SIMULATION GAME

PRACTICE PEACE IN BELFAST

Conflict Transformation, Discrimination, Religious Conflicts

DESCRIPTION
This simulation game is dealing with discrimination and its consequences. The simulation game takes place in Belfast and it starts at the current status-quo, based on all former agreements, such as the Good Friday Agreement for instance. Until today, there is still a high level of segregation in Belfast, due to which a considerable number of neighborhoods are very homogeneous concerning religious affiliation. The simulation sets an Action Plan that has to be developed by the participants themselves, acting as politicians of the Belfast City Council and civil society representatives. The Action Plan has to include measures in the fields of culture, language, security and aims at overcoming the segregation.

SCENARIO & PROCEDURE
This simulation is split into two parts. The first starts at the status-quo, the second takes place in the near future. Within the plenary sessions, the participants have to agree on measures for different topics (inter community relations and reconciliation; education, culture and economy; security and local Government). These measures are discussed during the negotiation phase and developed by the participants themselves. Six months later, based on an evaluation report of the European Commission (game supervisors), the participants have to deal with consequences of the approved measures and adjust them due to the unintended effects.

OBJECTIVES
The overall goal is to come to a compromise between the members of the different parties and communities. The participants have to come up with their own ideas, how the reconciliation process in Belfast could be fostered. Thus, they are called to be innovative and convincing on the same time, in order to organize the required majorities.

Learning targets:
- Development of own ideas, on how to support reconciliation processes
- Teamwork among members with different interests and religious views
- Use and development of personal negotiations skills to persuade others and organize majorities.

Target-Group: Students between 16-25 years.
Basic previous knowledge of the Northern Ireland conflict is required.
Participants: 15 to 30
Duration: 1 to 2 day(s)
Type: realistic
Languages: English and German

The different stakeholders are discussing possible measures how to deal with the most urgent topics in Belfast

Before the plenary-session: The participants get an overview of the measures developed during the previous negotiation-rounds

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