this provided them with an innovative and effective learning tool for international understanding, confidence building, the ability to compromise and conflict management.

Target group
The activities of this project targeted mainly two different groups: The trainers who will facilitate the simulation game seminar and the participants of the seminars, who will take part in the game.

a) Local trainers:
In order to carry out the project we built on local capacities. To involve them in an adequate way, we instructed selected trainers in the method of simulation gaming and involved them in designing the seminar. In the first stage of the project, 6 trainers, respectively 2 from Armenia, Azerbaijan and Georgia, were selected and trained in the method of simulation gaming.
b) Participants:
Young activists from the three South Caucasus countries Armenia, Azerbaijan and Georgia. Our main target group were young people (18 to 30 years), 8 from each country, which came together for the simulation game seminar. The participant should be active in civil society.

Goals
The aim of the project was to encourage a dialogue about the future of the South Caucasus inside the region and to create a common vision among young people for a peaceful co-existence. Therefore the method of simulation gaming will be used and passed on to a circle of trainers from the region.

Due to our experience the method is highly suitable to increase mutual understanding and furthermore develop and test alternative problem-solving approaches. Thus the method combines two important factors: First it offers the participants to step out of their ordinary roles and to overcome own prejudices, in order to engage in an open dialogue with others.

Second the simulation is designed as political laboratory, a model of reality that gives space to think outside the box, illustrates complex political processes and offers a particular chance to assess the outcome of new approaches.
People Power

Description
During the process of transition towards a stable democratic political system, elections are a crucial moment. The way they are carried out defines the level of legitimacy governments can generate. Until today, still many governments rule on a basis of doubtful legitimacy and the political debates, especially during election campaigns, lack a democratic culture and are focused on populist statements rather than a political debate on issues.

Ruling parties use their influence to refuse the opposition access to media and the opposition often focuses on accusations rather than alternative political approaches. Also, often former opposition parties which gain power, continue to use doubtful actions, which they complained about before. Therefore, a broad understanding of democratic culture and procedures is needed in the whole society. Elections are here a crucial benchmark.

Thus the main goal of this workshop is to promote a democratic political culture and pluralism as well as the raise of awareness for free and fair elections within society.

In order to prepare a basis for a fruitful discussion and to stimulate new ideas, we used the method of simulation gaming. The method provided the participants with a riskless envi-
rvironment in which they can first test new actions and second have to deal with their unintended effects and with the reactions of other “players”.

Due to the experiences within the simulation game the different actions were evaluated concerning their effectiveness, followed by a discussion on how those could/should be strategically arranged to have greatest possible impact.

**Target group**
This workshop focused on Belarus oppositional political parties youth wings between 20 and 30. According to the overall learning goal the participants could also affiliated to a civil society organization and ideally have already had some experience in cooperating with national authorities, other CSOs and external donors.

Moreover the participants had the potential to spread the new knowledge among their colleagues and other civil society actors. As the main outcome will be generated during discussions, the participants should be communicative and open minded.

**Goals**
The overall goal of this workshop was to get a deeper understanding of democratic culture and procedures and the possibilities available in the forefront of elections. First the participants will get some input, including best practice examples and then get the chance to modify those and try them out during the simulation game.

In the end the participants gained knowledge about a set of possible actions with many variants. Due to the playful element of the simulation game they will gain confidence and thus motivation to apply the experiences to real life circumstances. Assisting to that was the evaluation of the simulation game, in which the participants discussed a chronological and coordinated order of actions. Further the participants got a clearer picture on eventual reactions and how to deal with those. By this the participants will be encouraged to at least consider taking actions. In attending this workshop the participants further enhanced their personal skills, due to the simulation game, such as: self-learning, social, methodical and cultural skills.

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**Duration:**
4 days workshop

**Participants:**
24 Belarusian political activists

**Location:**
Vilnius, Lithuania

**Partners:**
SILC – Swedish International Liberal Center (SWE)
Urban Development -
Großbürgerhausen

Description
In cooperation with our partner VHW - Verband für Wohnen und Stadtentwicklung, we organised a one-day-workshop in the course of the 3rd Town Network Congress in Berlin.

We conducted the simulation game for the 60 participants of the congress. For the simulation game, the participants – most of them public administration employees, but also researchers and real estate businesspeople – adopted the roles of architects, investors, journalists, and residents of the fictitious town Großbürgerhausen.

In an open council meeting, the participants discussed how the fallow land of the old weaving mill can be used in the future. The interests of the group of investors, the municipal administration and the various townspeople ranged from building town houses on the premises to keeping the area as a free space in the town centre.

The simulation game
This simulation shows the diverging interests of the city’s inhabitants when it comes to participation processes in urban developments.

The goal is not necessarily to reach a consensus, but rather to encourage the participants
to engage with questions of citizen participation and communication in town development from a new perspective.

Furthermore, new approaches of how to increase civic participation will be explored and evaluated. By experiencing what is behind the diverging interests of the city’s inhabitants, the participant will be empowered to plan adequately to their needs. This in the end should lead to a more efficient and democratic urban development.

**Target group**
The project focused on municipality staff, in order to establish multipliers of inclusive planning within local administrations.

**Goals**
The main goal was to raise awareness among municipality staff for citizen participation in general, but to go even one step beyond and to make them think about very concrete measures how this ambitious goal can be realized.

Furthermore, as the participants all had different backgrounds and experiences, we wanted them to get familiar with each other, in order to join a fruitful exchange of ideas during the congress. For this purpose the simulation game, once again, proved to be a great tool to start conversation among participants.

**Duration:**
1 day workshop

**Participants:**
60 staff members of municipalities in Germany

**Location:**
Berlin, Germany

**Partners:**
VHW - Verband für Wohnen und Stadtentwicklung (GER)
Joint Civic Education -

Social Leader Forum

Description
Social Leader Forum is the follow-up to Joint Civic Education’s Cross-Border Program which was first piloted in 2010. CRISP joined the Program in 2011 as a cooperative partner of MitOst Association and Iris Group Managing diversity.

In 2013, 25 civil society activists from Armenia, Azerbaijan, Georgia, Russia (North Caucasus) and Turkey that take part in this forum received training in professional capacity building, exchanged know-how and conducted study cross-border visits.

The kick-off and final meeting were further enriched by inputs from guest speakers of the BMW foundation, the Robert Bosch Stiftung, Humanity in Action and the Centre for Social Investment.

Target group
Our fellows are changemakers from civil society initiatives and the public sector living in Armenia, Azerbaijan, Georgia, Russia (North Caucasus) and Turkey.

They are interested in sharing their knowledge and enhancing their skills through
collaboration with likeminded colleagues, and who are willing to start long-term cross-border and cross-sector cooperation trying out innovative approaches in the field of social engagement. Peer education and knowledge transfers In the Social Leader Forum we build upon the experience of our fellows to develop and share best practices, enriched by inputs from regional and international experts.

**Goals**

The Social Leader Forum fosters the professional exchange of expertise and interdisciplinary dialogue among representatives of civil society initiatives and the public sector. With the Social Impact Days, furthermore we bring together social entrepreneurs and representatives from the business sector in order to build trust and combine expertise for the common good.

Our activities strengthen social changemakers in their missions and enhance their scope of action. Our aim is the establishment of cross-border and cross-sector cooperation in the Caucasus region on a sustainable basis.

**Duration:**
Annual curriculum. Since 2010 and ongoing.

**Participants:**
25-30 changemakers from Armenia, Azerbaijan, Georgia, Russia (Northern Caucasus) and Turkey

**Location:**
Armenia, Azerbaijan, Georgia, Russian Federation and Turkey

**Partners:**
Theodor-Heuss-Kolleg of the Robert Bosch Stiftung and the MitOst Association (GER), Iris Group Managing diversity (GE)

**Website:**
www.cb.joint-civic-education.net
Analysing Civil Society in Belarus

Description
The workshop offers the participants to elaborate together with other civil-society-activists and members of political parties a common analysis of the situation of civil society in Belarus. Together we want to identify difficulties and hindrances the participants are facing in their workaday life. This fundamental task will be followed by an alignment of the particular defiance and a subsequent detection of overlapping challenges.

In the center of consideration is the relation and dependency of Civil-Society-Ac tors towards donors, state-actors and the population.

With the aid of the method of simulation-gaming the participants get the chance to experience arising conflicts from a different perspective, to try out collectively gathered problem-solving-strategies and to recognize mutual dilemmas as well as synergetic effects. In the ensuing wrap-up-phase the participants evaluate the experiences from the simulation and transfer them into strategies.
of action. Herein we see the additional value for the participants’ working routine.

**Target group**
This workshop focuses on civil society activists and members of oppositional political parties from Belarus. The age rage is between 20 and 30. Ideally all participants have already some experience in cooperating with national authorities, other CSOs and external donors. Moreover the participants should have the potential to spread the new knowledge among their colleagues and other civil society actors. As the main outcome will be generated during discussions, the participants should be communicative and open minded. The workshop was held in Russian.

**Goals**
The main goal of this project is to bring actors of civil society and from political parties from Belarus together, in order to provide a common and shared analysis of the current situation and accompanying problems of civil society concerning their relations towards the population and the state as well. Herefrom the participants develop a first common problem-solving-strategy that allows them to combine their capabilities and resources so as to act with collective strength. In the end of the workshop we want to have accomplished an agile interchange of ways of looking at problems and a description of possible intersections and interfaces.

**Duration:**
4-days workshop

**Participants:**
24 civil society activists and young politicians

**Location:**
Vilnius, Lithuania

**Partner:**
Swedish International Liberal Centre (SILC)
**Fit for Life**

**Description**

In the end of September 2013 CRISP conducted, jointly with the organization Planspieler, a simulation game at the 1. Gesamtschule Neukölln, Berlin. 20 pupils of the 10th grade participated in the project.

The aim of the project was to develop an increased understanding among participants about the challenges of life after school. Another objective was raising awareness about the difficulties that occur already earlier, e.g. while finding apprenticeships.

In order to convey this, the pupils simulated the relevant period of life they were situated in. During the different rounds of the simulation game they had various possibilities to anticipate and reflect upon the prospective course of their life. Among the opportunities the pupils had were receiving a better school diploma, earning money by conducting un-
skilled work, doing an internship or getting an apprenticeship. If the pupils wished to receive help, they could, like in real life, see a career counsellor. Moreover, they could take out insurances and open bank accounts.

Hence, the simulation game was designed very realistically. The unusual of this simulation game was, that real life actors participated, representing their particular institution, and as a consequence representatives of Media Markt, GLS Bank, Allianz insurance and the Federal Employment Office were on-site.

This fact further increased the level of reality and represented a stimulating factor for the pupils.

**Target group**
The simulation game was designed for pupils who are close to finish secondary school, but are still unsure about how to design their lives.

**Goals**
The project’s main goal was to raise awareness among the pupils about what expects them during their last year in school and the time afterwards. They were not only familiarized with the options they will have and what they will need to do to achieve them, but were also reminded about e.g. the importance of punctuality in professional life and the significance of taking out insurances.

**Duration:**
1 day workshop

**Participants:**
20 pupils

**Location:**
Campus-Rütli, Berlin, Germany

**Partner:**
Planspieler

**Institutional Partners:**
Bundesagentur für Arbeit, MediaMarkt, GLS-Bank und Allianz
Euroforum

Description
The Euroforum East-West Network was created in 2006 in Georgia. Since that time, annual meetings have been organised in the framework of Youth in Action on different topics such as the place of alternative Media, the citizenship and commitment of young people in local democracy, the interculturality and project management and the negotiation through intercultural dialogue and communication.

This year’s Euroforum took place in Tbilisi, Georgia in the end of March. One of the workshops offered was a simulation game dealing with Elections and conducted by our EVS volunteer Teona.

This game simulates the six months of election campaign in a fictitious country in transition, as well as the following elections and
the coalition building. During the Follow-Up-Meetings in different countries the participants will pick up the issue by again conducting our simulation game, as well as using other methods such as Stop-Motion- and Go-Motion-Activities.

Target group
Youth workers and youth Leaders, civil society activists from the countries: Armenia, Azerbaijan, Georgia, Belarus, Spain, France, Poland and Germany. Together we want to encourage each other to take become active citizens, to open to the world, by interchanging and developing original methods of action and cooperation.

Goals
One of it main objectives is to develop actions and dialogue between youngsters from different cultures, to contribute to overcome all the prejudices and to create new solidarities. The second one is to stimulate youngsters to have an active citizenship, open to the world, by motivation to commitment and by developing original methods of action and cooperation.

Achievements:
The participants of the meeting were introduced to Simulation Game as a tool, which they will use in their future work as part of the network.
Elections in Belarus

Description
We focused on the topic of “elections” as the main source of political legitimacy, with the chief purpose of highlighting the role of social media. As the internet is still a sphere that offers some space for manoeuvring beyond state control and at the same time is not a top priority of young politicians in Belarus.

Besides analysing the pros and cons of the use of social media in general, we also included a very practical part in order to give the participants the chance to practice political online campaigning. Based on a presentation of good practice examples from all over the world, we made the participants laugh and think about the extent to which they could include social media coverage into their personal campaigning strategies.

The main activity was a one-day simulation game, during which the participants simulated a five months period before Parliamentary elections.
During the assessment of the simulation game with the participants, we focused on generating ideas for possible actions in Belarus, by taking examples from the simulation, combined with the experiences on political processes generated within the simulation. Afterwards these ideas were shared and discussed in a tense conversation among the participants on how realistic and promising they were.

**Target group**
Together with our local partner SILC (Swedish International Liberal Centre) we invited 25 young politicians from Belarus to Lithuania.

**Goals**
The workshop had the overall goal of getting across a deeper understanding of democratic culture and procedures, as well as sharing inputs on forms of political participation in the run up to local elections.

The workshop prepared the participants for the local elections in December 2013. From this the main goal is to shape the participant’s skills in:
- Using social media for campaigning
- Using methods of non-violent resistance
- Increase capacities in public speaking

**Duration:**
4-days workshop

**Participants:**
25 young politicians from Belarus

**Location:**
Vilnius, Lithuania

**Partners:**
Swedish International Liberal Centre (SILC)
Empowering Youth Against Unemployment

Description
We organized a seminar on empowering youth regarding the current challenges of unemployment. Together with 28 participants from Egypt, Tunisia, Greece and Germany we discussed current challenges regarding unemployment of youth globally but also within the regions. The project made participants sensitive regarding pressing issues leading to unemployment and therefore increased the awareness and encouraged them to find possible solutions. We achieved a better understanding of unemployment dynamics worldwide and also regional specificities. Best practices or lessons from other countries as well as the international institutional involvement were discussed.

In addition, a simulation game of the European Conference on Youth Unemployment
which encompassed several days lead to better understanding of the situation through empathy and roleplay. The simulation game was aimed to create awareness and understanding of unemployed youth, reflect upon own situations, privileges and disadvantages and foster empathy toward unemployed youth. The simulation game created a sense of community and trust which lasted throughout the rest of the seminar.

**Target group**
The target group of this project was youth from countries which are at the center of the problem of youth unemployment today. Greece, Tunisia and Egypt all have to deal with high youth unemployment and these issues also played a big role during the uprisings in Tunisia and Egypt in Winter 2010/11, and continually do so during transition phases. In this regard we were able to work with a group of people with diverse background, in terms of region, sex, religion, age, organizations etc.

Also, it was our goal to deepen cooperation between the four partner organizations Intercultural Youth Dialogue Association, PADIL and Institutso Metanasteutikou Dikaiou and CRISP which organized this workshop together in Berlin.

**Goals**
In the course of this project the participants discussed, how they themselves are situated within the situation of youth unemployment and how they can participate actively in addressing and constructively talk about the issues. The project was highly outcome oriented, meaning it pursues practical, constructive and sound proposals for solutions to the simulated social/political problem. Furthermore, the dynamics and procedures of the currently ongoing social processes and also political processes were experienced by the participants through the simulation of the lectures and the simulation of the European Conference on Youth Unemployment. Moreover the participants gained deeper insights into the interests, relationships and strategies of the involved stakeholders. By this, the participants got a better understanding of the political processes that are at work in countries burdened by youth unemployment.

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**Duration:**
1 week seminar

**Participants:**
7 from each country, Egypt, Tunisia, Greece and Germany

**Location:**
Berlin, Germany

**Partners:**
» PADIL, (TUN)
» Institutso Metanasteutikou Dikaiou (GRE)
» IYDA, (EG)
Training Course:  
Divided Societies

Description
24 Participants from 4 EU (Poland, Germany, Italy, Cyprus) and 4 non EU (Moldova, Azerbaijan, Armenia, Georgia) countries visited Berlin to take part in the Training Course organized by CRISP on the topic of conflict transformation. Trainers of CRISP together with partners from Forum Theater NGO (Armenia) introduced creative tools for dealing with the conflicts on different levels. The first part of the seminar was dedicated to Simulation Games as a tool. Participants had a chance to change their prospective through playing Simulation about Secessionist conflicts. They also attended the workshop on creating and designing their own Simulation Game. In the Second half of the seminar Participants were introduced to the Forum Theater Concept and prepared and performed their own plays. This was accompanied by employees of the Paulo Freire In-
stitute of the Free university Berlin. They gave participants feedback on their performances and informed about how they use creative methods in their work. Participants also visited two NGOs in Berlin, working in the field of conflicts: CSSP - Berlin Center for Integrative Mediation and OWEN Mobile Academy.

**Target group**
24 youth interested in conflict transformation and eager to acquire new skills and competences, and be introduced to creative tools, such as Simulation Game and Forum Theatre.

**Goals / Achievements**
Participants have been introduced to Simulation Game and Forum Theatre. During the seminar participants also discussed ways of future cooperation, and they are planning to continue their collaboration through implementing activities using Forum Theatre and/or simulation games.

**Duration:**
1 week seminar

**Participants:**
24 active members of civil society working in the field of conflict transformation

**Location:**
Berlin, Germany

**Partners:**
» Forum Theatre NGO (ARM),
» Youth Association DRONI (GEO)
Training Course: 

*YouSim*

**Description**

In August CRISP conducted, along with the Moldovan MilleniuM Training and Development Institute, a training of trainers in Berlin. The aim of this training was to familiarize the participants with the method ‘simulation game’ with the result that they were able to use it during their work in their respective organizations.

In total 22 civil society activists from 10 countries came to the German capital. Besides conducting several simulation games and vi-
siting Humanity in Action, another NGO familiar with the method, the participants received an extensive theoretical input.

During the second part of the seminar the attendees even created their own simulation games about topics that are relevant to their work. In small groups the participants worked on the development of 5 different simulation games. The subjects of them included, amongst others, raising awareness about different facets of migration and increasing activism among youngsters.

**Duration:**
1 week seminar

**Participants:**
22 participants from 10 different countries

**Location:**
Berlin, Germany

**Partners:**
MilleniuM Training and Development Institute, Moldova

**Target group**
Trainers in the field of non-formal education. The Training Course gave them the opportunity to exchange methods for non-formal education and to start thinking of cooperating in the near future, in order to join forces.

**Goals**
Development of 5 new simulation games fitting to the needs of the participants. Until now 4 of the simulation games created during the training course have already been implemented by the participants!
Simulation Game Design:

Energy for Peace

Description

At the invitation of EnPaz we travelled, jointly with Planpolitik, to the Wendland in the end of September. The sponsor of this trip, the power utility Schönhü, wanted us to develop a simulation game for high school students concerning the topic ‘energy and peace’. During labour-intensive hours we were able to merge our different expertise and create a simulation game. It is focusing on the role of sustainable energy as a conflict-preventive element. Currently, the simulation game is getting finalized and will be tested for
the first time at a school in Marburg in 2014 and then will be ready for further implementations.

Target group
Together with other experts in the development of Simulation Games, we designed a new simulation game. The original target group of the simulation games are high-school-students, but we also developed an extended version which is suitable for university students.

Goals / Achievements
Development of a Simulation Game focusing on the role of sustainable energy as a conflict-preventive element. The simulation game takes several elements of real conflicts and is furthermore based on realistic data of different types of power-plants. Due to our experience from post-conflict-regions we know that energy supply is a crucial issue and has an impact on conflict settlement.

Simulation Game: Energy for Peace

The fictional country of Kalatia has to deal with various problems since it gained its independence from the fictional Republic of Ragasia. Ethnic unrest, a difficult economic situation, migration, and a high unemployment rate are 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 engages with the connections of 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.

Duration: One weekend

Participants: 4 experts on simulation gaming

Location: Wendland, Germany

Partners: EnPaz, Planpolitik
Simulation Game Design: Sustainable Development

Description
Together with 8 Polish and German experts from the field of education for sustainable development we designed a Simulation Game which is tackling this issue on a local level, and make sit understandable for young people. In the middle of November the results were presented during an expert’s symposium in Krzyzowa.

Target group
Together with experts from the field of education for sustainable development we de-
developed a new simulation game on the topic of sustainable development.

**Simulation Game: Krapowa**

The formerly attractive, wealthy industrial town of Krapowa is facing severe difficulties and the town is close to a total collapse. Several factories and plants had to shut down, which resulted in rising unemployment, a strained budgetary situation and a weakening of political structures. In addition, the town faces environmental problems, also educational facilities are outdated and furthermore other aspects of social and cultural life are not able to withstand the economic difficulties. The citizens of Krapowa have to act together in order to sustainably revive their town.

The politicians won’t be able to solve the problems on their own. That is why the mayor encourages all residents to be active and to get involved in finding creative solutions to end the crisis. But to find common grounds is not that easy, as there are various contradicting interests due to different stakeholders. Activists, businessmen, and politicians, all residents have their own perspective of how the future of Krapowa should look like. Additionally, the elections for the new town council are soon to happen, which makes the situation even more tense. The simulation game will show if actors can agree on a common vision of a sustainable future of Krapowa.

**Goals / Achievements**

Development of a Simulation Game focusing on the role of sustainable energy as a conflict-preventive element.
Over the last years the method of simulation gaming became more and more popular and also the work of CRISP receives more and more acknowledgement. Due to that we were asked several times in 2013 to contribute to projects of other organizations in Germany and in Europe.

We feel very honored and are glad that we had the chance to add an additional benefit to the following projects of our partners:

<table>
<thead>
<tr>
<th>Project Title</th>
<th>Region</th>
<th>Participants</th>
<th>Activity</th>
</tr>
</thead>
<tbody>
<tr>
<td>3-C for Peace</td>
<td>Europe</td>
<td>Germany, Portugal, Spain, Greece, Romania, Bulgaria, Estonia, Slovakia, France and Italy.</td>
<td>1,5-days-Workshop: implementing the simulation game Transylvania Elections</td>
</tr>
<tr>
<td>Partner: Centro Studi Difesa Civile (ITA)</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>SIMigration</td>
<td>Europe</td>
<td>Germany, Poland</td>
<td>2-days-Workshop: implementing the simulation game SIMigration</td>
</tr>
<tr>
<td>Partner: Evangelische Kirche Rheinland (GER) und Kreisau Initiative (GER)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mediation Training</td>
<td>Middle East</td>
<td>Egypt</td>
<td>1-day-Workshop: implementing the simulation game Bribania</td>
</tr>
<tr>
<td>Partner: CSSP Berlin Center for Integrative Mediation (GER)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ICP Summer Academy</td>
<td>Worldwide</td>
<td>Experts, academics, journalists, students interested in the field of conflict transformation</td>
<td>1,5-days-Workshop: implementing the simulation game Tanderian Conflict</td>
</tr>
<tr>
<td>Partner: Institute for Conflict Transformation and Peacebuilding (ICP), Switzerland</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
**Participants per Day**
This chart shows how many days of activities we spent together with participants.

**Budget per region**
This chart shows the budgets of the project grants we received, by regions.

**Activities per place**
This chart shows how many activities (workshops, seminars, etc.) we conducted by region.

**Grants per donor**
This chart shows from which donor organizations we received funds.
Statistical overview - Projects 2013

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This chart shows how many activities (workshops, seminars, etc.) we conducted by region.

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This chart shows from which donor organizations we received funds.
During an annual meeting, members elect the board of directors for a time period of two years. Operating on an unpaid basis, the board consists of three positions, including a treasurer. The board manages the business of CRISP and is mainly responsible for the accomplishment of its goals. In order to do so, the board coordinates all exercises and legal duties, represents the organization externally, prepares the annual budget and develops the overall strategies.

At the last general meeting (23.01.2013) the former board members, as well as the treasurer, were reelected and so CRISP’s business continues under the leadership of Florian Dunkel, Gerrit Kraemer (treasurer) and Andreas Muckenfuß.

**Florian Dunkel**

**Director**

Education: Dipl. Political Scientist
Languages: English, French and Greek.
Personal Focus: Civic Participation and civil society

**Gerrit Kraemer**

**Treasurer**

Education: Dipl. Political Scientist
Languages: English and French
Personal Focus: International Relations, Organized Crime and EU

**Andreas Muckenfuß**

**Director**

Education: Dipl. Public Administration
Languages: English and Spanish
Personal Focus: Democratisation, Non-Violent resistance and Fighting Corruption
Within the framework of the European Voluntary Service (EVS), we are giving volunteers the chance to fully familiarize themselves with our work. The volunteers are not only involved in the general activities of CRISP, but also carry out a project of his/her own. In this regard the European Volunteers are responsible for the whole process, starting from its conception through its development, preparation, realization, and evaluation. Here you find an overview of our European Volunteers of the years 2012 and 2013:

**Diana Combo**

**Term:** September 2012 until August 2013  
**Country:** Portugal  
**Project:** Image-Film about CRISP  
**About:** Diana Combo was born in Aveiro, a Portuguese town on the north coast of Portugal. After finishing high school in the area of natural sciences, she started to study Biology in her hometown university and then changed to Sound and Image studies at ESAD (Superior School of Art and Design) in Caldas da Rainha, not far from Lisbon. During her undergraduate studies she became more and more interested in working with sound and developed her knowledge and practice in workshops and seminars after completing the career. She has been producing her work solo or in collaboration, sometimes as a full time job, sometimes as a part time or a hobby.

**Teona Dalakishvili**

**Term:** October 2012 until September 2013  
**Country:** Georgia  
**Project:** Training Course *Divided Societies*  
**About:** Teona Dalakishvili was born in Tbilisi, capital of Georgia. She studied international relations as her bachelor at Tbilisi State University. In 2012 she received MA degree in Soviet and Post soviet studies at Ilia State University. During her studies she was involved in different voluntary activities and participated in various seminars concerning civil society development in south Caucasus region. She was one of the participants and a member of the Local-Orga-Team of Conflict Simulation Game Caucasus in 2009. She has implemented different voluntary projects both on local and regional level. She worked for IREX (International research and exchange board) as education department associate, and as a program manager at our partner organization IRIS Group Managing Diversity in Georgia.
Ketevan Tsutskiridze

Term: September 2014 until August 2014
Country: Georgia
Project: Project: Youth for peaceful co-existence
About: Ketevan Tsutskiridze was born in Borjomi, Georgia. She studied Law at Georgian American University and used to work as a lawyer at different public organizations. During the past few years she has been working for Institute for Democratic Changes in Tbilisi. She has been involved in different volunteer activities since she became a student, she has designed and realized community based initiatives and projects, which were related to human rights and peace building. Ketevan is an alumnus of the programs Joint Civic Education and Youth Peace Ambassadors. She has been participated in conflict simulation game SimVision in 2012. She aims to continue her work and studies in the direction of conflict management and peace building.

Hend Abo Al Saud

Term: October 2013 until September 2014
Country: Egypt
Project: Simulation Game Fasadistan
About: Hend Abo Al Saud was born and grew up in Cairo, Egypt with her parents and two elder sisters. She received her Bachelor of Science degree in Economics from Cairo University in 2011, where she led the oldest student’s activity in the Egyptian public universities, a simulation model for The Arab League and The United Nations. This allowed her to put her passion for political science and civil work into practice. As an undergraduate student, Hend completed a number of internships at local CSO’s in Egypt, giving her first-hand experience in delivering sessions focused on human rights and civic education to youth outside the university scope. She studied a year abroad at the University of Idaho, USA, where she completed an internship at the UI Women’s Center. Graduating in 2011, the year of the January 25th revolution, Hend worked with a local CSO on a democratic transitional education program for youth. Following that, she worked for Ashoka regional office in the Arab world as the Search and Selection Assistant for a year; through this post, she got excellent exposure to and an overview of the social entrepreneurs’ work in the region.
We are regularly looking for highly motivated assistants to support our team. The assistant should already have some experience in project management while possessing a strong interest in international cooperation.

By offering an internship/assistance we hope to give young professionals or students the possibility of gaining deeper insight into the work of an international NGO. The assistant will be encouraged to apply her/his knowledge on a practical level. Usually the internship/assistance lasts three months.

Therefore we seek an individual that is capable of close cooperation with the team, who can integrate easily into the daily operational procedures and the planning of ongoing and new projects.

At this point we want to thank all our former interns for their commitment and their contributions to our work. Without your assistance and your inputs CRISP would not be, what it is today. Thanks a lot!!!

Here you find a chronological overview of our assistants during the last two years:

<table>
<thead>
<tr>
<th>Year</th>
<th>Term</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>2012</td>
<td>January until March</td>
<td>Robert Hackenfort</td>
</tr>
<tr>
<td></td>
<td>April until July</td>
<td>Maria Ketzmerick</td>
</tr>
<tr>
<td></td>
<td>July until September</td>
<td>Sophia Lane &amp; Carolin Teuchmann</td>
</tr>
<tr>
<td></td>
<td>October until January (2013)</td>
<td>Arne Zindel</td>
</tr>
<tr>
<td>2013</td>
<td>February until April</td>
<td>Dinah Riese</td>
</tr>
<tr>
<td></td>
<td>May until July</td>
<td>Franziska Pfadt</td>
</tr>
<tr>
<td></td>
<td>July until September</td>
<td>Babetta Rampke</td>
</tr>
<tr>
<td></td>
<td>September until November</td>
<td>Mona Hinrichs</td>
</tr>
<tr>
<td></td>
<td>December</td>
<td>Lisa Hücking</td>
</tr>
</tbody>
</table>
Besides the regular staff-members we also are very grateful to receive support from volunteers, who work on specific topics, according to their personal interests. The following contributors worked on a voluntary basis for us and assisted us in developing simulation games, conducted several researches for us or gave us input on certain political, social or cultural topics. We want to thank you for your great support over the last months!

**Tobias Burgers**

Country: Netherlands  
Main Function: Head of Research-Department  
About: Tobias Burgers grew up in a little and quiet town in the east of the Netherlands. After finishing high school he moved to Amsterdam to start studying political science. The following year he moved to Berlin to continue his studies in political science at the Otto-Suhr-Institute of the Free University, from which he graduated in 2011. During his studies he focused on peace and conflict - and security studies, with a regional focus on Central - and East-Asia. After acquiring his degree he started working for CRISP as a researcher on various projects, providing the board of directors with research on current and future projects. In addition to this CRISP work he is since December 2012 a doctoral candidate at the Otto-Suhr-institute, where he researches on the digital and robotic Revolution in Military Affairs.

**Dinah Riese**

Country: Germany  
Main Function: Simulation Game Development on Migration  
About: Dinah Riese has studied cultural sciences at the Europe-University Viadrina in Frankfurt (Oder). As her focal points she has set cultural history and comparing social sciences. Her main interests were eastern European contemporary history, Jewish history, constructions nationalism and identity and commemorative cultures. She also visited some international law classes. Currently, Dinah is writing her bachelor thesis about construction of nationalism and policy of remembrance in Ukraine. Besides her studies she is active in the field of journalism.

Dinah supported CRISP as an assistant in the beginning of 2013. Having finished her internship she started developing a simulation game about the issue of migration. The result is SIMigration, which Dinah has already several times conducted in the name of CRISP and which she is still upgrading.
### A. Ideal Field of Activity

<table>
<thead>
<tr>
<th>Income</th>
<th>in EUR</th>
</tr>
</thead>
<tbody>
<tr>
<td>membership-fees</td>
<td>1.822,00</td>
</tr>
<tr>
<td>donations</td>
<td>3.930,00</td>
</tr>
<tr>
<td>project coordination &amp; trainings</td>
<td>29.195,48</td>
</tr>
<tr>
<td>project grants</td>
<td>85.057,43</td>
</tr>
<tr>
<td>project contributions (participants)</td>
<td>640,00</td>
</tr>
<tr>
<td>reimbursement travel-costs and catering</td>
<td>2.152,54</td>
</tr>
<tr>
<td><strong>total sum</strong></td>
<td><strong>122.797,45</strong></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Expenditures</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>personnel costs</td>
<td>44.639,68</td>
</tr>
<tr>
<td>european volunteer programm</td>
<td>8.652,50</td>
</tr>
<tr>
<td>office rent</td>
<td>4.299,10</td>
</tr>
<tr>
<td>electricity costs</td>
<td>541,24</td>
</tr>
<tr>
<td>telephone &amp; internet</td>
<td>469,17</td>
</tr>
<tr>
<td>server costs</td>
<td>160,20</td>
</tr>
<tr>
<td>trainings expenses, events, etc.</td>
<td>294,39</td>
</tr>
<tr>
<td>administrative costs</td>
<td>694,12</td>
</tr>
<tr>
<td>postage and packing</td>
<td>218,61</td>
</tr>
<tr>
<td>insurances</td>
<td>478,35</td>
</tr>
<tr>
<td>acquirements (consumer durables, technique, etc.)</td>
<td>2.354,95</td>
</tr>
<tr>
<td>accommodation and catering costs, including project related costs</td>
<td>34.379,58</td>
</tr>
<tr>
<td>travel costs, including project related costs</td>
<td>16.502,88</td>
</tr>
<tr>
<td>printing costs</td>
<td>964,84</td>
</tr>
<tr>
<td>back-payment project grants</td>
<td>534,69</td>
</tr>
<tr>
<td><strong>total sum</strong></td>
<td><strong>115.184,30</strong></td>
</tr>
</tbody>
</table>

**Surplus of funds:** A) Ideal Field of Activity  

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td><strong>7.613,15</strong></td>
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</tbody>
</table>

### B. Trust Administration

<table>
<thead>
<tr>
<th>Income</th>
<th>in EUR</th>
</tr>
</thead>
<tbody>
<tr>
<td>interests</td>
<td>121,46</td>
</tr>
<tr>
<td><strong>total sum</strong></td>
<td><strong>121,46</strong></td>
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</tbody>
</table>
### Expenditures

<table>
<thead>
<tr>
<th>Description</th>
<th>Cost (in EUR)</th>
</tr>
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<tbody>
<tr>
<td>Bank charges</td>
<td>147.40</td>
</tr>
<tr>
<td><strong>Total Sum</strong></td>
<td><strong>147.4</strong></td>
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</table>

**Surplus of funds: B) Trust Administration**

-25.94

### C. Special Purpose Operations

**Income**

<table>
<thead>
<tr>
<th>Description</th>
<th>Cost (in EUR)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Total Sum</strong></td>
<td><strong>0.00</strong></td>
</tr>
</tbody>
</table>

**Expenditures**

<table>
<thead>
<tr>
<th>Description</th>
<th>Cost (in EUR)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Total Sum</strong></td>
<td><strong>0.00</strong></td>
</tr>
</tbody>
</table>

**Surplus of funds: C) Special Purpose Operations**

0.00

### D. Economic Business Activities

**Income**

<table>
<thead>
<tr>
<th>Description</th>
<th>Cost (in EUR)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Renting work station</td>
<td>710.00</td>
</tr>
<tr>
<td>Revenues summer fete</td>
<td>166.00</td>
</tr>
<tr>
<td><strong>Total Sum</strong></td>
<td><strong>876.00</strong></td>
</tr>
</tbody>
</table>

**Expenditures**

<table>
<thead>
<tr>
<th>Description</th>
<th>Cost (in EUR)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Procurement summer fete</td>
<td>185.03</td>
</tr>
<tr>
<td>Rent pavilion summer fete</td>
<td>178.50</td>
</tr>
<tr>
<td><strong>Total Sum</strong></td>
<td><strong>363.53</strong></td>
</tr>
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</table>

**Surplus of funds: D) Economic Business Activities**

512.47

### Total Accounting

<table>
<thead>
<tr>
<th>Description</th>
<th>Amount (in EUR)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Total Income 2012</td>
<td><strong>123,794,91</strong></td>
</tr>
<tr>
<td>Total Expenditures 2012</td>
<td><strong>115,695,23</strong></td>
</tr>
<tr>
<td><strong>Total Surplus 2012</strong></td>
<td><strong>8,099,68</strong></td>
</tr>
</tbody>
</table>
A. Ideal Field of Activity

<table>
<thead>
<tr>
<th>Income</th>
<th>in EUR</th>
</tr>
</thead>
<tbody>
<tr>
<td>membership-fees</td>
<td>1,422,00</td>
</tr>
<tr>
<td>donations</td>
<td>888,00</td>
</tr>
<tr>
<td>project coordination &amp; trainings</td>
<td>52,554,16</td>
</tr>
<tr>
<td>project grants</td>
<td>68,578,40</td>
</tr>
<tr>
<td>reimbursement travel-costs and catering</td>
<td>4,904,94</td>
</tr>
<tr>
<td>other:</td>
<td>0,00</td>
</tr>
<tr>
<td><strong>total sum</strong></td>
<td><strong>128,347,50</strong></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Expenditures</th>
<th>in EUR</th>
</tr>
</thead>
<tbody>
<tr>
<td>personnel costs</td>
<td>25,034,78</td>
</tr>
<tr>
<td>honoraries</td>
<td>21,515,09</td>
</tr>
<tr>
<td>european volunteer programm</td>
<td>15,650,00</td>
</tr>
<tr>
<td>project coordination: Simulating Egyptian Transition</td>
<td>7,431,61</td>
</tr>
<tr>
<td>office rent</td>
<td>4,266,72</td>
</tr>
<tr>
<td>electricity costs</td>
<td>677,33</td>
</tr>
<tr>
<td>telephone &amp; internet</td>
<td>531,11</td>
</tr>
<tr>
<td>server costs</td>
<td>21,68</td>
</tr>
<tr>
<td>trainings expenses</td>
<td>365,00</td>
</tr>
<tr>
<td>administrative costs</td>
<td>440,44</td>
</tr>
<tr>
<td>postage and packing</td>
<td>258,16</td>
</tr>
<tr>
<td>insurances</td>
<td>1,256,36</td>
</tr>
<tr>
<td>acquirements</td>
<td>2,577,09</td>
</tr>
<tr>
<td>accommodation and catering costs, including project related costs</td>
<td>19,942,80</td>
</tr>
<tr>
<td>travel costs, including project related costs</td>
<td>35,431,72</td>
</tr>
<tr>
<td>printing costs</td>
<td>861,84</td>
</tr>
<tr>
<td>back-payment project grants</td>
<td>84,23</td>
</tr>
<tr>
<td><strong>total sum</strong></td>
<td><strong>136,345,96</strong></td>
</tr>
</tbody>
</table>

**Surplus of funds: A) Ideal Field of Activity**

-7,998,46

B. Trust Administration

<table>
<thead>
<tr>
<th>Income</th>
<th>in EUR</th>
</tr>
</thead>
<tbody>
<tr>
<td>interests</td>
<td>48,47</td>
</tr>
<tr>
<td><strong>total sum</strong></td>
<td><strong>48,47</strong></td>
</tr>
</tbody>
</table>
### Financial Overview - Net Income Determination 2013

**Expenditures**

<table>
<thead>
<tr>
<th>Description</th>
<th>Amount</th>
</tr>
</thead>
<tbody>
<tr>
<td>bank charges</td>
<td>113,51</td>
</tr>
<tr>
<td><strong>total sum</strong></td>
<td><strong>113,51</strong></td>
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</table>

**Surplus of funds: B) Trust Administration**

-65,04

**C. Special Purpose Operations**

**Income**

<table>
<thead>
<tr>
<th>Description</th>
<th>Amount</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>total sum</strong></td>
<td><strong>0,00</strong></td>
</tr>
</tbody>
</table>

**Expenditures**

<table>
<thead>
<tr>
<th>Description</th>
<th>Amount</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>total sum</strong></td>
<td><strong>0,00</strong></td>
</tr>
</tbody>
</table>

**Surplus of funds: C) Special Purpose Operations**

0,00

**D. Economic Business Activities**

**Income**

<table>
<thead>
<tr>
<th>Description</th>
<th>Amount</th>
</tr>
</thead>
<tbody>
<tr>
<td>renting work station</td>
<td>700,00</td>
</tr>
<tr>
<td>revenues summer fete</td>
<td>260,60</td>
</tr>
<tr>
<td><strong>total sum</strong></td>
<td><strong>960,60</strong></td>
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</tbody>
</table>

**Expenditures**

<table>
<thead>
<tr>
<th>Description</th>
<th>Amount</th>
</tr>
</thead>
<tbody>
<tr>
<td>procurement summer fete</td>
<td>145,71</td>
</tr>
<tr>
<td>rent pavilion summer fete</td>
<td>178,50</td>
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<tr>
<td><strong>total sum</strong></td>
<td><strong>324,21</strong></td>
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</table>

**Surplus of funds: D) Economic Business Activities**

636,39

**Total Accounting**

<table>
<thead>
<tr>
<th>Description</th>
<th>Amount</th>
</tr>
</thead>
<tbody>
<tr>
<td>Total Income 2013</td>
<td>129,356,57</td>
</tr>
<tr>
<td>Total Expenditures 2013</td>
<td>136,783,68</td>
</tr>
<tr>
<td><strong>Total Surplus 2013</strong></td>
<td><strong>-7,427,11</strong></td>
</tr>
</tbody>
</table>
Editor:

CRISP - Crisis Simulation for Peace e.V.

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