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Dear readers,

we proudly present our annual report of 2014, including summaries of all the projects implemented by us, all contributions we made to the projects of others, an overview of our staff-members, as well as a financial overview. That way we sincerely hope to give a holistic overview of our organization and hopefully you’ll even find some interesting issues that might lead to future collaborations or you’ll see chances to join forces. Or you simply have some questions. However we are looking forward to get in touch with you.

In 2014 we managed to achieve some of the milestones we set in the past, we came closer to some others and we even set some new ones. But of course, the core of CRISP stays as it was and as it has proven to be beneficial: we use methods of non-formal education, focusing on simulation games, in order to work on social and political conflicts. Our main goal is still to develop and implement our own projects that contribute on the long-run to a non-violent way of managing or even overcoming conflicts in post conflict areas.

But in the recent years we decided to broaden our scope of activities and to expand our target-regions. Hence (1) we developed new formats and education-sessions that can be included into the activities of others; (2) we decided to also get engaged in those topics that are challenging the German society and moreover we started to share the experiences from our target regions with others in Germany and the European Union and (3) thus started to offer consultation services.

At the same time we managed to continue our engagement in (almost) all the regions we are active since 2007. Due to the experiences we made in the Western Balkans and the South Caucasus (2007 until 2010), we also achieved to access new regions, such as Egypt, the Northern-Caucasus-Republics and the Ukraine.

We want to thank all our partners and external trainers, friends and supporters for their contributions! Without all the support we received until today, we wouldn’t have been able to conduct all activities and to maintain our commitment.

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, South and North Caucasus, the Middle East, and since 2014 also Ukraine.

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.
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 give deeper insights regarding the motives, constraints, and possibilities of different stakeholders of a conflict. New perspectives become visible and innovative resolution methods as well as the negotiating strategies can be tested.

Simulation games are no doubt an intensive experience, whereby participants can 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 in a complex situation leave long lasting impressions on participants.

Didactic concept:

CRISP focuses on an experience-oriented learning approach, and we see ourselves as moderators of transformation processes. In our workshops we encourage our participants in conceptual involvement and responsible action. Our main target group is young people active in the field of civil society. They can transmit the knowledge and experience of our projects back into their society.
<table>
<thead>
<tr>
<th>Project Title</th>
<th>Region</th>
<th>Countries</th>
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<tbody>
<tr>
<td><strong>Social Leader Forum Caucasus</strong></td>
<td>Caucasus</td>
<td>Armenia, Azerbaijan, Georgia, Turkey and the Northern-Caucasus-Republics</td>
<td>10</td>
</tr>
<tr>
<td><em>In the Forum, civil society activists and representatives from the public sector learn innovative instruments and discuss strategies for meeting social challenges.</em></td>
<td></td>
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<tr>
<td><strong>Simulating Egyptian Transition 2</strong></td>
<td>Middle East</td>
<td>Egypt</td>
<td>12</td>
</tr>
<tr>
<td><em>Due to a series of workshops the participants improved their understanding of democratic decision making.</em></td>
<td></td>
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</tr>
<tr>
<td><strong>Training Courses on Conflict Management</strong></td>
<td>Eastern Europe +</td>
<td>Ukraine + Georgia</td>
<td>14</td>
</tr>
<tr>
<td><em>A workshop series on „Introduction to Peacebuilding and Conflict Management“ in Ukraine and in Georgia.</em></td>
<td>Caucasus</td>
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<tr>
<td><strong>Young Islam Conference</strong></td>
<td>European Union</td>
<td>Germany</td>
<td>16</td>
</tr>
<tr>
<td><em>A simulation game on diversity, migration and religion for the Young Islam Conference of the Mercator Foundation in Hamburg</em></td>
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<tr>
<td><strong>(Re)ACT against discrimination</strong></td>
<td>Western Balkans +</td>
<td>Macedonia + Germany</td>
<td>18</td>
</tr>
<tr>
<td><em>A project to provide opportunity for experiencing different perspectives and for developing anti-discrimination methods</em></td>
<td>European Union</td>
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</tr>
<tr>
<td><strong>Simulating Caucasus</strong></td>
<td>Northern Caucasus</td>
<td>Northern-Caucasus-Republics</td>
<td>20</td>
</tr>
<tr>
<td><em>Developing and implementing a new simulation game for the Northern-Caucasus context.</em></td>
<td></td>
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</tr>
<tr>
<td><strong>Training Course Peaceful Coexistence</strong></td>
<td>South Caucasus +</td>
<td>Armenia, Croatia, Cyprus, Georgia, Germany and Turkey</td>
<td>22</td>
</tr>
<tr>
<td><em>raising awareness about existing realities and challenges to equal and peaceful coexistence</em></td>
<td>European Union</td>
<td></td>
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</tr>
<tr>
<td><strong>Inhub</strong></td>
<td>Middle East +</td>
<td>Egypt, France and Germany</td>
<td>24</td>
</tr>
<tr>
<td><em>We helped to design an online platform that facilitates the exchange between different organizations, initiatives and individuals from the three countries</em></td>
<td>European Union</td>
<td></td>
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</tr>
<tr>
<td><strong>Fighting Right-Wing Populism in Europe</strong></td>
<td>Eastern Europe +</td>
<td>Cyprus, Greece, Republic of Macedonia, Germany, Ukraine, Italy</td>
<td>26</td>
</tr>
<tr>
<td><em>A simulation game that tackles the sources, reasons, dynamics and effects of right wing populism.</em></td>
<td>Western Balkans</td>
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</tbody>
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### Contributions - Overview 2014

<table>
<thead>
<tr>
<th>Description</th>
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<th>Purchaser</th>
<th>Type</th>
<th>Page</th>
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<tbody>
<tr>
<td><strong>Simulation Game: Energy for Peace</strong></td>
<td>Europe, Germany</td>
<td>John Lennon School, Berlin</td>
<td>workshop of 1 day</td>
<td>28</td>
</tr>
<tr>
<td>conducting a simulation game</td>
<td></td>
<td></td>
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<tr>
<td><strong>Training for Trainers on Simulation Games</strong></td>
<td>Europe, Moldova</td>
<td>In partnership with “MilleniuM”</td>
<td>contribution to the overall seminar (4 days)</td>
<td>29</td>
</tr>
<tr>
<td>during the one week training course on the method of simulation gaming we designed and implemented 4 days.</td>
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<tr>
<td><strong>Simulating Belarusian Civil Society</strong></td>
<td>Europe, Belarus</td>
<td>Swedisch International Liberal Center (SILC), Lithuania</td>
<td>workshop of 4 days</td>
<td>30</td>
</tr>
<tr>
<td>together with 24 Belarusian participants we analysed the scope for civil society actions in Belarus</td>
<td></td>
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<tr>
<td><strong>Workshop: Simulation Game Development</strong></td>
<td>Europe, Germany</td>
<td>Landeszentrale für politische Bildung Brandenburg, Germany</td>
<td>Development of a simulation game</td>
<td>31</td>
</tr>
<tr>
<td>we developed a simulation game on non-voters-activation</td>
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</tr>
<tr>
<td><strong>Simulation Game: SIMigration</strong></td>
<td>Europe, Brussels</td>
<td>Green European Foundation</td>
<td>contribution to the overall seminar (1 day)</td>
<td>32</td>
</tr>
<tr>
<td>we implemented a simulation game in the frames of the training course: Greening Europe: Toolkit for the European Green activist</td>
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<tr>
<td><strong>Simulation Game: Bribania/Fasadistan</strong></td>
<td>Middle East, Tunisia</td>
<td>Transparency International</td>
<td>contribution the overall seminar (1 day)</td>
<td>33</td>
</tr>
<tr>
<td>we implemented a simulation game in the frames of the MENA-Summer-School</td>
<td></td>
<td></td>
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<tr>
<td><strong>Simulation Game: Energy for Peace</strong></td>
<td>Europe, Germany</td>
<td>Heinrich-Böll-Foundation, Germany</td>
<td>contribution the overall seminar (1 day)</td>
<td>34</td>
</tr>
<tr>
<td>we implemented a simulation game in the frames of the alumni-meeting of Heinrich-Böll-Foundation</td>
<td></td>
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<tr>
<td><strong>Simulation Game: Financial Markets</strong></td>
<td>Europe, Germany</td>
<td>EnPaz, Germany</td>
<td>Development of a simulation game</td>
<td>35</td>
</tr>
<tr>
<td>we co-developed a simulation game about the functionality of financial markets</td>
<td></td>
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</tr>
<tr>
<td><strong>Simulation Game: Fit for Life</strong></td>
<td>Europe, Germany</td>
<td>Partner-Schule-Wirtschaft, Berlin</td>
<td>workshop of 1 day</td>
<td>36</td>
</tr>
<tr>
<td>we presented the method simulation gaming to multipliers</td>
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</tbody>
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## Contributions - Overview 2014

<table>
<thead>
<tr>
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</tr>
</thead>
<tbody>
<tr>
<td><strong>Simulation Game: Tanderian Conflict</strong></td>
<td>Europe, Finland</td>
<td>University of Tampere</td>
<td>Development of a simulation game</td>
<td>37</td>
</tr>
<tr>
<td><em>we provided a simulation game for students within the course on “Peace Mediation and National Dialogues”</em></td>
<td></td>
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</tr>
<tr>
<td><strong>Simulation Game: Großbürgerhausen</strong></td>
<td>Europe, Germany</td>
<td>Architektenkammer NRW</td>
<td>contribution the overall training-course (1 day)</td>
<td>38</td>
</tr>
<tr>
<td><em>we implemented a simulation game on urban development</em></td>
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</table>
Social Leader Forum

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 representatives from the public sector from Armenia, Azerbaijan, Georgia, Russia (North Caucasus) and Turkey (Eastern Anatolia) 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.

Together with the BMW foundation, the Social Leader Forum additionally hosts 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 promotes the dialogue and combination of expertise between different sectors for the common good.
Target group
Our fellows are change makers from civil society initiatives, social entrepreneurs and the public sector living in Armenia, Azerbaijan, Georgia, Russia (North Caucasus) and Turkey (Eastern Anatolia).

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 change makers 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 change makers from Armenia, Azerbaijan, Georgia, Russia (Northern Caucasus) and Turkey (Eastern Anatolia)

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

Website:
www.cb.joint-civic-education.net
Simulating Egyptian Transition

Description
This project consisted of three main events (Training of Trainers, Training of Facilitators and a final evaluation meeting) plus two implementation phases. The idea of introducing Egyptian trainers of non-formal education to the method of simulation gaming emerged in the year 2012, during the aftermath of the so-called Egyptian Revolution, that led to the withdrawal of the former Egyptian president Hosni Mubarak.

The main idea was to adopt the method to the local needs. Thus we developed a simulation game that offers the participants the chance to learn more about democratic decision making, about their political rights and the possibilities of political participation.

The simulation game Zambosia that was developed by the trainers we trained in the first TOT is located in a fictitious country, that’s currently undergoing a period of transition and thus facing several challenges, such as unemployment, inefficient administration and a poorly organized civil society.

By using the simulation game Zambosia different learning goals can be reached: from soft skills, such as communication and negotiation skills, over conflict management skills, up to analyzing the role of civil society in a transition phase.

According to its great potentials and its flexibility the simulation game Zambosia is a powerful tool to work with different target groups on different issues. Especially due to the main principle of learning by doing, which is not requiring too many cognitive skills? Thus the experienced-based learning approach allows targeting participants that do not have access to higher education.

Duration:
August until December

Participants:
20 trainers and 40 facilitators. During the implementation phases the project reached around 300 participants

Location:
17 workshops all over Egypt

Partners:
Center for Development Services, Cairo, Egypt
Target group
Youth workers, non-formal education trainers, youth Leaders, civil society activists from all over Egypt. The main target was to spread the method of Simulation Games as a non-formal Education tool in different governorates in Egypt that’s why we selected the participants from eight different governorates. In the first training of trainers we trained 20 trainers and in the second training of facilitators we had 40 facilitators trained by the 20 trainers from the first ToT. They all implemented the Simulation Game Zambosia at least once in the areas they come from.

Goals
To spread the method of Simulation Gaming as a tool for non-formal Education. To implement the developed Game Zambosia in different areas in Egypt, to design new games in several topics of the trained trainer’s interests and to make sure that the work we achieved there is sustainable by creating a Simulation Games Club.

Achievements:
The participants implemented the Game Zambosia more than fifteen times in the eight different governorates they come from. They developed 4 new games in different topics like (Elections, Education, sustainable development and entrepreneurship) and wrote a `Print and Play’ manual of how to implement Zambosia for other educators to use in the future. A Simulation Club was also founded and a website is being created to connect the trained trainers and facilitators and to be a platform to support anyone who is interested to implement the method in his school, university, NGO or company.
Training Courses on Conflict Management & Peacebuilding

Description
CRISP in cooperation with Institut für Auslandsbeziehungen organized workshop series on „Introduction to Peacebuilding and Conflict Management“ in Ukraine and Georgia.

The participants were introduced to the general concept of peacebuilding and conflict management. Furthermore they learnt different methods of conflict management on a very practical level. Each workshop lasted for 3 days.

The workshops aimed to foster the concept of diversity in general and of political diversity in particular. Moreover it assisted in building a network among like-minded people that give suitable partnerships, as basis for further cooperation.

Target group
We were looking for participants who are interested to learn more about strategies and concrete measures how to handle conflicts.
The participants were between 16 and 25 years old and are living in Ukraine and Georgia. Most of the participants are affiliated to an organization that is promoting the values of freedom and democracy. Furthermore they were working in the field of formal or non-formal education and considered themselves as active citizens, who are supporting a democratic transition.

**Goals**

With the series of workshops we reached the goals of fostering the concept of diversity in general and of political diversity in particular. The participants learnt more about how to deal with conflicts on an individual level in day-to-day situations.

Moreover we used this series of workshops to start building a network among like-minded people that give rise to sustainable partnerships, as a basis for further cooperation in 2015.

**Duration:**
October until December

**Participants:**
About 25 active participants on each workshop. In total about 200 participants. Age range 16-25.

**Location:**
In total we conducted 10 workshops in Ukraine (Mykolaiv; Kryvyi Rih; Dnipropetrovsk; Vinnytsya; Khmelnytsky; Ternopil and Lviv) and in Georgia (Bakuriani)

**Partners:**
Institut für Auslandsbeziehungen (IfA), (Germany), ISKRA (Ukraine), Creative Development Center (Georgia)
Simulation game: Diversity at the Young Islam Conference

Description
We developed a simulation game on diversity, integration and religion for the Young Islam Conference of the Mercator Foundation.

The simulation game was hosted by the mayor of Hamburg and took place in the cities’ beautiful town hall. Here 40 young German participants from 17 to 23 years with different cultural and religious backgrounds came together to take over the roles of stakeholders in the German debate on integration.

As politicians, academics, journalists, religious representatives and critics, they had to agree on a new high-school curriculum on the topic of diversity and the question „What values belong to the German society?“

Target group
40 young German participants from 17 to 23 years with different cultural, educational and religious backgrounds.

Goals
The simulation game mirrored the current debate on the status of integration policies in Germany.

It made the participants reflect on the question which identities, religions and believes belong to the German Society.

Duration:
August - September

Activity:
1-day-workshop

Participants:
40 young German participants from 17 to 23 years with different cultural and religious backgrounds

Location:
Hamburg (Germany)

Partners:
Junge Islam Konferenz (GER)
What does “German” actually mean, what traditions it refers to, and how it should be defined in the future. This was a very enlightening task for everyone involved.

An important issue during the evaluation was how the participants would locate themselves in the debate, and what could be innovative ways to address this topic in the upcoming years.
(Re)ACT against discrimination

Description

The project „All different - all equal: (Re)ACT against discrimination“ brought together 26 youngsters from Germany and Macedonia in Berlin to examine causes for discrimination and to develop possible reactions.

Additionally, the participants explored democratic processes to further develop practical tools for encountering and preventing discrimination.

The project is divided into two seminars. A possible second seminar is planned for the summer in Macedonia. During the first seminar we conducted the simulation game Anopolis. The participants stepped into the roles of politicians and activists of this fictional town and had to face different problems such as bad economic situation, unemployment, tension between the groups and a flow of refugees.
The Simulation Game though created a deeper understanding of the difficulties in applying democratic principles in situations with strongly diverging interests.

In the end, the participants expressed their findings in a flash-mop on Alexanderplatz.

**Target group**
The seminar is addressing young people in the age of 16 to 19 who are interested in working with the topic of discrimination and possibilities to encounter such.

**Goals**
The project aims to clarify political and social processes, to provide the opportunity to experience different perspectives. The participants gained background knowledge about the construction and use of social, religious and political discrimination and their impact on people’s lifes. Furthermore they learned about concrete and practical ways how to deal with them.

**Duration:**
September 2014 - April 2015

**Participants:**
26 young adults from Germany and Macedonia age 16-19

**Location:**
Berlin (Germany) and Skopje (Macedonia)

**Partners:**
Civil (MK)
Simulating Caucasus

Description
Together with our partner organization Centre for Network Initiatives’ Support we conducted a two parted Training of Trainers seminar in the Northern Caucasus region.

The project “Simulating Caucasus” presented the method of simulation gaming to local trainers from the field of non-formal education. Here we developed together with the local trainers a simulation game, focusing on the conflicts in the region. During the implementation phase the local trainers implemented the simulation game and used the skills they learnt during the ToT.

Due to the participation in this project the trainers learnt how to use the method in local contexts and thus develop their own simulation games and furthermore how to apply the method in order to provide civic engagement opportunities.

Target group
This project aimed at capacity building of local trainers in the field of non-formal education from the Northern Caucasus region. They all had socio-political interest, some experience in active citizenship education and an organizational background.

The project was dedicated to local trainers who want to deepen their knowledge on non-formal education and are ready to enhance their toolkit by a potential method for political and civic education.

Goals
In implementing this project we wanted to activate local young people and create conditions for their involvement into real social
activity and decision making process. Thus, we were aiming for the following goals:

1) To create a practical platform for learning methodological skills and practical implementation of simulation games.

2) To create opportunities for young leaders to take part in a simulation game and experience alternative learning tools.

3) To create a platform for capacity building within key actors/trainers in the region.

**Achievements**

It was the first project we implemented in the Northern Caucasus region. At the beginning we were very excited how the participants will perceive the method of simulation gaming and to what extent they would be able to use it. To foreclose the conclusion: the results were exceeding our expectations.

During the first activity a Training-of-Trainers (ToT) in May 2014 we introduced the participants to the method and afterwards we guided them to develop their own simulation game: The setting of their simulation game is an island, which has a multiethnic population, unclear definition of borders and natural resources (gold). The task of the participants is to take the ethical and religious backgrounds of the actors of the simulation game into consideration and to come to a peaceful agreement that clarifies the open issues, like responsibilities of the local authorities and jurisdiction, access to extract the gold sources, etc.

Afterwards the participants were asked to implement their own simulation game in different regions of the Northern Caucasus. Until we met again the simulation game was implemented 6 times in total (Chechnya, Ossetia, Dagestan, Petygorsk, Stavropol and Cherkessk).

The result of this project is a detailed manual on how to implement the simulation game developed by the participants. This manual is available on our website for download.

We are definitely looking forward to continue our work in this region...
**Training Course**

**Peaceful Coexistence**

**Description**

The overall goal of the project “Youth for Peaceful Coexistence”, was to provide the space for young participants to discuss different realities, problems and challenges, concerning integration, marginalization and stigmatization, to introduce them with the method of simulation games and to let them try out different roles and perceptions to the problem.

The main topics of the training-seminar as well as of simulation game were dedicated to integration/minority issues. Simulation game approached these issues on two levels: on a very local level as well as on an institutional level. It helped participants to understand where and how problems are arising, how they are linked and how solutions are developed on different levels.

Due to the training participants learnt about the method of simulation games and other special tools used during the seminar, so they were enabled to use them later in their work.
Target group
The target group of TC was youth organizations from program countries of Erasmus+ and from EECA. Participants were professional youth workers or volunteers.

Goals
The seminar helped participants to raise awareness about existing realities and challenges to equal and peaceful coexistence in our target regions.

Young multipliers improved their competences in conflict management, integration, tolerance, which is certain significance for EECA countries looking at the latest history and the present political and social developments of this region.

Participants enhanced their personal toolkit by learning about simulation game methodology, and how to facilitate simulations in general.

They had a chance to get into the roles of decision makers and simulate the fictional realities, which was a space for thinking about their own choices and solutions, which they implement and see the consequences.

Such kind of approach leads participants to the self-learning direction, they learnt about problem solution oriented work, cooperation in communities, compromises, tolerance.

Duration:
May - October

Participants:
Active young adults aged for 20 – 29 from Armenia, Croatia, Cyprus, Georgia, Germany and Turkey

Location:
Berlin, Germany

Partners:
Armenian Progressive Youth (AM), TURKIYE AVRUPA VAKFI (TR), RAPLECTION (HR) Creative Development Center (GE), Neolea gia Antallagi kai Katanoisi (CY)
Description
In April, we met different actors of the Egyptian civil society, discussing possibilities to build up an intercultural network of trainers for political education, stretching beyond Cairo.

Together with civil society activists from Egypt and France we designed an online platform that aims to facilitate the matching process between different organizations, initiatives and individuals from the three countries. We were first setting the ground (mission, vision and values) and then worked on the search engine.

The launch of the platform is planned to take place by the end of the year. After a first testing phase, we will broaden the target regions and hopefully be able to provide a tool for civil society organizations from all parts of Europe and the Middle East.

As also during our last trips to Egypt, we were again highly impressed by the enduring will of the local activists to transform their society. So, CRISP is confident that future cooperation will be fruitful.

Target group
Civil society organizations, as well as individuals from Egypt, France and Germany. In the long run the online platform will be open to further organizations and individuals from the European Union and from the MENA region.
Who are we?

“Bawabbet El-Midan” (Square Gate) is an online portal that is designed to be a space where we get to know each other, the initiatives, projects and activities we are working on in order to collaborate and support each other. Not only that, “Bawabbet El-Midan” will also be our common space where we will try to live and adopt the values that we missed a lot.

For this space to be safe and different, we have to guarantee the respect for our differences whether in terms of ideology, religion, gender, age or social standard. We also have to decide how we are going to manage these differences. This invited us to respond to a number of questions, including a very important one: will we show or hide? In other words, will we show these differences or better hide it? And our response in El-

Midan was not only that we are going to show it, no, moreover we have decided to celebrate it too, because it is a reality and we need to learn how to deal with it instead of hiding it, escaping it or trying to bury it!

To do that, we are going to ask everyone what year he/she was born in to recognize which generation he/she belongs to, male or female, Muslim Christian or Atheist, and ideology; later we might ask you to tell us your social class.

Of course everyone is free is to mention and show what he/she is comfortable with, but we encourage you to tell everyone about what you belong to and celebrate our differences, communicate with each other and build bridges of trust between each other, because we all, no matter what we belong to, agree on the crucial value of acceptance and respect to the other. Is it possible for “Bawabbet El-Midan” to be a space where we ensure to ourselves that our differences are sources of richness?

And that any conflict occurs, is a real opportunity for us to grow, transcend, build consensus, and find creative solutions out of our experiences and based upon our differences.

Duration: starting in April 2014 [open-ended]

Participants: individuals and representatives of Civil Society Organizations from Egypt, France and Germany

Location: The Kick-Off-Workshop took place in Fayoum (Egypt)

Partners: Bund Deutscher Pfadfinder_innen (Germany), Selmiyah (Egypt), another vision (France)
Fighting Right-Wing Populism in Europe

Description
The project was aimed to develop and conduct a simulation game that tackles the sources, reasons, dynamics and effects of right wing populism in Europe.

The project was funded in the framework of the Erasmus + program of the European Commission. The project was divided in four activities; a developing seminar, two local Implementation seminars (Berlin and Thessaloniki) and a final evaluation workshop.

During the final workshop in Brussels, the results of the Local Implementation Phase were shared and compared. Together with our partner organizations working on the project, we finalized the simulation game which is ready to use for other trainers of non-formal education, as well as for teachers at schools and lecturers at universities.

The simulation game is easily transferable, due to a detailed handbook describing the implementation, as well as the evaluation of the simulation game.
**Target group**
Target group of this simulation game are young adults starting from 16 years old.

**Goals**
The overall goal of this simulation game is to help participants identifying the characteristics of right-wing populism, especially, it focus on the demonstration of the ability of right-wing populist parties and movements, to exploit existing crises and conflict lines within societies.

Additional, it helps to understand the potential for a spill over effect from often small but strongly motivated political parties that focus on one or a small number of issues on to mainstream politics.

Here are some of the issues that participants will raise their awareness about:
- Possible tools to fight right-wing populism; personal negotiation skills; forming of coalitions
- To acquire first-hand and personal experience of the functioning of right-wing populist parties
- To understand the complexity of negotiation processes in politics and policy-making and the need for compromises in democratic societies

**Duration:**
September – December

**Participants:**
20 young adults starting from 16 years old

**Location:**
Berlin and Brüssel

**Partner:**
Youth for Exchange and Understanding (CY); Antigone (GR); Civil (MK); European Centre for Minority Issues – ECMI (DE); Iskra (UA); Join (IT)
Simulation Game: Energy for Peace

Description
The John-Lennon School in Berlin invited us to drop in for a day to introduce the pupils to the learning method of simulation game. We chose Energy for Peace as the suitable Simulation Game.

The participants here have to negotiate how a fictional conflict driven country organizes its energy supply in the future. The participants take over roles of the representatives of different ethnic groups as well as those of the head of unions entrepreneurs and youth NGO’s. In the end a referendum takes place to decide on how the energy sector will be organized in the future.

Goals:
The simulation game taught the pupils the correlation of energy, sustainability and conflict. It also made them reflect on how democratic decision making processes can be organized in societies which are deeply divided.

In the evaluation we talked about how to transfer the findings into their reality in Germany.
Description:
In Moldova in partnership with MilleniuM Training and Development Institute, we conducted a Training-of-Trainers on Simulation Games.

In the beginning of the training the participants experienced two different types of simulation games. In the end of the training the participants created their own simulation games, and were enabled to conduct them with their own target groups on topics they chose for themselves if they work on international or local youth projects.

The training course was based on a non-formal and a trainee centered approach putting the needs and abilities of the participants into the center of the training.

Target Group:
The Training-of-Trainers focused on 24 youth workers learnt how to design and how to implement simulation games.

Goals/Achievements:
The Overall Goal of this ToT was to pass on the method of simulation games in order to enable the participants to use it in their work.

To effectively achieve this goal, we do not only want to demonstrate the variety of different formats of simulation games, but also breed enthusiasm among the participants concerning the method, by letting them experience it.

The training improved the training competencies of the participating trainers, facilitators and team leaders in the field of non-formal education and youth work.

Format:
4 seminar-days

Participants:
24 youth workers from Armenia, Georgia, Moldova, Belarus and Germany, Poland, Latvia, Lithuania

Location:
Republic of Moldova

Partner:
MilleniuM (MD), Stowarzyszenie “Dorośli – Dzieciom” (PL), Viešoji jstalga Nacionalinės pletros institutas (LT), Liga Dabravalnago Truda Molodeszi (BY), Axalgazrda liderta klubis (AM), NGO PEAHEN (LV) and Hay Arajadem Eritasardutyun (GE).
Workshop:
Free & Fair Elections in Belarus

Description
We conducted a 4-days workshop on the topic of “elections”, with a special emphasis on the role of civil society, social media and online tools and election observation.

Besides analyzing the pros and cons of the use social media in general, we also included a very practical part in order to give the participants the chance to practice political online campaigning.

The main activity was a one-day simulation game, in which the participants simulated the five months period before parliamentary elections. The simulation game itself, gave the participants the chance to try out new ideas and knowledge they had gained as a result of the pre-simulation sessions.

In the evaluation of the 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.

In the end, the participants had the chance to plan small scale projects with the possibility to get a funding for these by SILC.

Target Group:
25 young politicians from oppositional parties from Belarus to Lithuania.

Goals/Achievements:
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 elections.

From this the main goal was to shape the participant’s skills in: - Using social media for campaigning - Using methods of non-violent resistance - Increasing public speaking and debating skills - Planning and implementation of small projects

Format:
4 days workshop

Participants:
25 participants from Belarus

Location:
Lithuania

Partner:
Swedish International Liberal Centre (SILC)
Workshop: Simulation Game Development
Activation of Non-Voters

Description:
To tackle political apathy in Brandenburg, CRISP invited trainers of formal and non-formal education to introduce them to the concept of simulation games.

Focusing on the challenge of activating non-voters, we commonly developed a simulation game, in order to implement it afterwards in Brandenburg.

Target Group:
In total we invited 10 experts from the field of civic education active in Brandenburg with an organizational background.

Goals/Achievements:
Together, we created a Simulation Game which included problems of unemployment, xenophobia and lack of participation that the trainers implemented in their native region.

In doing so the trainers learned new methods on how to approach the target group in different ways.

Simulation Game: Seestadt
The simulation game aims to address issue of non-voting and tries to raise awareness and motivate participants to actively engage in politics on a community level.

The setting is a fictional village called Seestadt, located in the German state of Brandenburg, close to the Polish border. In the centre of the town there is some fallow land and the community of Seestadt needs to decide how this space should be used.

Format:
3-days-Workshop

Participants:
Experts and academics from the field of civic education

Location:
Brandenburg, Germany

Partner:
Brandenburgische Landeszentrale für politische Bildung
Simulation Game: SIMigration

Description
In September, we went the first time in the history of CRISP to Brussels to facilitate a simulation game. Supported by our trainer Dinah, we spent one day with participants from all over Europe, invited by the Green European Foundation, facilitating our simulation game SIMigration.

Here, the participants could experience the negotiations on the European asylum and migration policy and how difficult it is to come to common agreements.

Target Group:
Members of the Green European Foundation and green parties from all over Europe.

Goals/Achievements:
The simulation game exemplified the complexity of EU decision making, by taking the example of European migration policy.

The simulation game showcases institutional mechanisms of decision making processes within the European Union, by involving the participants as key stakeholder.

The goal of the simulation game was to draft a common resolution. In order to achieve this ambitious goal, the actors had to negotiate, build alliances, convince others and balance different interests. Due to this setting the participants learned a lot about the positions on EU migration policies and furthermore experienced the challenge of reducing the interests of the actors to a common denominator.

Format:
1-day-Workshop

Participants:
27 participants from different countries of the EU

Location:
Brussels

Partner:
Green European Foundation
Simulation Game
Bribania/Fasadistan

**Description:**
We facilitated our simulation game *Bribania* (in Arabic: Fasadistan), in the course of the MENA Integrity School in Tunisia. The main host was Transparency International. It was the first time that CRISP and Transparency International (TI) were cooperating on a concrete basis.

During the simulation game the participants had to develop a national strategy to fight corruption and then to lobby for their ideas and to convince others of it.

The simulation was quite appreciated by the participants as they could gain more knowledge about the possibilities but also the difficulties they face when fighting corruption.

**Target Group:**
50 participants from the MENA region, representatives of TI-Chapters and young activists.

**Goals/Achievements:**
Due to the simulation game the participants got the chance to apply what they have learned about fighting corruption during the previous days of the Integrity School. Moreover the participants were able to experiment and test innovative strategies. Furthermore the participants got sensitized to think about possible solutions to fight corruption in their own countries.

The participation in the simulation game helped the participants to detect difficulties and risks during the implementation of anti-corruption-actions.

**Format:**
1-day-Workshop

**Participants:**
50 experts and academics from the MENA region

**Location:**
Tunis, Tunisia

**Partner:**
Transparency International
Simulation Game: Energy for Peace

Description
In the framework of the summer of the “Heinrich-Böll Stiftung” academy, we implemented our simulation game “Energy for Peace” with scholarship holders and members of the green party.

The participants had to negotiate how a fictional conflict driven country organizes its energy supply in the future. The participants took over roles of the representatives of the different ethnic groups as well as those of the head of unions entrepreneurs and youth NGO’s.

In the end a referendum takes place to decide on how the energy sector will be organized in the future. After tough negotiations the participants managed to agree of large water works which were funded by the European Union.

Target Group:
Scholarship holders from the Heinrich-Böll-Stiftung in Germany

Goals/Achievements:
The main focus here was the question of how democratic decision making processes can be organized in societies which are deeply divided.

The participants also discussed the question if the choice for certain energy supplies can foster conflict transformation processes. Furthermore we elaborated on the question what sustainability in a conflict context could mean.

Format:
1-day-Workshop

Participants:
30 fellows of the Heinrich-Böll-Foundation

Location:
Bad Bevensen, Germany

Partner:
Heinrich-Böll Summer Academy
Goals:
Apart from a better understanding of how the financial system is working, the future participants should also be enabled to develop a critical view on its basic concepts. They should develop an own opinion, and reflect on how financial markets can be controlled more democratically.

Description:
EN-PAZ invited us together with planpolitik and 8 experts on financial markets to develop a simulation game on the topic for pupils.

During the four day workshop, we first introduced the experts to the method of simulation gaming and then developed a common framework for the simulation game.

The aim of the simulation game is to better understand the mechanisms, dynamics and roots of the financial markets. We are still in the developing process and will test the game in spring 2015 for the first time.
Description
Being convinced that the method of simulation gaming is also a good tool to support career planning processes for youngsters, we presented “Fit for Life” to different multipliers of secondary schools in Berlin.

The simulation game reproduces 6 months of real life. The participants have to apply for jobs, open bank accounts, find flats and contract insurances.

Goals/Achievements:
The main goal is to assist pupils in the transition from school into work life. They should reflect their career planning, think about their strengths and weaknesses, and develop a realistic approach to realize their goals.

By identifying possible obstacles to their goals, and finding individual ways to overcome them, we increase the self-confidence of our participants.

Target Group:
High school students in their last year before entering vocational training.

Format:
1-day-presentation

Participants:
Multipliers e.g. teachers

Location:
Brussels

Partner:
Partner Schule Wirtschaft
Description:
Our former assistant Babett, student at the University of Tampere, asked us to introduce our simulation game “Tandera” into her course “Peace Mediation and National Dialogues”.

We developed a didactical framework to embed the simulation game into the course context. “Tandera” simulates a fictional violent secession conflict, to which a peace treaty should be negotiated.

By taking part in the simulation game the participants were enabled to try out and test their mediation skills acquired over the semester.

In 2015 we hope to expand with our simulation game “Tandera” into different regions such as Cyprus or New Zealand.

Target Group:
University Students from the field of peace and conflict studies.

Goals/Achievements:
Additionally to their theoretical knowledge about conflicts and mediation, the participants could experience the dynamics of conflict which evolve from social interaction in practice.

They learned how to act under pressure and to communicate in a conflict driven environment.

In the evaluation they reflected on their academic concepts, and the need to adopt them when it comes to their application in practice.

Format:
2-days-Workshop

Participants:
Students of the University of Tampere

Location:
Tampere, Finland

Partner:
University of Tampere
Simulation Game:
Großbürgerhausen

Description
For this year’s forum of urban planners of the “Architektenkammer Nordrhein-Westfalen” we conducted the simulation game “Großbürgerhausen”.

During the simulation game the 60 participants, who consisted of architects, urban planners and staff of local administrations, had to discuss pros and cons of how and if an abandoned area in the city center should be covered with buildings.

They took over the roles of common citizens, investors, journalists and other stakeholders. By this they experienced a new perspective on the topic.

Target Group:
Architects, urban planners and staff of local administrations.

Goals/Achievements:
The participants were sensitized to the varying interests of different citizen groups and had the opportunity to try out new approaches in attending those.

Format:
1-day-Workshop

Participants:
60 Members of the Architektenkammer NRW

Location:
Düsseldorf, Germany

Partner:
- Architektenkammer NRW
- Bundesverband für Wohnen und Stadtentwicklung

One of the main outcomes was that participation processes in the context of urban planning are not only about numbers and facts but also about how to communicate with citizens.

Although having a lot of practical experience in the field of participation processes, the participants gained new insides into the dynamics and different needs involved in such processes.
Staff overview

General
CRISP is an independent, non-partisan and non-confessional organization. At present, CRISP has 17 members and 15 sustaining members. Since 2010 CRISP has also worked continually with assistants. Furthermore, CRISP is an approved sending and receiving organization within the framework of the European Voluntary Service. We welcomed our first volunteer in September 2011. For the implementation of our seminars and workshops, we draw on external trainers.

Board of Directors
The deciding committee of CRISP is, besides the Member’s Meeting taking place at least once a year, the Board. The board is responsible for the achievement of the organization’s objectives. During an annual meeting, members elect the board of directors for a time period of two years. The board manages the business of CRISP and is mainly responsible for the accomplishment of its goals. At the last general meeting (23.01.2013) the former board members, as well as the treasurer, were re-elected and so CRISP’s business continues under the leadership of Florian Dunkel, Gerrit Kraemer (treasurer) and Andreas Muckenfuß.

European Volunteers
Within the framework of the European Voluntary Service (EVS), we are giving volunteers the chance to fully familiarize themselves with our work. The volunteer will not only be involved in the general activities of the organization, but will also carry out a project of his/her own, starting from its conception through its development, preparation, realization, and evaluation. Through the acquisition of these general and specific tasks, we aim to motivate the volunteer to engage as an active citizen in her/his homeland.

Assistants
We are regularly looking for highly motivated assistants to support our team. The assistants usually already have some experiences in project management while possessing a strong interest in international cooperation. By offering the position of an assistant we hope to give young professionals or students the possibility of gaining deeper insights into the work of an international NGO. The assistant is always encouraged to apply her/his knowledge on a practical level.
Florian Dunkel
Director

Florian was born in the central German town of Eschwege, but soon moved to the Wedding district of Berlin, where he spent most of his youth. He also lived near the North Sea for a few years and in 2000, he spent the year in Greece in the European Voluntary Service working at the Environmental Center in Kalamata.

He finished secondary school in the German town of Göttingen, and then returned to Berlin in 2003, where he has lived ever since. Since then he has completed community service work in psychiatry, finished his studies in political science, and founded CRISP.

Since 2004 when Florian first participated in „Das Krisenenspiel“ at the Freie Universität Berlin, simulation Gaming has been an integral part of his life.

Language Skills:
- English
- French
- Greek (a bit)

Personal Focus:
- Civil Society Development
- Civic Participation
- Conflict Management

Regional Focus:
- East- and Southeast Europe
- European Union
- Germany
Gerrit Kraemer  
Treasurer

After growing up in a small town near Hamburg and finishing secondary school, Gerrit moved to Berlin to study political science with a focus on peace and conflict studies at the University Potsdam and the Freie Universität. After taking an active role in the student administration and in several internships—in Kenya among others—he finished his studies in 2009, writing his thesis on organized crime and armed conflicts with the case of the Kosovo conflict.

Gerrit first came in contact with simulation games in secondary school while trying to run a simulated company with little success. After participating also in a Model-UN conference in Lübeck, he joined the krisenspiel simulation game in 2005 at the FU Berlin, which he co-organized several times. There he met Andreas and Florian.

Gerrit has been the treasurer of CRISP since 2008.

Language Skills:
- English
- French (a bit)
- Russian (a bit)

Personal Focus:
- International Relations
- Organized Crime
- European Union

Regional Focus:
- South Caucasus
- Kosovo
- Africa
Andreas Muckenfuß
Director

Andreas was born and raised in the little town of Bad Urach in the heart of the Swabian Alb. After finishing secondary school he went to Chile in order to work in social service at the Fundación Cristo Vive. This was a formative period of his life and he was encouraged to work independently.

When he came back to Germany he began his studies in Public Administration at the University of Potsdam, and he made Kreuzberg/Neukölln the center of his life. His final thesis was entitled Fighting in Corruption in post-conflict-countries - Kosovo.

The method of simulation gaming caught his attention in school. At university he participated in the krisenspiel and subsequently joined the student’s group. There he met the others and co-organized the seminars frequently.

During that time he became one of the driving forces in adjusting the simulation the method to other circumstances. In doing so he was one of the founding members of CRISP and still holds a seat on board of directors.

Language Skills:
- English
- Spanish
- Portuguese (a bit)

Personal Focus:
- Democratisation
- Non-Violent Resistance
- Fighting Corruption

Regional Focus:
- Egypt
- North-Caucasus
- South-America
Zina El Nahel
European Volunteer

Zina was born and grew up in Cairo, with her parents and her younger brother. She went to the German School there and finished her Abitur in 2007. Afterwards she studied Pharmacy and Biotechnology at the German University in Cairo and graduated in 2012.

Since her graduation Zina has been teaching and volunteering in several NGOs and initiatives finding her passion mostly in the alternative Education and development fields. Working mostly in the last two years with the civil society she co-founded an initiative called Education Square in 2013 that is collecting data about initiatives and NGOs working in the field of alternative education in Egypt.

Zina believes that education should be fun and that the best way to learn is through doing things yourself not through theoretical knowledge only.

Home Country:
Egypt

Language Skills:
- Arabic
- English
- German
- Spanish (a bit)
- French (a bit)

Personal Focus:
- Social Entrepreneurship
- Non-formal Education
- Development in general

Regional Focus:
- MENA - Region
Armani Gambaryan
European Volunteer

Armani was born and raised in Tbilisi, Georgia. He graduated from American University for Humanities in Tbilisi, with a degree in international Relations. During his Bachelor’s studies he visited USA as a GLOBAL Undergraduate Fellow, where he studied in the same field for one academic year. Armani’s educational background includes areas such as International Management (Tbilisi, Georgia) and International and European Law – Economic Law/Management (Saarbrücken, Germany).

He has worked with youth and was involved in intercultural projects since the early age. During his Bachelor’s studies he interned at several different NGOs. He has been working as trainer for Theodor-Heuss-Kolleg program “Joint Civic Education” since 2012. Gambaryan took part in the same program in 2011 where he participated in a simulation Game. This method was a true discovery for him. He finds non-formal education an interesting and fun way of learning.

Gambaryan believes that diversity drives innovation. He is planning to work and advocate diversity issues in the future.

Home Country:
Georgia

Language Skills:
- Georgian
- English
- Armenian
- Russian
- German
- Spanish (a bit)

Personal Focus:
- Human Rights
- Intercultural Dialogue
- Gender Equality
- Social Entrepreneurship

Regional Focus:
- South Caucasus
We are regularly looking for highly motivated assistants to support our team. 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 is encouraged to apply her/his knowledge on a practical level. Usually the internship/assistance lasts three months.

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!!!

Jonas Kassow  
January - March  
Berlin, Germany  
Political Science  
University of Potsdam (Germany)

Magnus Römer  
April - June  
Berlin, Germany  
Political Science  
Free University Berlin (Germany)

Lea Moser  
July - September  
Political Sciences  
(Germany)

Kristin Balmann  
October - December  
Peace and Conflict Studies  
University of Marburg (Germany)
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.
In 2014 we also received an intern via the CrossCulture Programme of the ifa (Institute for Foreign Cultural Relations). With its CrossCulture Internships funding programme, the ifa is advocating intercultural exchange and the strengthening of networks between Germany and Islamic world as a partner of the German Federal Foreign Office.

The programme enables internships for young professionals and volunteers from the participating countries and from Germany. International experience is gained and intercultural competence developed through work stays in another culture. CrossCulture internships open up and strengthen the exchange between people, institutions and cultures and thus enable an enhanced partnership between Germany and Islamic countries.

**Ulugbek Nurumbetov**

Country: Kyrgyzstan

Main Function: Simulation Game Development

About:  
- International Research and Exchanges Board (IREX), Bishkek, Kyrgyzstan  
- Director for Youth Theater for Peace Program, March 2010 – February 2014  
- Director for Youth Leadership for Peace Program, March 2012 – June 2013 Abt  
- Associates Inc., Bishkek, Kyrgyzstan  
- Capacity Building Specialist, Community Action for Health Program, October 2006 – February 2010
## A. Ideal Field of Activity

### Income

<table>
<thead>
<tr>
<th>Income</th>
<th>in EUR</th>
</tr>
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<tbody>
<tr>
<td>membership-fees</td>
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<tr>
<td>donations</td>
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<tr>
<td>project coordination &amp; trainings</td>
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<td>project grants</td>
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<td>European Volunteer Service (Erasmus+) + CrossCultureInternship (IfA)</td>
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<td>reimbursement travel-costs and catering</td>
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<td>other</td>
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<td><strong>total sum</strong></td>
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### Expenditures

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<tr>
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<tbody>
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<td>honoraries</td>
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<td>european volunteer programm</td>
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<td>trainings expenses / other events</td>
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</tr>
<tr>
<td>back-payment project grants</td>
<td>12.573,49</td>
</tr>
<tr>
<td><strong>total sum</strong></td>
<td><strong>316.871,00</strong></td>
</tr>
</tbody>
</table>

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

| Surplus of funds: A) Ideal Field of Activity | 49.655,15 |

## B. Trust Administration

### Income

<table>
<thead>
<tr>
<th>Income</th>
<th>in EUR</th>
</tr>
</thead>
<tbody>
<tr>
<td>interests</td>
<td>40,47</td>
</tr>
<tr>
<td><strong>total sum</strong></td>
<td><strong>40,47</strong></td>
</tr>
</tbody>
</table>
## Financial Overview - Net Income Determination 2014

### B) Trust Administration

<table>
<thead>
<tr>
<th>Expenditures</th>
<th>in EUR</th>
</tr>
</thead>
<tbody>
<tr>
<td>bank charges</td>
<td>261,16</td>
</tr>
<tr>
<td><strong>total sum</strong></td>
<td><strong>261,16</strong></td>
</tr>
</tbody>
</table>

**Surplus of funds:** B) Trust Administration  -220,69

### C) Special Purpose Operations

<table>
<thead>
<tr>
<th>Expenditures</th>
<th>in EUR</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>total sum</strong></td>
<td>0.00</td>
</tr>
</tbody>
</table>

### D) Economic Business Activities

<table>
<thead>
<tr>
<th>Expenditures</th>
<th>in EUR</th>
</tr>
</thead>
<tbody>
<tr>
<td>procurements open house event</td>
<td>47,26</td>
</tr>
<tr>
<td><strong>total sum</strong></td>
<td><strong>47,26</strong></td>
</tr>
</tbody>
</table>

**Surplus of funds:** D) Economic Business Activities  152,74

### Total Accounting

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Total Income 2014</strong></td>
<td>366,766,62</td>
</tr>
<tr>
<td><strong>Total Expenditures 2014</strong></td>
<td>317,179,42</td>
</tr>
<tr>
<td><strong>Total Surplus 2014</strong></td>
<td>49,587,20</td>
</tr>
</tbody>
</table>
Editor:

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