

QUO VADIS UKRAINE?

Conflict Management, Scenario-Building, Awareness Raising



What should be priority of the different stakeholders in Ukraine these days?

SCENARIO & PROCEDURE

The simulation game starts at the status quo and simulates the upcoming twelve months. The participants slip into the roles of key actors of the conflict. The actors selected correspond to the real ones, dispose of the same resources, and have the same objectives. During the simulation game the participants try to identify the different interests and arrange them in order to eventually create a roadmap that describes a possible future scenario for Ukraine. The simulation game is based on multiple rounds meaning that in case there is no decision or consensus at the end, the simulation finishes with the last developments of negotiations.

OBJECTIVES

The simulation game not only clarifies the interests and objectives of the different actors in Ukraine, but also makes the conflict dynamics come alive. By playing their roles the participants can discover new aspects of the conflict and thus gather new ideas on conflict resolution. During evaluation the course of the simulation can be analyzed and the decisive factors for de-escalation are determined. Based on those results the participants can then create the vision of a possible future Ukraine.

DESCRIPTION

The efforts of stopping violent clashes in eastern Ukraine haven't been successful so far. The current situation is still fragile and further combats remain probable. Moreover, the question of possible future scenarios for Ukraine has to be raised: What would a viable agreement look like that receives sufficient support and at the same time establishes sustainable structures which enable Ukrainians a peaceful coexistence? What sort of accord can be made regarding Crimea and does a federal system pose a chance or a risk? The simulation game deals with those and further questions.



Today Ukraine is a highly militarized area. How can the challenges of the citizens be addressed in a setting like this?

Learning targets:

- Creating a future scenarios for Ukraine
- Discovering and handling conflict dynamics
- Identifying the different actors' options in the conflict in Ukraine

Target-Group: Professionals + students, age 16 and above

Participants: 15 to 30

Duration: 1 to 2 day(s)

Type: semi-realistic; actors centred

Languages: German, English, Russian, Ukrainian