

SIMULATION GAME SEMINAR

*++ How does a head of state think? ++ Why do conflicts escalate? ++
How do international stakeholders act? ++ Why doesn't peace occur
faster? ++ What role does the media play? ++*

ARE YOU interested in these questions, not only in their theoretical but also in their practical application? Do you want to understand the behaviour of international stakeholders? Do you want to learn more about international conflicts in a casual and friendly surrounding?



In cooperation with



SIMULATION GAME SEMINAR



WE INVITE YOU to take part in a simulation game in order to answer some of these questions. We would like to invite 30 players from all over the region who have a background as participants of peace movement/organization or working generally in the field of civil conflict resolution. There are no requirements regarding your age, gender, religion, citizenship or your economic situation. The game requires that all participants speak English fluently.



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THE GAME By experiencing the role of a certain actor in the conflict, the participants learn about the dynamics of politics through the eyes of an involved, outcome-oriented actor. They literally **feel the pressure** such an actor is exposed to and the impact this has on decisions in complex structures.

>> Scenario will be the future situation in Kosovo and the region.

Apart from conveying information about the conflict itself, the core issue of this simulation is to impart knowledge about political processes and dynamics. In our experience the participants always judged the methodological approach of the simulation to be very valuable in order to **experience the inner logics of politics**. It also helps to obtain an inside view of the inherent necessities political actors are faced with.

The simulation allows the participants to experiment with different kinds of strategies. This can lead to a variety of new perspectives and options. **During the simulation, negotiation skills and other capabilities like teamworking as well as problem-solving-strategies, will be practiced and conveyed.**



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WE ARE a group of students who has been organizing a stakeholder-centered simulation (called crisis-game/krisenspiel, www.krisenspiel.de) at Freie Universität Berlin in Germany over the last few years. For this upcoming seminar we developed the idea of expanding the simulation beyond the borders of universities and applying it to conflict-management. Our specific intention is to conduct a conflict management-seminar in Kosovo for key-players of civil society with the goal to pass on the underlying method of simulation gaming. We are thankful for any questions, comments or concerns.



PROJECT SCHEDULE

- >> conflict simulation
October 3-10, 2008
in Novo Brdo/Novobërdë
housing and meals covered
- >> Evaluation Meeting
Spring 2009

FOR MORE INFORMATION SEE...

- >> hello@crisp-berlin.org
- >> www.crisp-berlin.org
- >> www.youtube.com/watch?v=flsaTSecLnE

PROMOTERS

- Valdete Idrizi**
(Community Building Mitrovica, Kosovo)
- Gernot Erler**
(Minister of State, Germany)

PARTNERS

- Propeace Platform, Balkan Sunflowers, forumZFD (Prishtina), CBM, CCSD (Mitrovica), fractal (Belgrade)