



A Vision for Egypt 2025

Summary:

A Vision for Egypt 2025 (SET III) is the most recent project out of a series which started in 2012. It builds on the accomplishments, as well as on the lessons learned from previous years. Previously we promoted the innovative learning tool of Simulation Games in 10 major governorates, which led to the establishment of the [“Simulation Gamers Club – Egypt”](#) “Nadi el Mohaa’kah” at the end of 2014. This year we created a Vision for Egypt with the input of approximately 230 youth from all over Egypt. Therefore we developed together with our local trainers an adequate simulation game, that allowed the participants to think out of the box and outline an Egyptian society, which managed to overcome today’s social conflicts.

Impact:

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

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

Achievements:

Most important was to stimulate youth in Egypt to critically reflect on the Status Quo and to introduce them to the general concept of a vision. Hence the activities of this project were dedicated to open channels of communication among participants, so they can share their different viewpoints. For many participants, the simulation games were a safe space where they could express their opinions freely and further could enter into a constructive dialogue with others, in order to search for common ground regarding a peaceful living together. Hence, it was an exciting experience and served many times as an eye-opener.



In particular the activities of this project increased the participant's abilities in several key-elements, which are fundamental to continue a fruitful exchange of ideas and contribute to overcome today's social conflicts.

- ✓ **Empathy:** Due to the change of perspective and the opening of channels of communication during the simulation games, the participants got into the shoes of others and got familiarized with other realities. This significantly increased their mutual understanding. While developing a common vision the participants reviewed their own values and realized similarities imagining a peaceful future.
- ✓ **Soft Skills:** The simulation game had a positive impact on providing the participating youth with a set of advanced soft skills including communication, interpersonal and negotiation skills, teamwork skills, analytical thinking, decision-making skills and problem-solving skills.
- ✓ **Empowerment:** Until today we trained approximately 40 local trainers in the method of simulation gaming. That way they gained an effective tool not only to analyze conflicts, but even to create innovative approaches for problem solving. Further they improved their general facilitation skills, with a special focus on evaluation techniques. Both will help them to create more chances of bringing people together, in order to build channels of communication among different social groups.
- ✓ **Open Discourse:** During the project open spaces were created, that allowed a free exchange of different ideas. All activities of this project focused on providing the participants with an atmosphere fertile for self-expression, an exchange of opinions, and a constructive dialogue. This allowed the participants to value the general concept of freedom of expression and an active citizenship in general.
- ✓ **Participation:** The simulation game is designed very close to Egyptian realities on the community level. Therefore it was easy for the participants to link the workshops to the possibilities they have in their real lives, in order to start constructive participation and thus to contribute to a peaceful society. For many their participation was inspiring and motivating to become more pro-active.

The Vision

Despite the intricacy of the task of creating a shared vision coupled with the highly polarized political and social climate in Egypt, the participants managed to find a common basis. Thus the vision consists of a set of core-values, which the participants identified as most crucial: honesty, humanity, justice, equality, and freedom. These values should serve as a point of reference that guides future developments.

Certainly the realization of the vision is a great challenge. Thus it is absolutely important to convince many actors from several sectors, to come together, to shape the vision further and to join forces, in order to let the vision become reality. Therefore the participants created a set of possible cross-sectoral actions, which would assist a realization of the vision and would contribute to peaceful co-existence among different parts of Egypt's society. In the focus are the public, as well as the business sector, but also the media, civil society and the religious sector. Therefore the participants ascribed each actor a set of different measures, geared by the identified values.