



TRAINING

Digital Tools for Current Anti-Corruption Challenges

Building Capacity with Advanced Simulation Games



TARGETGROUP

Civil servants, community organizations, civil society members, and journalists.

N° PARTICIPANTS

12 to 18

DURATION

1 day to 3 days

METHOD

Advanced Simulation Game (semi-realistic)

LANGUAGES

English, German, Spanish, French, Arabic, Ukrainian

Our Goal

Empowering civil servants, civil society organizations, and journalists with innovative strategies and digital tools to counteract corruption at the local level.

Methodological Approach

Our workshop utilizes a cutting-edge, gamified approach through a tailor-made simulation game, designed to provide an immersive learning experience. This game allows participants to assume various roles within simulated corruption scenarios, offering a dynamic platform to understand and navigate the complexities of corruption.

The approach is designed to mirror real-life situations, making it an ideal tool for effective learning. It encourages participants to experiment and engage deeply, fostering a self-organized and practice-oriented learning culture that emphasizes active participation and hands-on problem solving.

Workshop Formats

Basic

Introduction to anti-corruption concepts, practical tools, case studies, and participatory diagnosis exercises.

Full

Expanded content with simulation games, in-depth analysis, and strategy design sessions.

LEARNING TARGETS

- › Analyze local governance to identify corruption risks.
- › Utilize transparency measures effectively as tools for change.
- › Collaborate and create community-based anti-corruption solutions.



TRAINING

Outcomes

Following the simulation game, the participants are able to apply the body of knowledge and skill acquired during the workshop to their local realities, jointly designing a transparency and anticorruption strategy. The participants are capable to engage in self-diagnosis and self-prescription for anticorruption, creating a deeper, shared understanding of corrupt systems and a plan of action for reforming them.

Special Features

CRISP is enhancing our methodologies with AI and virtual reality to create scenario-based simulations that address complex collective action problems. This mimics the complexity of real-world dynamics and adds weight and relevance to decision making in different institutional settings.



Participants actively engaging and interacting in the simulation game

Trainers

Our trainers have a vast experience (15+ years) applying the simulation game method to assist local actors in developing a deeper understanding of complex social issues, including the fight against corruption and the promotion of transparency.



Andreas Muckenfuß, CEO
CRISP, Germany



Nicolás Soto, Project Coordinator & Researcher
European Research Center for Anticorruption and
State-Building (ERCAS). Rome, Italy.

“I never realized how deeply corruption could infiltrate different sectors until I experienced the simulation. Transparency is so much more than a symbolic matter”.

Oscar Guerra,
Director
Observa Ciudadania, Chile

REFERENCES

- › **PEACEGAME**
Principles for Peace
Geneva & Brussels

- › **Young Diplomats Training**
German federal Foreign Office
Berlin, Germany

- › **Capacity Building**
Transparency International
Tunis, Tunisia

- › **Youth Leadership Programme**
UNDP-Mena

- › **Conflict-Sensitive Journalism**
OSCE-Academy
Bishekek, Kyrgyzstan