

ENERGY FOR PEACE

Power supply, Environment, Domestic Conflict



Different interest groups try to arrange the terms of the referendum....

SCENARIO & PROCEDURE

The European Union wants Kalatia to reform its energy sector. The EU is willing to provide funds, if the population of Kalatia is able to provide a plan which is collectively created and will be approved by a referendum. The citizens of Kalatia can decide between the construction of a hydroelectric power plant, a coal power plant or the construction of decentralized renewable energy carriers. Actors within this simulation game are: government, opposition, youth movement, NGO, steel company, labor union, farmers association, and the representative of the ethnic minority. These actors have to take into consideration various issues such as the environmental burden, the control over the electricity supply, employment, and the contribution to conflict prevention when voting on the referendum.

OBJECTIVES

That the energy supply of a country has an impact on the question of peace or war is more or less uncontroversial. Likewise most people won't argue that renewable energy carriers play an important role in climate protection. This simulation game will shed light on the question if renewable energy carriers can also play an important role in conflict prevention, and if so what kind of role. Additionally, the simulation game will enhance the participants' understanding of the motivations of the actors and how these can be convinced by different position. Furthermore, the simulation game helps the participants to understand how a peaceful future can be pursued within a post-conflict society. It will reveal the obstacles and show possibilities to achieve the goal of a peaceful future for Katalia.

DESCRIPTION

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 is dealing with the relations between 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 and in general.



Successful negotiations become sealed with a handshake...

Learning targets:

- Teamwork within the respective interest groups and between larger coalitions.
- Creating win-win-situations between different interest groups.
- Personal negotiations skills in order to persuade others and to organize majorities

Target-Group: young adults between 16-25 years

Participants: 16 to 32

Duration: 0,5 to 1 day

Type: fictitious

Languages: English and German