

# SAVANIA

Religious radicalism, secularism, religion and state



*How should the new law on Religious Freedom look like?*

## SCENARIO & PROCEDURE

The actors of the simulation game are representatives of the government, of the opposition, of civil society, of minorities, of religious institutions and organizations and external state actors. Altogether face the very challenging task to develop a new law on religious freedom for Savania. Thus the participants have to find answers on issues like practicing religion in public, rights for minorities, religious education and the secularity of the state in general. Furthermore the actors should come up with ideas how to prevent religious extremism.

## OBJECTIVES

The simulation game is modelled after real conflict situations and refers to the most essential issues. This gives space for the participants to reflect on the diverse causes for conflict and to think about possible solutions. The fictitious scenario is a helpful way perceive the conflict from different angles. Moreover it gives space to the participants to develop innovative ideas and actions how to tackle extremism.

## DESCRIPTION

This simulation game focuses on the role of religion as a driving force for conflicts. Since its independence in 1991, the country of Savania is searching for a sustainable solution how to stay a secular state and at the same time assure religious freedoms. The situation got even tenser, as last year several hundreds of young men from Savania were joining terrorist groups in Syria, Iraq and Afghanistan. Different actors with different view points are involved in the developments in Savania. Within this framework the participants in the role of secular organized government are instructed to create a new law on religious freedom that maintains the secular state model and guarantees the practice of faith.



*In Savania external actors and the linceses to extract raw materials play also an important role*

### Learning targets:

- Understanding the dynamics and causes of religious conflicts, religious radicalism and the role and responsibility of the government
- Develop and test alternative problem-solving approaches
- Transfer the experiences from the game into new approaches in reality

**Target-Group:** Experts and students, starting at 20. Similar level of knowledge is beneficial.

**Participants:** 20 to 30

**Duration:** 1 up to 2 days

**Type:** semi-realistic

**Languages:** English, German, Russian, Kyrgyz