

08/02		Projektkennblatt der Deutschen Bundesstiftung Umwelt		
Az	Referat	Fördersumme		
Antragstitel		Local in Global		
Stichworte		Bildung für Nachhaltige Entwicklung, ländlicher Raum, Planspiel		
Laufzeit	Projektbeginn	Projektende	Projektphase(n)	
10 Monate	01.05.2014	31.01.2015	1	
Zwischenberichte				
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Zielsetzung und Anlaß des Vorhabens				
Die Wirkung von NGO-Handeln auf lokaler Ebene ist Kern des Projekts „Local in Global“. Ein holistisches Verständnis von Nachhaltigkeit, das neben ökologischen auch wirtschaftliche und soziale Aspekte in dieses Entwicklungskonzept einschließt, steht dabei im Zentrum dieser Bildungsarbeit. In unserer Erfahrung kann eine solche Entwicklung, gerade in strukturschwachen Gebieten Mittel- und Osteuropas von lokalen Initiativen getragen werden, die lokales Handeln in einen globalen Kontext der nachhaltigen Entwicklung einbinden. Aus diesem Grund wurde das Training „Local in Global“ mit der Zielgruppe Multiplikator_innen und dem Thema nachhaltige Entwicklung geplant.				
Darstellung der Arbeitsschritte und der angewandten Methoden				
01.05.2014	Projektbeginn			
15.5./30.5.2014	Virtuelle Vorbereitungstreffen			
07.-15.06.2014	„Zukunftsspiel“ – Training in Trebnitz/Deutschland			
19.-28.07.2014	Teilnehmer_innen Länder: Deutschland, Polen, Ukraine, Moldau			
	„Local in Global“ – Training in Tsaghkadzor/Armenien			
	Teilnehmer_innen Länder: Armenien, Georgien, Deutschland, Polen			
01.-03.11.2014	Evaluationstreffen in Krzyżowa/Polen			
18.11.2014	Fachtag in Berlin			
09.12.2014	Fachtag in Krzyżowa/Polen			
15.-31.12.2014	Fertigstellung der Publikation und der Homepage			
31.01.2015	Projektende			
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Ergebnisse und Diskussion

Die Bewertung des Erfolgs des Projekts Local in Global kann einerseits auf Ebene der Teilnehmer_innen-Evaluation erfolgen, andererseits durch Abgleich der Ergebnisse mit den vorab projektierten Zielen. Der erste Punkt fällt hier sehr positiv aus: Nach Auswertung der schriftlichen und mündlichen Evaluation beider Trainings fällt auf, dass das Konzept, Planspiele in der Bildung für Nachhaltigen Entwicklung einzusetzen und diese mit Workshops für NGO-Handeln zu verknüpfen, von den Teilnehmer_innen wie oben erwähnt äußerst positiv aufgenommen wurde. Dies, in Verbindung mit der professionellen Organisation, die arbeitsteilig von den im Projekt involvierten Organisationen vorgenommen wurde, werten wir als Erfolg des Konzepts und des gesamten Projekts. Im Hinblick auf die vorab gesteckten Ziele unterscheiden wir zwischen pädagogischen und inhaltlich-organisatorischen Zielen, wie oben in der Projektbeschreibung aufgeführt. Inhaltlich-organisatorisch stand wie erwähnt der Wille im Mittelpunkt, Trainings für NGO-Aktive aus ländlichen Regionen in Mittel- und Osteuropa anzubieten, die im Bereich der Bildung für Nachhaltigen Entwicklung Kernkompetenzen für effektives und nachhaltiges Handeln auf lokaler Ebene vermitteln. Aus pädagogischer Sicht ging es um die Entwicklung einer Methode, die einen Rahmen für diese Trainings erzeugt, der einerseits ein ebenes Spielfeld für alle Beteiligten unabhängig ihrer Vorkenntnisse einführt, andererseits einen geschützten Lernraum schafft, in dem sinnvoller, im echten Leben anwendbare Inhalte vermittelt werden.

Zu diesen Zielen muss gesagt werden, dass keine Methode für sich genommen Erfolg in jeder Situation und bei jeder Zielgruppe garantiert; die bewusste Entscheidung, Krapowa möglichst flexibel für mehrere denkbare Zielgruppen auszurichten, spielt hier sicherlich eine Rolle. Jedoch funktionierten die Spielmechanismen und das pädagogische Grundkonzept bei allen Einsätzen grundsätzlich sehr gut. Die Idee, durch die Einführung eines virtuellen Szenarios gleichzeitig Handlungschancen neu zu verteilen und Handlungen in Bezug auf deren negative Auswirkungen im richtigen Leben einzuhegen und dadurch einen geschützten Lernraum zu erzeugen, konnte unabhängig von der Dauer des Spiels und der Zusammensetzung der Zielgruppe erreicht werden. Die jeweils vermittelten Inhalte waren dabei zu unterschiedlich, als dass sich darüber eine pauschale Aussage treffen lässt; jedenfalls funktioniert das Prinzip gerade bei Personengruppen, denen grundlegende Prinzipien über ein gegebenes Thema vermittelt werden, sehr gut; wobei vereinzelt Bedenken geäußert wurden, dass das Spiel für sehr heterogene Zielgruppen in Bezug auf deren inhaltliche Vorkenntnisse nicht besonders gut geeignet scheint.

Öffentlichkeitsarbeit und Präsentation

Öffentlichkeitsarbeit war ein zentraler Bestandteil des Projekts Local in Global und betraf nicht nur die konkret durchgeführten Trainings, sondern auch die Spielmaterialien und das Konzept Planspiele als Methode in der BNE. Die Trainings sowie die Fachtage wurden im Vorfeld auf den Homepages und in den Netzwerken aller beteiligten Organisationen in sechs Ländern (Armenien, Deutschland, Georgien, Moldau, Ukraine, Polen) beworben. Für das Gesamtprojekt wurden zwei Publikationen erstellt: eine Homepage und eine Zeitung. Darüber hinaus wurde während des Planspiels eine große Menge an Inhalten produziert, die sich für die Öffentlichkeitsarbeit in den sozialen Medien bestens eignen (Blogs, Twitter-Einträge, Youtube-Videos und Facebookgruppen). In allen Publikationen wurde, so weit möglich, mit Logo und Hinweis auf die Förderung durch die DBU hingewiesen.

Fazit

Insgesamt können wir für das Projekt Local in Global ein positives Fazit ziehen. Die beiden Trainings waren in Hinblick auf Organisation, pädagogischer Zielsetzung, Durchführung und Ergebnissen außergewöhnlich erfolgreich, was sich vor allem an den positiven Rückmeldungen der Teilnehmer_innen bemisst.

Das pädagogische Konzept in Verbindung mit der Zielsetzung, inhaltlich anspruchsvolle Trainings für Aktive lokal agierender NGOs anzubieten, ist gut aufgegangen. Der holistische Ansatz, das Planspiel in mehreren Trainings an unterschiedlichen Fachtagen zu testen und systematisch weiterzuentwickeln, führte dabei zu einem sehr zufriedenstellenden Ergebnis, das in unterschiedlichen Kontexten anschlussfähig ist und kontinuierlich weiterentwickelt werden kann.

Als besonders positiv erwies sich die starke Betonung öffentlichkeitswirksamer Elemente während des gesamten Projekts. Unter Mithilfe aller beteiligten Organisationen wurden In-formationen über die einzelnen Trainings und das Planspiel selbst in sechs Ländern verteilt, teilweise in unterschiedlichen Sprachen. Die von Anfang an in das Projekt mit einbezogene Homepage und die Projektveröffentlichung passen gut zu dem gesamten Konzept und sind von der Gestaltung her sehr hochwertig und ansprechend.

ABSCHLUSSBERICHT

LOCAL IN GLOBAL

01.05.2014-31.01.2015

vollständiger Projekttitle: Local in Global

Aktenzeichen der DBU: 32043-4

Verfasser: Patryk Grudziński

Firma/Institution: Kreisau-Initiative e.V.

Projektbeginn: 01.05.2014

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Ort: Berlin

Jahr: 2014

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Literaturangaben

Anlagen/Anhang

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Zusammenfassung

Das Projekt „Local in Global“ ist ein Vorhaben von acht NGOs aus sechs Ländern (Armenien, Deutschland, Moldau, Polen, Ukraine) im Bereich der Bildung für Nachhaltige Entwicklung des ländlichen Raums in Mittel- und Osteuropa. Im Kern dreht sich das Projekt um die Entwicklung eines Planspiels, mit dem Trainings für Multiplikator_innen und Aktivist_innen durchgeführt werden können. Dazu sollen Workshops so in das Planspiel integriert werden, dass deren Inhalte direkt im Spiel virtuell umgesetzt werden können, um den Lernerfolg zu verbessern.

Das Konzept wurde in zwei Trainings in Deutschland und Armenien mit unterschiedlichen Zielgruppen getestet und auf einem Auswertungstreffen in Polen weiterentwickelt. Die fertigen Spielmaterialien wurden in zwei Fachtagen der interessierten Fachöffentlichkeit in Berlin und Krzyżowa (Polen) vorgestellt und diskutiert.

Die Ergebnisse dieses Prozesses wurden auf einer Homepage und in einer Projektpublikation veröffentlicht. Durch dynamische Web 2.0 Elemente sollen die Spielinhalte kontinuierlich weiterentwickelt werden, um eine thematische und strukturelle Anpassung an unterschiedlichste Zielgruppen und Inhalte sicherzustellen.

Insgesamt kann auf Grund positiver Rückmeldungen der Teilnehmer_innen das Projekt als gelungen angesehen werden. Eine weitere Verwendung der Projektergebnisse findet statt; sowohl von Seiten der Kreisau-Initiative, den Netzwerkpartnerorganisationen sowie der Teilnehmer_innen; So wurden bereits Nachfolgeprojekte geplant, außerdem werden die Spielmaterialien auf der Homepage kontinuierlich weiterentwickelt.

Anlass und Zielsetzung des Projekts

Die Wirkung von NGO-Handeln auf lokaler Ebene ist Kern des Projekts „Local in Global“. Die Kreisau-Initiative führt als international vernetzte NGO regelmäßig internationale Trainings und Begegnungen im Bereich der Nachhaltigen Entwicklung durch. Ein holistisches Verständnis von Nachhaltigkeit, das neben ökologischen auch wirtschaftliche und soziale Aspekte in dieses Entwicklungskonzept einschließt, steht dabei im Zentrum dieser Bildungsarbeit. In unserer Erfahrung kann eine solche Entwicklung, gerade in strukturschwachen Gebieten Mittel- und Osteuropas von lokalen Initiativen getragen werden, die lokales Handeln in einen globalen Kontext der nachhaltigen Entwicklung einbinden. Aus diesem Grund wurde das Training „Local in Global“ mit der Zielgruppe Multiplikator_innen und dem Thema nach-haltige Entwicklung geplant.

Neben Nachhaltigkeit bearbeitet die Kreisau-Initiative in ihren Seminaren und Begegnungen eine große Bandbreite an Themen; der methodische Umgang mit Diversität ist jedoch in allen Projekten ein wichtiger Bestandteil. Generell beobachten wir, dass es scheinbar schwerer fällt, strukturell und inhaltlich ansprechende Trainings für sehr heterogene Gruppen zu entwerfen; der übliche Weg ist dabei, die Zielgruppe so sehr einzuschränken, damit hoch spezialisierte und inhaltlich tiefgehende Seminarinhalte vermittelt werden können. Auf der anderen Seite stellen wir fest, dass heterogene Zielgruppen (in Bezug auf Alter, Geschlecht, Herkunft, Nationalität, Bildungs- und Berufshintergrund) in der Regel viel interessantere Seminarinhalte erzeugen, wenn Diversität konstruktiv thematisiert und aufgefangen wird. Ein Kernelement aller Projekte der Kreisau-Initiative ist die Konzeption auf Augenhöhe, in Anlehnung an die positiven Erfahrungen aus dem deutsch-polnischen Austausch: Dabei soll es nicht um einen Wissenstransfer, etwa von West nach Ost, sondern um den freien Austausch von Gedanken und Ideen gehen, die auf gegebene Probleme angewendet werden.

Wir setzen dazu die Methode Planspiel ein, um ein ebenes Spielfeld zu erzeugen: Im Spiel schlüpft jede_r Teilnehmer_in in eine Rolle, die die Asymmetrien einhegen und gleichzeitig alternative Handlungsoptionen ermöglichen, so dass alle Teilnehmer_innen einigermaßen gleichartige Startpositionen erhalten. Wir halten eine solche Situation, in der Teilnehmer_innen lernen müssen, gemeinsam mit unterschiedlichsten Partner_innen zu agieren um ihre Ziele zu erreichen, für dieses spezielle inhaltliche Thema im Übrigen auch für realitätsnaher als eine Laborsituation, in der nur Personen mit ähnlichen sozialen und beruflichen Hintergründen auftreten. Der Effekt der Vernetzung und des Austausches zwischen den Teilnehmer_innen wird so sowohl durch die Spielsituation, als auch durch die diverse Zielgruppe verstärkt.

Während Planspiele die Möglichkeit bieten, viele unterschiedliche Personen in ein gemeinsames Handlungsfeld (oder Szenario) einzubinden, sind die eigentlich vermittelten Inhalte oft von geringem Nutzen für den Alltag der Teilnehmer_innen. Beliebte Spielfeldthemen wie die Simulation eines Parlaments, eines internationalen Konflikts, oder einer anderen politischen Verhandlungssituation sind zwar fesselnd und interessant und vermitteln Inhalte wie Verhandlungstaktik, politische Prozesse usw. aus einer Handlungsperspektive. Während Verhandlungssituationen als wichtiges dynamisches Element im Spiel ihren Platz und ihre Berechtigung haben, möchten wir darüber hinaus Inhalte einbinden, die zum „kleinen 1x1“ der NGO-Arbeit auf lokaler Ebene gehören. Dazu gehören etwa Fundraising, Öffentlichkeitsarbeit, Teamwork oder Projektmanagement, die in kurzen Workshop-Einheiten (ca. 1 bis 1,5h) während des Spiels vermittelt und die mit einer inhaltlich verknüpften Spielphase kombiniert werden. Damit stellen wir sicher, dass die vermittelten Inhalte einerseits auch tatsächlich anwendbar sind; andererseits bietet das Planspiel einen guten Rahmen, um theoretisches Wissen praktisch anwenden zu können. Dieses Ausprobieren von theoretischem Wissen findet in einem geschützten Lernraum statt: In der virtuellen Welt von Krapowa können Ideen getestet werden, ohne dass negative Konsequenzen für die eigene Person befürchtet werden müssen. Dies ist insbesondere deswegen wertvoll, da Fehler eine wichtige Quelle zur Verbesserung der Qualität der eigenen Arbeit darstellen, wenn mit ihnen konstruktiv umgegangen wird. Das Übernehmen einer fremden Rolle im Planspiel trägt hierzu positiv bei, da ungewöhnliche Ideen jenseits der üblichen Lösungswege gefördert werden. Dies führt zu einer Situation, in der die Teilnehmer_innen in Kleingruppen unterschiedlichste Lösungen für die gleiche Problemstellung erarbeiten. Das Erkenntnisziel ist hierbei nicht die *eine beste* Lösung, sondern die Tatsache, dass unterschiedlichste Ansätze zu einem Ergebnis führen, die je nach Bedarf, Zielsetzung und Ressourcen miteinander kombiniert werden können.

Insgesamt wurden zwei Trainings mit Multiplikator_innen in Deutschland und Armenien geplant, um das Spiel an unterschiedlichen Zielgruppen zu testen. In einem Auswertungstreffen in Polen sollen diese Erfahrungen diskutiert werden, um das Spiel weiter zu verbessern. Ziel war es, die Spielmaterialien selbst, aber auch die Projektergebnisse und methodologische Erkenntnisse zum Thema Planspiele in der BNE systematisch aufzuarbeiten und in geeigneten Medien der interessierten Fachöffentlichkeit zur weiteren Verwendung und Verbreitung zu präsentieren.

Darstellung der Arbeitsschritte und der angewandten Methoden

Zeitplan

01.05.2014 Projektbeginn

15.5./30.5.2014 Virtuelle Vorbereitungstreffen

07.-15.06.2014 „Zukunftsspiel“ – Training in Trebnitz/Deutschland Teilnehmer_innen Länder: Deutschland, Polen, Ukraine, Moldau

19.-28.07.2014 „Local in Global“ – Training in Tsaghkadzor/Armenien Teilnehmer_innen Länder: Armenien, Georgien, Deutschland, Polen

01.-03.11.2014 Evaluationstreffen in Krzyżowa/Polen

18.11.2014 Fachtag in Berlin

09.12.2014 Fachtag in Krzyżowa/Polen

15.-31.12.2014 Fertigstellung der Publikation und der Homepage

31.01.2015 Projektende

Vorbereitung

Vorläuferprojekte von Local in Global reichen einige Jahre zurück: Die Kreisau-Initiative führt seit 2012 Trainings im Bereich Nachhaltige Entwicklung durch; die Entwicklung der Grundversion des Planspiels stammt aus dem Jahr 2013. Im Zuge dieser Aktivitäten entstand ein Netzwerk kooperierender NGOs, die in vergangenen Projekten erfolgreich internationale Trainings und Begegnungen gemeinsam durchgeführt haben. Aus diesem Netzwerk wurden die letztendlich Teilnehmer_innen Organisationen ausgewählt. Die konkrete inhaltliche Vorbereitungsphase begann im Mai 2014 mit zwei Online-Vorbereitungstreffen unter Beteiligung der Personen, die von den jeweiligen Partnerorganisationen her die Projektverantwortung übernommen hatten. Dabei wurden Aufgaben je nach Fähigkeit und Möglichkeit verteilt; sie umfassen typischerweise für Partnerorganisationen neben der inhaltlichen Ausarbeitung der Begegnungen vor allem organisatorische Aspekte von der Werbung für Projekt Teilnehmer_innen, Organisation der Anreise, Betreuung der Gruppen und Verbreitung der Projektergebnisse jeweils im eigenen Land. Nach Absprache kamen vor allem für die gastgebenden Organisationen weitere Aufgaben hinzu, die mit der Ausrichtung einzelner Projektteile betraut waren, also die Trainings in Armenien und Deutschland sowie das Auswertungstreffen und der Fachtag in Polen. Dabei kam die Netzwerkstruktur des Projekts vorteilhaft zur Geltung, ohne lokale Partner vor Ort, die gleichberechtigt in die Organisation des Projekts eingebunden waren, wäre es nicht möglich gewesen die Programme der Trainings mit lokalen Projekten zu verknüpfen und deren Ergebnisse in sechs Ländern zu verbreiten.

Training „Zukunftsspiel“ in Trebnitz

Vom 7. bis 15. Juni 2014 fand das Training „Zukunftsspiel“ in Trebnitz (bei Berlin) statt. Es nahmen insgesamt 31 Personen teil, aus folgenden Ländern:

Deutschland: 10

Moldau: 6

Polen: 5

Ukraine: 10

(siehe Teilnehmerliste im Anhang)

Das Training gliederte sich in drei Abschnitte, die dem bewährten Ablauf von internationalen Begegnungen folgen. Auf eine Einführungs-, Integrations- und Kennenlernphase folgt die inhaltliche Vorbereitungsphase mit dem Planspiel, das über vier Projektstage angelegt war. Das Training endete mit einer Evaluations- und Abschlussphase zur Einordnung und Bewertung der Lerninhalte. Die stundengenauen Aktivitäten können dem Ablaufplan im Anhang entnommen werden.

Die Integrationsphase erstreckte sich über die ersten beiden Tage: Aus organisatorischen Gründen traf sich die Gruppe in Berlin, um dort nach einem Kennenlernprogramm gemeinsam nach Trebnitz zu reisen. Dort wurden auch organisatorische Details zum Programm und dem Training geklärt. Im Einklang mit den pädagogischen Lernzielen des Projekts steht hierbei das Erkennen, Reflektieren und Fördern eines positiven Umgangs mit Diversität im Vordergrund. Beispielhaft ist hierfür die Methode Identitätsmoleküle: Teilnehmer_innen erhalten die Aufgabe, ihre eigene Person mit zwanzig Stichworten zu beschreiben (Substantive und/oder Adjektive) ohne dass dabei eine genaue Vorgabe gemacht wird. Anschließend werden die Listen in Kleingruppen gemeinsam diskutiert. Dabei hilft es, die Stichworte zunächst in vier Kategorien einzuteilen:

1. Physische Attribute (Groß/klein, Augenfarbe, etc)
2. Charaktereigenschaften (impulsiv, ruhig, usw.)
3. Abstrakte Konzepte (Weltenbürger, Christ, Sucher)
4. Soziale Rollen (Student, Sohn/Tochter)

Die Diskussion in Kleingruppen wird an Hand unterschiedlicher Leitfragen strukturiert, etwa folgende:

1. Welche dieser Kategorien überwiegt in deiner Liste? Warum?
2. Würde Dein_e beste_r Freund_in die gleichen Dinge schreiben?
3. Welche Dinge hättest Du vor fünf Jahren aufgeschrieben?

In einer gemeinsamen Abschlussrunde werden die Teilnehmer_innen nach ihren Erfahrungen befragt; Es zeigt sich, dass es nie zwei genau gleiche Listen gibt, dass aber auf der anderen Seite auch hinter gleichen Stichworten bzw. Stichwortgruppen sich unterschiedliche Auffassungen und Konzepte verbergen können. Insgesamt wird so der Blick für Diversität geschärft, da man sich Gedanken über die eigene Person und Identität macht und dies gleichzeitig im Kontext einer Gruppe reflektiert und sich einordnet.

Der mittlere Zeitblock des Seminars ist für die inhaltliche Arbeit bestimmt. Als theoretische und praktische Vorbereitung auf das Planspiel besuchten die Teilnehmer_innen einen intensiven Workshop, der sich um Definitionen, Herkunft und Entwicklung des Konzepts Nachhaltiger Entwicklung dreht, und zwar auf globaler Ebene. Anschließend besuchten die Teilnehmer_innen nachhaltige Projekte in der Region, um die lokale Umsetzung dieses Konzepts kennenzulernen. Ein Beispiel hierfür ist das Netzwerkprojekt Landesarbeitsgemeinschaft Märkische Seen, die regionale Projekte im Einklang mit der oben angeführten Nachhaltigkeitsdefinition initiieren und umsetzen. In diesem Rahmen entstand etwa ein E-Bike Netzwerk, das von sozialen Ausbildungswerkstätten betrieben wird und regional grünen Tourismus fördert, von dessen Infrastruktur auch Anwohner profitieren.

Im Anschluss an diese inhaltliche Vorbereitung begann der eigentliche Kern des Seminars, das Planspiel. Das Szenario erstreckte sich über vier Tage: Einleitung, Öffentlichkeitsarbeit, Projektmanagement, sowie Abschluss und Ausblick.

Zunächst bekommen die Teilnehmer_innen Rollenprofile im Zufallsprinzip zugeteilt, sowie die Beschreibung des Szenarios. Krapowa ist eine fiktive Kleinstadt in der Peripherie eines mittelosteuropäischen Landes, die mit massiven Problemen zu kämpfen hat: Umweltverschmutzung aus industriellen Altlasten, Arbeitslosigkeit nach Strukturwandel, Überalterung, mangelnde Kultur- und Freizeitangebote sowie geringe Aussicht auf Verbesserung der Lage in der Zukunft. In dieser Situation lädt der Bürgermeister zu einem Krisentreffen, auf dem sich interessierte Bürger_innen Krapowas einfinden.

Dabei werden weitere Einschnitte verkündet, etwa die Schließung des Krankenhauses oder die erwartete Erhöhung des Strompreises. Daraufhin werden von den Bürger_innen Interessensgruppen gegründet, die gemeinsame Standpunkte finden und diese nach außen vertreten. Im Rahmen dieser Organisationen handeln die Teilnehmer_innen die meiste Zeit über für den Rest des Spiels. Diese Gruppen werden von den Teilnehmer_innen in jedem Spiel neu gegründet und setzen sich immer wieder unterschiedlich zusammen; sie sind ein wesentlicher Bestandteil der Dynamik des Spielablaufs und sorgen dafür, dass Krapowa nie zweimal genau gleich ablaufen kann.

In Trebnitz wurden folgende Organisationen gegründet: *Krapowa Business Association*, *Green Footprint*, *Krapowa Action Group* und *Believe and Act*. Am zweiten Tag bekommen die Teilnehmer_innen den Auftrag, eine Medienkampagne zu einem Thema ihres Interesses zu entwerfen. Dazu besuchten die Teilnehmer_innen zwei kurze Schulungen zum Thema Medienkampagnen und Fotografie, um anschließend an den Kampagnen zu arbeiten. Am Abend wurden die Projekte vorgestellt und von gemischten Evaluationsgruppen mit Hilfe einer SWOT-Analyse (Strengths, Weaknesses, Opportunities, Threats) qualitativ bewertet. Dabei kommen vor allem Elemente zum Einsatz, die sofort umgesetzt werden können, etwa Blogs, Twitter-Einträge, Filme und Fotos usw. Die Teilnehmer_innen erhielten hierzu die notwendige Infrastruktur und Unterstützung, und erarbeiteten das Konzept ihrer Kampagnen weitgehend selbst in Kleingruppen.

Der nächste Tag stand im Zeichen des Projektmanagements: Das Szenario sah vor, dass eine Stiftung 10.000 EUR für nachhaltige Projekte in Krapowa ausschreibt, worauf sich die Organisationen bewerben können. Nach einer kurzen Schulung in Fundraising und Projektmanagement und der Vorstellung einiger Verwaltungs-Tools erarbeiteten die Teilnehmer_innen vier sehr unterschiedliche Projektideen. Von einer Modernisierungskampagne für Unternehmen, über die Anlage eines öffentlichen Parks bis zur Gründung eines Schulungszentrums wurden unterschiedliche Projekte eingereicht.

Der letzte Spieltag umfasste neben dem Abschluss des Spiels mit einem Blick in die Zukunft Krapowas vor allem eine Open-Space-Session, in der die Anschlussfähigkeit bzw. Verwendung von Krapowa-Lerninhalten über das Projekt hinaus diskutiert wurden. Open Space ist eine Moderationsmethode, mit der freie Kleingruppen um einen bestimmten Themenvorschlag gebildet werden; es finden dabei immer 3-4 Gruppensitzungen gleichzeitig statt, so dass Teilnehmer_innen je nach Interesse zwischen den Sitzungen hin- und herwechseln können, um so an mehreren Stellen sich in die Diskussion einzuschalten und auch bestimmte Ideen von einer Gruppe zur nächsten zu tragen.

Sowohl in der anschließenden Planspielevaluation als auch in der Gesamtschau wurde das Seminar äußerst positiv aufgenommen. In der quantitativen Evaluation durch Fragebögen erzielte das Seminar, auch im Vergleich mit anderen Veranstaltungen der Kreisau-Initiative, außerordentlich gute Ergebnisse. Vor allem die für internationale Trainings noch recht ungewöhnliche Methode Planspiel, vor allem in Verbindung mit BNE-Inhalten und den Workshopheiten wurde positiv hervorgehoben.

Training „Local in Global“ in Armenien

Das Training „Local in Global“ fand vom 19. bis 27.7. in Tsaghkadzor, etwa 40 km außerhalb Jerewan in Armenien, statt. Es nahmen insgesamt 32 Personen teil, davon: 12 aus Armenien / 7 aus Georgien / 9 aus Deutschland / 4 aus Polen. (Siehe Teilnehmerliste im Anhang)

Das Training war sehr ähnlich wie das in Trebnitz strukturiert, jedoch nahmen wir wegen der höheren Diversität der Gruppe, vor allem in Hinsicht auf die Muttersprachen der Teilnehmer_innen, einige Änderungen an der Struktur vor. Die wichtigste war die konsequente Einführung einer russischen (und teilweise auch armenischen) Übersetzung, was in Trebnitz nur an einzelnen Stellen nötig war. Dadurch mussten die Inhalte und Diskussionen entdichtet werden, da durch die Übersetzung für jeden Programmpunkt mehr Zeit eingeplant werden musste. Wo möglich wurden

Kleingruppenmoderationen angewendet, um anstrengende und wenig kommunikative Sitzungen im ganzen Plenum auf ein Minimum zu reduzieren. In dieser Situation hat sich etwa die Methode World Cafe sehr bewährt. Inhalte werden in Kleingruppen bearbeitet und eine Präsentation auf Plakaten wird vorbereitet. Danach werden die Kleingruppen neu gemischt, so dass in jeder neuen Gruppe mindestens ein_e Vertreter_in jeder Arbeitsgruppe ist. Danach werden die Ergebnisse in den Kleingruppen parallel und im Rotationssystem präsentiert, dabei stellt jeweils ein_e Vertreter_in der Arbeitsgruppen ihre jeweiligen Ergebnisse der Kleingruppe vor. Den Präsentationsgruppen ist nach Bedarf ein_e Übersetzer_in beigeordnet. Mit einer solchen Methode wurden etwa eine Präsentation von Beispielen nachhaltiger Projekte aus den eigenen Heimatländern und –regionen erarbeitet und vorgestellt. Die Integrationsphase wurde dementsprechend im Vergleich zu Trebnitz ein wenig verlängert, um den Teilnehmer_innen mehr Zeit zu geben, um sich gegenseitig kennenzulernen. Auch hier hat sich die Methode Identitätsmoleküle bestens bewährt, da in der lebhaften Diskussion und Auswertung der Methode die recht hohe Diversität der Gruppe zum Vorschein kam: nicht nur in Bezug auf Nationalität und Herkunft, aber auch Alter und beruflicher Status der Teilnehmer_innen waren beim Training in Armenien deutlich unterschiedlicher als in Trebnitz, wo in erster Linie junge Multiplikator_innen, die fast alle noch studierten, teilgenommen hatten.

Auch in Armenien besuchte die Gruppe eine Reihe von nachhaltigen Projekten in der Region, etwa ein Wasserkraftwerk, das in der Nähe des Sevan-Sees nachhaltigen Strom produziert, oder eine Gruppe von Aktivist_innen, die rund um die Biosphäre Sevan-See Projekte initiieren, die den See als gemeinsame Ressource nachhaltig nutzen; dazu gehört etwa der Kampf gegen eine geplante Aquakultur, oder eine inklusive Behindertenwerkstatt und Bäckerei.

Im Planspiel ergaben sich kleine Änderungen gegenüber dem letzten Training, so wurden etwa auf Wunsch der Teilnehmer_innen die Reihenfolge und teilweise auch Inhalte der Workshops verändert. In der Einführungs- und Gruppenbildungsphase wurde eine zusätzliche Einheit zu Teambuilding und Gruppendynamik angeboten, um die Arbeitsprozesse innerhalb der Gruppen besser moderieren zu können. Außerdem entschieden wir uns dazu, eine Pressegruppe einzuführen, deren Aufgaben in Trebnitz noch von den Trainer_innen übernommen worden waren. Die Presse hatte die Aufgabe, über aktuelle Entwicklungen in Krapowa zu berichten und vor allem in Zusammenhang mit den Werbekampagnen als Medien-Öffentlichkeit zu funktionieren; so konnten etwa Pressemitteilungen als Teil der Kampagnen entworfen werden, die von der Pressegruppe verarbeitet und veröffentlicht wurden. Am nächsten Tag folgten zunächst die Workshops für Projektmanagement und Fundraising, woraufhin die Gruppen die Aufgabe erhielten, Projektanträge für nachhaltige Projekte in Krapowa zu stellen. Die Anträge umfassten Ideen wie etwa eine Freiluftgalerie, ein Urban-Gardening-Projekt, oder einen Leitfaden für umweltgerechtes Wirtschaften in Krapowa. Der Vorteil der umgekehrten Reihenfolge der Workshops kam am nächsten Tag zum Tragen, als die Gruppen Werbekampagnen entwarfen: So konnten sie auf das am Vortag erarbeitete Material zurückgreifen und zu den bereits entworfenen Projekten Kampagnen gestalten. Diese wurden wie in Trebnitz gemeinsam präsentiert und ausgewertet. Auch in Armenien folgte zum Abschluss der Planspiels eine Reflektions- und Evaluationsphase, in der die Anwendbarkeit der Ergebnisse und Kenntnisse aus Krapowa diskutiert wurden.

In der Evaluation wurde das Seminar sehr positiv bewertet, auch wenn sich zeigte, dass der Inhalt vor allem wegen der zusätzlichen Zeit für die Übersetzung weiter hätte entdichtet werden können. Abgesehen davon wurden das Konzept, die Inhalte und die Gruppendynamik von den meisten Beteiligten positiv bewertet.

Auswertungstreffen in Krzyżowa

Das Auswertungstreffen fand vom 31.10. bis zum 3.11.2014 in Krzyżowa (Polen) statt. Insgesamt nahmen sieben Personen an dem Treffen teil: 3 aus Deutschland / 2 aus Polen / 1 aus Armenien / 1 aus der Ukraine

Im dritten Projektteil trafen sich beteiligte Organisator_innen, Trainer_innen und einige Teilnehmer_innen, um eine Auswertung des Planspiels aus Perspektive der Trainer_innen vorzunehmen und dieses im Hinblick auf die Veröffentlichung und weitere Verwendung vorzubereiten. Anders als zunächst geplant konnte wegen Schwierigkeiten bei der Anreise nicht ein_e Vertreter_in von jeder Organisation am Evaluationstreffen teilnehmen; jedoch waren zumindest Teilnehmer_innen, Trainer und Organisatoren aus beiden Trainings anwesend, so dass eine sinnvolle Evaluation stattfinden konnte, in der vor allem die beiden Trainings verglichen wurden und daraus gewisse Änderungen am Szenario vorgenommen wurden. Das Ergebnis dieses Prozesses kann in drei Punkten zusammengefasst werden:

1. Das Grund-Szenario einer deindustrialisierten Kleinstadt in der Peripherie eines unbestimmten Landes ist ausgewogen und realistisch. Dies lässt sich etwa aus der Tatsache ableiten, dass in der Evaluation Teilnehmer_innen aus allen beteiligten Ländern angaben, sich in die Situation in Krapowa gut hineinversetzen zu können. Für das Grundsetting sowie die Spielercharaktere ergaben sich daraus also keine grundlegenden Änderungen.

2. Der Inhalt des Spiels muss stärker an die Zielgruppen angepasst werden: Von der Grundkonzeption her wurde das Spiel mit einer Zielgruppe von Aktivist_innen im Bereich der Nachhaltigen Entwicklung entwickelt worden. Auf den Trainings zeigte sich jedoch, dass diese Zielgruppe in Bezug auf Themeninteresse und praktischen Vor-kenntnissen sehr divers ist, so dass ein starrer Ablauf für das Planspiel nicht für jede Zielgruppe gleich gut geeignet ist. Das Spiel wurde daraufhin so umgestaltet, dass der Ablauf sich aus einzelnen Modulen zusammensetzt, die je nach Interesse und Vorkenntnisse der Zielgruppen zusammengestellt werden können.

3. Die Dynamik des Spiels generiert starke kommunikative Inhalte. Für alle Beteiligten war das hohe Niveau an Kreativität und Engagement der Teilnehmer_innen während des Planspiels überraschend und positiv. Während der beiden Trainings wurde eine Fülle an unterschiedlichen Medien erzeugt, etwa Blogs, kurze Videos, Plakate, Infografiken und Bilder. Diese Vielfalt sollte in der Projektpublikation wiedergegeben werden: einerseits als Anregung für interessierte Multiplikator_innen, welche Ideen im Rahmen des Planspiels Krapowa regelmäßig von Teilnehmer_innen realisiert werden. Andererseits als Spielmaterial, da die Publikation so gestaltet ist, dass sie als Wandzeitung den Seminarraum in dem Krapowa stattfindet, dekorieren kann.

Neben der erwähnten Wandzeitung (siehe Anhang) wurden auf dem Auswertungstreffen die Grundzüge für eine Website verabredet, die die Hauptplattform der Krapowa-Öffentlichkeitsarbeit darstellt. Dort befinden sich nicht nur die Spielmaterialien in einer Datenbank, sondern auch eine Dokumentation der vergangenen Krapowa-Projekte und deren Medienprodukte.

Fachtage in Berlin und Krzyzowa

Wie geplant wurde das Planspiel an zwei Fachtage in Deutschland und Polen der interessierten Fachöffentlichkeit vorgestellt. Dabei ging es einerseits darum, der Zielgruppe Multiplikator_innen die Grundzüge, Philosophie und Inhalte des Spiels nahezubringen, und andererseits, in einer Metadiskussion Stärken und Schwächen des Konzepts zu diskutieren und gegebenenfalls weiter anzupassen.

In Berlin fand der Fachtage am 18.11.2014 statt, in Krzyzowa/Polen am 9.12.2014. Beide Tage waren als eintägiges Seminar geplant, in denen das Spiel für 5 Stunden angetestet wurde, um im Anschluss in einer Metadiskussion ausgewertet und evaluiert zu werden. Es nahmen an beiden Tagen je etwa 25 Personen teil.

Die zuvor entworfene Modulstruktur wurde an beiden Fachtage erfolgreich angewandt, im ersten Fall sah der Ablauf nach Vorstellung und Bildung von Organisationen den Entwurf einer Kampagne vor, im zweiten Fall wurde ein neues Spielmodul getestet, in dem die Bildung der Organisationen leicht variiert wurde und anschließend eine Verhandlung über das Budget der Gemeinde simuliert wurde.

Dabei zeigte sich, dass in Kurzveranstaltungen das Konzept der Kombination von Planspiel und Workshop weniger gut gelingt als bei längeren Veranstaltungen, vor allem deswegen weil die Zeit des Kennenlernens und der Integration der Gruppe notwendigerweise sehr viel kürzer ist und dadurch Lerninhalte und Spielphasen, die stark auf Gruppendynamik und Teamwork beruhen, zurückgenommen werden müssen. Auf der anderen Seite wurden so das volle Potenzial und auch das Alleinstellungsmerkmal des Spiels Krapowa den Teilnehmer_innen demonstriert.

In Krzyzowa lösten wir dieses Problem durch die Einführung dynamischerer Spielelemente in Form einer Verhandlung über das Budget der öffentlichen Hand in Krapowa, in der sich die Teilnehmer_innen laut Szenario auf einen gemeinsamen Vorschlag einigten um diesen dem Stadtparlament vorzulegen. Dieses Verhandlungselement wurde allgemein positiv aufgenommen. Außerdem zeigte sich dadurch, dass die Modulstruktur wie angedacht ohne größeren Aufwand eine Anpassung der Spielinhalte an unterschiedliche Rahmenbedingungen zulässt.

In beiden Gruppen zeigte sich in der Metadiskussion großes Interesse und Offenheit gegenüber der Methode Planspiel und dem Szenario Krapowa. Durch den modularen Aufbau, und wegen der Tatsache, dass die Inhalte der Spiels gemeinfrei zur nichtkommerziellen Weiterverwendung und Nutzung freigegeben sind.

Diskussion

Die Bewertung des Erfolgs des Projekts Local in Global kann einerseits auf Ebene der Teilnehmer_innenevaluation erfolgen, andererseits durch Abgleich der Ergebnisse mit den vorab projektierten Zielen.

Der erste Punkt fällt hier sehr positiv aus: Nach Auswertung der schriftlichen und mündlichen Evaluation beider Trainings fällt auf, dass das Konzept, Planspiele in der Bildung für Nachhaltigen Entwicklung einzusetzen und diese mit Workshops für NGO-Handeln zu verknüpfen, von den Teilnehmer_innen wie oben erwähnt äußerst positiv aufgenommen wurde. Dies, in Verbindung mit der professionellen Organisation, die arbeitsteilig von den im Projekt involvierten Organisationen vorgenommen wurde, werten wir als Erfolg des Konzepts und des gesamten Projekts.

Im Hinblick auf die vorab gesteckten Ziele unterscheiden wir zwischen pädagogischen und inhaltlich-organisatorischen Zielen, wie oben in der Projektbeschreibung aufgeführt. Inhaltlich-organisatorisch stand wie erwähnt der Wille im Mittelpunkt, Trainings für NGO-Aktive aus ländlichen Regionen in Mittel- und Osteuropa anzubieten, die im Bereich der Bildung für Nachhaltigen Entwicklung Kernkompetenzen für effektives und nachhaltiges Handeln auf lokaler Ebene vermitteln. Aus pädagogischer Sicht ging es um die Entwicklung einer Methode, die einen Rahmen für diese Trainings erzeugt, der einerseits ein ebenes Spielfeld für alle Beteiligten unabhängig ihrer Vorkenntnisse einführt, andererseits einen geschützten Lernraum schafft, in dem sinnvoller, im echten Leben anwendbare Inhalte vermittelt werden.

Zu diesen Zielen muss gesagt werden, dass keine Methode für sich genommen Erfolg in jeder Situation und bei jeder Zielgruppe garantiert; die bewusste Entscheidung, Krapowa möglichst flexibel für mehrere denkbare Zielgruppen auszurichten, spielt hier sicherlich eine Rolle. Jedoch funktionierten die Spielmechanismen und das pädagogische Grundkonzept bei allen Einsätzen grundsätzlich sehr gut. Die Idee, durch die Einführung eines virtuellen Szenarios gleichzeitig Handlungschancen neu zu verteilen und Handlungen in Bezug auf deren negative Auswirkungen im richtigen Leben einzuhegen und dadurch einen geschützten Lernraum zu erzeugen, konnte unabhängig von der Dauer des Spiels und der Zusammensetzung der Zielgruppe erreicht werden. Die jeweils vermittelten Inhalte waren dabei zu unterschiedlich, als dass sich darüber eine pauschale Aussage treffen lässt; jedenfalls funktioniert das Prinzip gerade bei Personengruppen, denen grundlegende Prinzipien über ein gegebenes Thema vermittelt werden, sehr gut; wobei vereinzelt Bedenken geäußert wurden, dass das Spiel für sehr heterogene Zielgruppen in Bezug auf deren inhaltliche Vorkenntnisse nicht besonders gut geeignet scheint.

Dazu muss gesagt werden, dass keine Methode für sich alle pädagogischen Schwierigkeiten bei einem gegebenen Thema und einer gegebenen Gruppe aufheben kann, dass es in jedem Seminar Teilnehmer_innen gibt, die durch eine bestimmte Methode nicht erreicht werden, und dass in jedem Fall gut geschultes pädagogisches Personal mit der Durchführung eines solchen Trainings betraut werden soll. In dieser Hinsicht kann das Planspiel Krapowa als sehr flexibles, an unterschiedlichen Zielgruppen getestetes und weiterentwickeltes Werkzeug für Pädagog_innen dienen, das ideal mit den bereits vorhandenen methodischen und inhaltlichen Kenntnissen kombiniert werden kann.

In Bezug auf die Planung gab es kleinere, vor allem organisatorische Änderungen: So wurde das Evaluationstreffen wegen Überbuchung in Krzyzowa in den Sommermonaten auf Ende Oktober verlegt, die Fachtage fanden dementsprechend Mitte November bzw. Dezember statt, um die notwendigen Änderungen im Spielkonzept vorher abzuschließen. Dadurch ergab sich eine Verlängerung der Projektlaufzeit um einen Monat (bis zum 31.1.2015).

Die Kooperation mit den Partnerorganisationen im Netzwerk verlief äußerst zufriedenstellend. Mit der Kreisau-Initiative e.V. im Zentrum des Netzwerkes in der Rolle der koordinierenden Organisation übernahmen alle Projektpartner im Rahmen ihrer Möglichkeiten und Kompetenzen Aufgaben. Auf diese Art und Weise konnte sichergestellt werden, dass einerseits die Trainings einen starken Bezug zu lokalen Projekten aufwiesen, andererseits Informationen über die Projekte in den Netzwerken der jeweiligen Partnerorganisationen in sechs Ländern an die interessierte Öffentlichkeit gelangen.

Öffentlichkeitsarbeit

Öffentlichkeitsarbeit war ein zentraler Bestandteil des Projekts Local in Global und betraf nicht nur die konkret durchgeführten Trainings, sondern auch die Spielmaterialien und das Konzept Planspiele als Methode in der BNE.

Die Trainings sowie die Fachtage wurden im Vorfeld auf den Homepages und in den Netzwerken aller beteiligten Organisationen in sechs Ländern (Armenien, Deutschland, Georgien, Moldau, Ukraine, Polen) beworben: einerseits, um Teilnehmer_innen zu werben, andererseits, um Berichte über die Veranstaltungen zu verbreiten. Dabei war besonders hilfreich, dass an allen Projekten ein professioneller Fotograf anwesend war, der die Trainings dokumentierte (Auswahl der Fotos siehe Anhang). Für Deutschland betrifft dies etwa diverse Email-Verteilerlisten, die regelmäßig von der Kreisau-Initiative mit Informationen bespielt werden (zB. JOE-Liste, ASF-Liste, GFPS, Reflect, NGO.pl).

Für das Gesamtprojekt wurden zwei Publikationen erstellt: eine Homepage und eine Zeitung. Die Zeitung wurde so konzipiert, dass sie als Wandzeitung in eine Ausstellung verwandelt werden kann, um etwa einen Seminarraum für die Durchführung des Planspiels zu dekorieren. Die Homepage enthält alle Spielmaterialien, ein interaktives Wiki, sowie Dokumentationen vergangener Krapowa-Projekte. Darüber hinaus wurde während des Planspiels eine große Menge an Inhalten produziert, die sich für die Öffentlichkeitsarbeit in den sozialen Medien bestens eignen. Dazu gehören etwa Blogs der einzelnen gegründeten Organisationen, aber auch Twitter-Einträge mit dem Hashtag #Krapowa, sowie Videos auf Youtube und Facebookgruppen. In allen Publikationen wurde, so weit möglich, mit Logo und Hinweis auf die Förderung durch die DBU hingewiesen.

Die Veröffentlichungen richten sich an unterschiedliche Zielgruppen: Wir haben sowohl Trainer_innen, die das Planspiel mit einer Gruppe selbst durchführen wollen, als auch ehemalige und zukünftige Teilnehmer_innen im Blick. Die Zeitung ist etwa so konzipiert, dass sie (im Außenteil) über das pädagogische Konzept von Krapowa informiert. Der Innenteil ist dagegen grafisch ansprechend aufbereitet und soll einen ersten Eindruck davon vermitteln, wie es ist „Bürger von Krapowa zu sein“.

Die Homepage ist so angelegt, dass Interessierte an den Inhalten leicht partizipieren können. Dazu gehört ein Abschnitt, in der vergangene Krapowa-Ausgaben dokumentiert werden, sowie ein Wiki, in dem jede_r Interessent_in Artikel über das Spiel verfassen können. Auf diese Art und Weise möchten wir sicherstellen, dass die Spielinhalte laufend erweitert und angepasst werden und so möglichst viele Personen an der Weiterentwicklung des Planspiels teilnehmen. Dies stellt ein gewisses Verantwortungsgefühl der Beteiligten gegenüber den erarbeiteten Ergebnissen sicher (Ownership), außerdem sorgt die kontinuierliche Weiterentwicklung für eine Verwendung der Projektergebnisse auch über den unmittelbar Beteiligten Personenkreis hinaus.

Zur Fortführung des Projekts sind bereits weitere Trainings geplant: 2015 wird Krapowa von der Kreisau-Initiative e.V. bei zwei internationalen Jugendbegegnungen sowie einem Training eingesetzt werden; weitere ähnliche Projekte sind geplant. Auch Netzwerkpartner der Kreisau-Initiative planen, Krapowa als Methode in der Bildung für Nachhaltige Entwicklung zu verwenden.

Für uns ist die Tatsache besonders positiv, dass ehemalige Teilnehmer_innen von Projekten berichten, in denen Krapowa-inspirierte Inhalte und Methoden zum Einsatz kommen: So wurde von einer ehemaligen Teilnehmerin aus der Ukraine in Kiel eine Karte mit einem Fahrrad-Stadtrundfahrt entworfen, die nachhaltige Projekte in der Stadt markiert. Dabei wurden Elemente aus dem Kampagnen-Workshop verwendet. Eine deutsche Teilnehmerin berichtete von ihrem Vorhaben, am Beispiel Krapowa im Rahmen ihres Studiums eine Masterarbeit über nachhaltige lokale Projekte zu verfassen.

Fazit

Insgesamt können wir für das Projekt Local in Global ein positives Fazit ziehen. Die beiden Trainings waren in Hinblick auf Organisation, pädagogischer Zielsetzung, Durchführung und Ergebnissen außergewöhnlich erfolgreich, was sich vor allem an den positiven Rückmeldungen der Teilnehmer_innen bemisst.

Das pädagogische Konzept in Verbindung mit der Zielsetzung, inhaltlich anspruchsvolle Trainings für Aktive lokal agierender NGOs anzubieten, ist gut aufgegangen. Der holistische Ansatz, das Planspiel in mehreren Trainings an unterschiedlichen Fachtagen zu testen und systematisch weiterzuentwickeln, führte dabei zu einem sehr zufriedenstellenden Ergebnis, das in unterschiedlichen Kontexten anschlussfähig ist und kontinuierlich weiterentwickelt werden kann.

Als besonders positiv erwies sich die starke Betonung öffentlichkeitswirksamer Elemente während des gesamten Projekts. Unter Mithilfe aller beteiligten Organisationen wurden Informationen über die einzelnen Trainings und das Planspiel selbst in sechs Ländern verteilt, teilweise in unterschiedlichen Sprachen. Die von Anfang an in das Projekt mit einbezogene Homepage und die Projektveröffentlichung passen gut zu dem gesamten Konzept und sind von der Gestaltung her sehr hochwertig und ansprechend.

Literaturangaben

Projekthomepage: www.krapowa.org

Homepage der Kreisau-Initiative e.V.: www.kreisau.de

Anlagen/Anhang

1. Zukunftsspiel Trebnitz, 7. – 15.6.2014

- Ausschreibung
- TN-Info
- Ablaufplan
- Teilnehmerliste
- Fotos

2. Local in Global Tsaghkadzor/Armenien, 19.-27.7.2014

- Ausschreibung
- TN-Info
- Ablaufplan
- Teilnehmerliste
- Fotos

3. Auswertungstreffen Krzyżowa, 31.10.-3.11.2014

- TN Info
- Fotos

4. Fachtag Deutschland, 15.11.2014

- Ausschreibung
- Ablaufplan
- Fotos

5. Fachtag Polen, 09.12.2014

- Ausschreibung
- Ablaufplan
- Fotos

6. Spielmaterial

- Szenario
- Rollenprofile
- Module

7. Publikationen

- Zeitung
- Homepage



LOCAL IN GLOBAL – FUTURE GAME

Simulation on Sustainable Development,
Trebnitz, Germany

June 7th – 15th, 2014

Sustainable development is a well-sounding buzzword that seems to be a concept without alternative, to which everyone agrees. But in practice, sustainability is hard to achieve, especially in deprived rural areas where social and economic hardships are used as an argument against sustainable development. We believe that an active civil society can help overcome this deadlock between economic interests on the one hand and reasonable sustainable development on the other.

Local in Global – Future game is a week-long youth encounter which tackles the challenges in actual implementation of sustainable development. This training is a bit different from what you might have seen before in international youth exchanges, university, or the like: Instead of boring you with workshops and gray theory all day long, we organize the lectures in the form of a simulation game to provide a framework for you to actually implement ideas and try out different forms of NGO activity tools, including public relations, project management, and fundraising.

Core element of the seminar are workshop units during the simulation game, in which key skills for everyday NGO work, such as public relations, fundraising and project management, will be taught. Within the context of the game, participants will apply their knowledge to draft campaigns and project proposals in small groups.



Requirements for participation

- **Age: 18-25**, Residence in one of the partner countries (DE, PL, UA, MD)
- Interest/Experience in **sustainable development, NGO work, rural development**
- **Fluent English**
- Registration online at <http://tinyurl.com/m6rtaqk> or via mail
- **Costs of participation:** 80 EUR (DE), 160 PLN (PL)
70 Percent of travel costs can be reimbursed upon request when providing valid travel documents// Discount

Short Facts

- Date, Location: 7.-15.6.2014, Trebnitz, Germany (c. 40 km north-east of Berlin)
- Target Group: 30 young persons (age 18-25) from Poland, Germany, Moldova, Ukraine
- Partner Organizations:
Schloss Trebnitz Bildungs- und Begegnungsstätte e.V. (Germany)
Kreisau-Initiative e.V. (Germany)
Fundacja Krzyżowa dla Porozumieniu Europejskiego (Poland)
Youth NGO ISKRA (Ukraine)
Young Journalist's Center of Moldova (Moldova)
- Topics: Education for sustainable development, simulation/role game as a teaching method

Draft Program

Day 1, Saturday, June 7th welcome!

Afternoon: Meeting Point in Berlin, transfer to the hostel, introduction to the program
Evening: integration evening

Day 2, Sunday, June 8th: Sustainable Development

Morning: Check-out, transfer to Trebnitz, Check in
Afternoon: Integration Exercises
Workshop Session: Sustainable Development
Evening: Movie "Waste Land", Discussion

Day 3, Monday, June 9th: Sustainable Development/Anti-Bias

Morning: Lecture on Sustainable Development
Afternoon: Identity Molecules
Discussion: fostering diversity vs. recognizing discrimination
Evening: World Village

Day 4, Tuesday, June 10th: Site visits, Examples of good practice

Morning: Departure to sustainable projects in the region, picnic on the road
Afternoon: Return to Trebnitz

Day 5, Wednesday, June 11th: Krapowa Day 1

Morning: Formation of organizations/alliances
Afternoon: Workshop: Teambuilding and negotiation training
Formation of an umbrella organization (civil society council)
Evening: Krapowa Idol: Evening of Talents

Day 6, Thursday, June 12th: Krapowa Day 2

Morning: Scenario: Planned shut-down of Krapowa youth center
Workshop: Public Relations for NGOs/Social Media campaigning
Afternoon: Time to draft a campaign
Civil Society Council: Presentation of campaigns, discussion/vote
Evening: Short Recap round, briefing



Day 7, Friday, June 13th: Krapowa Day 3

Morning: Activity for the day: Call for applications by local sustainable development foundation
Workshop: Fundraising/ project management
Afternoon: Time to draft concepts, preparation of the city festival
Evening: Krapowa City Festival (organized by the participants)

Day 8, Saturday, June 14th: Krapowa Day 4

Morning: Civil Society Council Session: Presentation of concepts, discussion/vote
End of the role game, recap/evaluation session
Afternoon: Open Space: Lessons learned during the workshops,
Planning ahead for future cooperation projects

Day 9, Sunday, June 15nd: Goodbye!

Morning: Evaluation Session
Afternoon: Check-Out, Departure



Dear Anna, Charlotte, Iaroslav, Iryna, Iryna, Jessica, Joanna, Marta, Maryna, Nataliia, Olesia, Olga, Tetiana, Thessa, and Vladyslav!

Welcome again to our project "Local in Global: Future Game"! I hope you are as excited about the project as we are, I am sure that it will be a really unique experience both for you as well as for us as trainers/organizers. In this mail, we send you some information on the project as well as important organizational issues, so please take the time to read everything carefully.

ABOUT THE PROJECT

As you know, this training is a bit different from what you might have seen before in international youth exchanges, university, or the like. Instead of boring you with workshops and gray theory all day long, we organized the lectures in the form of a simulation game to provide a framework for you to actually implement ideas and try out different forms of NGO activity tools, including public relations, project management, and fundraising. In the attachment, you find the **current version of the program**. We put an online version of the program into an etherpad, where you can leave your comments or questions, check it out: <http://pad.ju-gendinfo.de/ccGs2D4Yts> or email your comments to me, of course.

ABOUT US

Here you can find a little bit more information about the organizations behind the project:

- Kreisau-Initiative, the organization behind the project: <http://www.kreisau.de/en/>
- Schloss Trebnitz, the place where we will be staying at: <http://www.schloss-trebnitz.de/en/>
- These are our project partner organizations from Ukraine and Moldova, respectively: Youth NGO ISKRA (<http://ngo-iskra.org.ua/>) and Young Journalist's Center of Moldova (<http://ctj.md/>)

Both Kreisau-Initiative and Schloss Trebnitz are German-based NGOs in the field of youth exchange and adult education, who cooperate for years especially in trainings tackling education for sustainable development. Local in Global has been implemented for a number of years already, although the simulation game is a brand new development from an expert workshop last year. A number of organizations, including the **European Union Youth in Action Program and DBU- German Foundation for the Environment**, supports this project.

I also set up a facebook group for the project, if you have questions or, or want to get in touch with the other participants before the start of the project, feel free to join:

<https://www.facebook.com/groups/1415804975363856/>





TRANSPORT

If you have not done it yet, please organize your transport to/from Berlin. Make sure you **arrive before 16:00 on June 7th**, and **leave after 13:00 on June 15th** to be able to attend the whole program. Remember that you **are eligible to return of 70% of travel costs** only if you can **provide original tickets/recipes**, so don't throw them away (this goes especially for boarding passes in case you travel by plane!). **Please drop me a short mail with your arrival time in Berlin.** In the attachment, you can find a travel costs refund form; please check also a sample form here with instructions on how to fill it in: <http://tinyurl.com/kchr73c>

- **The first night (June 7th) we spend in a Hostel in Berlin**, so that you won't have to worry about finding the way to Trebnitz on your own. This is the hostel's address:

City Hostel Berlin
Glinkastr. 5-7
10117 Berlin

As soon as you arrive in Berlin, you can check in on your own (rooms will be ready from 14:00).

In case live in Berlin, you can of course also sleep at home, but if you do so please tell me so in advance. In any case, make sure to come to the **hostel at 16:00** for the welcome session.

SCHLOSS TREBNITZ

During the project, we will be accommodated in an actual castle about 45 km outside of Berlin. You will have 2 or 3 bed rooms with bathrooms, bed linen and towels will be provided. It is really nice and pleasant, but since it's on the countryside, there is no real opportunity for shopping – so make sure to get everything you need in Berlin before our departure. Of course, we will provide food and drinks during the project; there is also a possibility to buy some snacks and beverages at the kitchen; and on the weekends, local students run a cafeteria with truly excellent coffee just next door.

LAST BUT NOT LEAST...

Please check if you have already transferred the participation fee to the account of Schloss Trebnitz. Here is the data again:

Schloß Trebnitz BBZ e.V.

IBAN: DE44170540403601321822

BIC: WELADED1MOL

Reference: Local in Global + your name



In case you don't have an account in EUR, please contact me so that we can work out a solution to avoid transaction costs. In any case, make sure to execute the transaction until the **end of next week (23.5.2014).***

* For Ukrainian and Moldovan participants: Participation fee will be deducted from the travel cost reimbursement, so don't worry about it ☺

That's it for the moment. Have a nice weekend, and see you soon on Berlin!

Vinzenz

(for the organizing team)

LOCAL IN GLOBAL: FUTURE GAME TREBNITZ, JUNE 7th – 15th, 2014

DRAFT PROGRAM

Day 1, Saturday, June 7th: Welcome!

17:00	Short walk around the city
18:30	Dinner
20:30	Presentation of the program

Day 2, Sunday, June 8th: Sustainable Development

08:00	Check-out,
08:30	Meeting in the lobby, train transfer to Trebnitz
11:00	Arrival at Trebnitz, Check in, Integration exercises
13:00	Lunch
15:00	Identity Molecules
18:30	Dinner
20:00	Movie Evening: Waste Land

Day 3, Monday, June 9th: Sustainable Development/Anti-Bias

09:00	Lecture: Sustainable Development and the Civil Society
13:00	Lunch
15:00	Workshop on Sustainable Development
18:30	Dinner

Day 4, Tuesday, June 10th: Examples of good practice

09:30	Departure to Buckow
10:00	Arrival, guided tour through the "Swiss House"
11:00	Presentation/Discussion of EU-financed projects in the region (LEADER projects)
12:30	Lunch
	free time (shopping, hiking, swimming...)
17:30	Return to Trebnitz
18:30	Dinner
20:00	Welcome to Krapowa! Introduction to the simulation game, distribution of role profiles

Day 5, Wednesday, June 11th: Krapowa Day 1

09:00	Intro-Session Krapowa
13:00	Lunch
15:00	Work in small groups: Formation of organizations and alliances
17:00	constitution of civil society umbrella organization
18:00	dinner
19:30	Presentation of organization profiles

Day 6, Thursday, June 12th: Krapowa Day 2

09:00	Presentation of the scenario for the day: Drafting of a public awareness campaign
10:00	Workshop Phase 1: NGOs in the Social Media/ Photography Time to work
13:00	Lunch
15:00	Workshop Phase 2: NGOs in the Social Media/ Photography Time to work
17:15	Session of the civil society umbrella organization
18:30	Dinner
20:00	Presentation of the campaign projects, jury examination

Day 7, Friday, June 13th: Krapowa Day 3

- 09:00 Scenario for the day: Fundraising and Project management
- 10:00 Workshop Phase 1: Fundraising/Project Management
- 13:00 Lunch
- 15:00 Workshop Phase 2: Fundraising/Project Management
- 18:30 Dinner
- Time to finalize project proposals

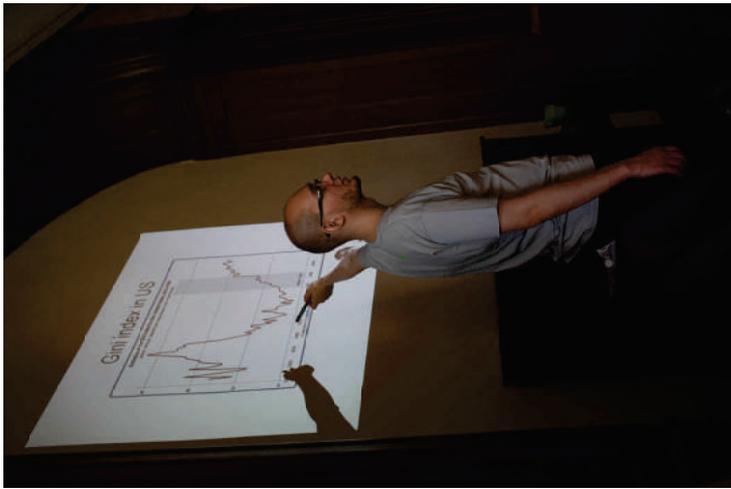
Day 8, Saturday, June 14th: Krapowa Day 4

- 09:00 Session of civil society umbrella organization
- Presentation of project proposals
- Feedback by trainers
- Voting on proposals
- 11:00 Official end of role game, evaluation
- 13:00 Lunch
- 15:00 Open Space: Transfer of knowledge to real life situations, cooperation projects
- Preparation of intercultural evening
- 18:30 Intercultural evening

Day 9, Sunday, June 15th: Goodbye!

- 10:00 Check Out
- 10:30 What have we learned? Evaluation session
- 12:30 Group picture
- 13:00 Lunch, departure











Kreisau-Initiative

Kreisau-Initiative e.V.
c/o Allianz AG
An den Treptowers 3
12435 Berlin
Tel. +49 (30) 53 83 63 63
Fax +49 (30) 53 02 79 23
www.kreisau.de

Vinzenz Kratzer
Project Coordinator

kratzer@kreisau.de

Berlin, 26.02.14

LOCAL IN GLOBAL TRAINING FOR NGO ACTIVISTS

**Yerevan/Tsaghkadzor (Armenia),
July 19th – 27th, 2014**

SHORT FACTS

- 30 participants from Armenia, Georgia, Germany, Poland, 4 staff
- Requirements: Residence in one of the program countries, interest/experience in topics like **sustainable development, local initiatives**, (professional/volunteer experience in NGOs is a plus), **fluency in English or Russian**
- Topics: Education for sustainable development, training of practical skills for NGO activists, structured in a simulation game
- Participation Fee: 100 EUR (for German participants), 200 PLN (for Polish participants). Reimbursement of 70% of travel costs (upon request).
Register deadline: April 30th, 2014
Online Registration Form: <http://tinyurl.com/k86afwh>

ABOUT US

Kreisau-Initiative e.V. is a German-Polish NGO in the field of youth exchange and adult education. Education for sustainable development is one working subject of the initiative. We are focusing on a connection between innovative pedagogic concepts, such as Anti-Bias or diversity management and education for sustainable development. According to United Nations millennium goals, we follow a holistic approach to sustainability, which includes in our understanding ecologic, economic and social aspects.

Local in Global is a training for youth workers, activists or trainers active in the field of sustainable development, especially in deprived rural areas. It has been planned and implemented with the generous support of the following partner organizations: Schloss Trebnitz Bildungs- und Begegnungsstätte e.V. (Germany), Fundacja Krzyżowa (Poland), Millennium Association (Armenia), Foundation for Sustainable Development (Armenia), Tkibuli District Development Fund (Georgia).

Die Kreisau-Initiative e.V. ist ein gemeinnütziger Verein, der die Begegnungsstätte in Kreisau/Krzyżowa (Polen) seit 1989 ideell und finanziell unterstützt.

Vorstand: Ole Jantschek (Vorsitzender), Annemarie Cordes, Kathrin Hattenhauer, Paulina Jonczynski, Dr. Klaus Pumberger,

Geschäftsführer: Daniel Wunderer

Vereinsregister: Amtsgericht Charlottenburg

Geschäftskonto

Commerzbank AG BLZ 100 800 00 Kto Nr. 4 09 71 66 00

Wir freuen uns über Spenden auf unser Konto.

Postbank AG Berlin BLZ 100 100 10 Kto Nr. 5 17 18 31 06

Spenden sind steuerlich abzugsfähig.



Kreisau-Initiative

LOCAL IN GLOBAL

In our experience, especially in Central and Eastern Europe, there is a great need for sustainable development of structurally weak rural areas. Lack of social and economic infrastructure, demographic change, ecologic problems and generally little perspectives for younger people reinforce each other and call for innovative, sustainable solutions on a local level. Main aim of the project is, to empower local initiatives to construct and implement such solutions. The training has been so far conducted in Germany and Poland, with participants from many Central and Eastern European countries, including Moldova, Ukraine, Armenia, and Georgia.

MANAGING DIVERSITY

Target groups that are heterogeneous in regard to nationality, age, gender, professional status, and so on, produce very innovative project outcomes, if the conditions are set right and diversity is well moderated. The reason for this is that different perspectives on a problem deepen the collective insight of the group and make a solution strategy more viable. On the other hand, in the real world, diversity connects the learning experience to real world conditions, where every project starts with the challenge to make people with different backgrounds work together. In fact, one of our core values as an NGO is, to recognize diversity as a positive phenomenon.

Methodically, we are managing this with the help of two quite different pedagogic schools of practice: Anti-Bias and simulation games. Anti-Bias is an approach which helps participants to recognize structures that create inequality and discrimination in everyday situations. In general, participants of international trainings, even more so if they are active in NGOs, support ideas of equality and respect. Anti-Bias methods can help them to reflect their everyday behavior, and to recognize deep underlying structures of inequality and power structures.

WELCOME TO KRAPOWA

Inequality, more in technical terms, is a certain challenge for diverse groups when it comes to trainings for professional skills that are useful in everyday NGO work, such as public relations and campaigning, project management, or fundraising. In general, such trainings work best when every participant works on a project that they have started already, which is very often not the case. Also, of course, the prior experience in the field is very different given the different professional status of participants. Our solution to this is, to embed the trainings in a simulation game.

The custom-designed game "Krapowa" foresees a scenario, where participants represent civil society actors in a small town, which undergoes structural changes. The round-based scenario is pretty flexible, in general, different challenges are posed to the actors, on which participants have to react: The city youth center will be closed, a new maintenance concept for the municipal theater should be drafted, or a call for applications for funding by a local foundation is



Kreisau-Initiative

published. In between the different phases of the game, generally consisting of negotiation, drafting and implementation of solutions, participants will be taught practical skills in trainings: For example, how to draft an application for funding to a foundation, or how to organize a social media campaign against the shut-down of the local hospital.

The basic idea is that with the combination of training and role game, inequalities in the group caused by different prior experiences in the field can be balanced out. In general, we aspire to create a learning atmosphere where every participant can contribute according to their skills, experience self-efficacy by the prompt implementing of (workshop) ideas in (simulated) reality, and learn a handful of new skills, both from the trainers, and from the other participants.

REQUIREMENTS FOR PARTICIPATION

- Age: minimum 18 years, no upper age limit
- Fluent English or Russian
- Interest/prior experience in sustainable development, NGO activism
- Legal residence in Germany, Poland, Armenia, Georgia (applications from Armenia and Georgia will be handled by the partner organizations)
- Costs for participation: GER 100 EUR, POL 200 PLN, ARM/GEO free.
Reimbursement of 70 Percent of travel costs upon request (if travel documents are provided)
- Registration until 30th of April: <http://tinyurl.com/k86afwh>
or via mail (kratzer@kreisau.de)



Kreisau-Initiative

DRAFT PROGRAM

Day 1, Saturday, July 19th: Welcome!

- Morning: Arrival at Yerevan, bus transfer to Tsaghkadzor, Check-In
Afternoon: Getting to know each other, group-building exercises
Evening: Welcome Barbecue

Day 2, Sunday, July 20th: Sustainable Development

- Morning: Introduction into the Program, Expectations/Fears
Afternoon: Lecture: Sustainable Development
World Café Discussion: Good practice examples from our communities
Evening: Movie "Waste Land", Discussion

Day 3, Monday, July 21st: Best Practice/Anti-Bias

- Morning: Identity Molecules
Discussion: fostering diversity vs. recognizing discrimination
Afternoon: Field trip to sustainable projects in the region
Evening: Return to Tsaxhador
Introduction into the Scenario of Krapowa, distribution of role profiles

Day 4, Tuesday, July 22nd: Krapowa Day 1

- Morning: Formation of organizations/alliances
Afternoon: Workshop: Teambuilding and negotiation training
Formation of an umbrella organization (civil society council)
Evening: Krapowa Idol: Evening of Talents

Day 5, Wednesday, July 23rd: Krapowa Day 2

- Morning: Scenario: Planned shut-down of Krapowa youth center
Workshop: Public Relations for NGOs/Social Media campaigning
Afternoon: Time to draft a campaign
Civil Society Council: Presentation of campaigns, discussion/vote
Evening: Short Recap round, briefing



Kreisau-Initiative

Day 6, Thursday, July 24th: Krapowa Day 3

- Morning: Activity for the day: Call for applications by local sustainable development foundation
Workshop: Fundraising/ project management
- Afternoon: Time to draft concepts
- Evening: Civil Society Council Session: Presentation of concepts, discussion/vote

Day 7, Friday, July 25th: Krapowa Day 4

- Morning: Preparation of Krapowa City Festival
End of the role game, recap/evaluation session
- Afternoon: Open Space: Lessons learned during the workshops,
Planning ahead for future cooperation projects
- Evening: Krapowa City Festival (organized by participants)

Day 8, Saturday, July 26th: Yerevan

- Morning: Check-Out, Bus transfer to Yerevan
- Afternoon: Guided City Tour, Project Visits
Free time

Day 9, Sunday, July 27th: Goodbye!

- Morning: Evaluation,
Check-Out, Group Picture
- Afternoon: Transfer to the airport



Kreisau-Initiative

LOCAL IN GLOBAL

Тренинг для активистов НКО

Ереван/Цахкадзор (Армения),
19 – 27 июля 2014 года

Kreisau-Initiative e.V.
c/o Allianz AG
An den Treptowers 3
12435 Берлин, Германия
Тел. +49 (30) 53 63 63 63
Факс +49 (30) 53 02 79 23
www.kreisau.de

Винценц Кратцер
Координатор проектов
kratzer@kreisau.de

Берлин, 26.02.14

КРАТКОЕ ОПИСАНИЕ

- 30 участников из Армении, Грузии, Германии, Польши, 4 организатора
- Требования: Проживание в одной из стран программы, заинтересованность/ опыт в таких темах, как **устойчивое развитие, местные инициативы**, (профессиональный/ волонтерский опыт работы в НКО является преимуществом), **свободное владение английским или русским языками**
- Темы: Просвещение в сфере устойчивого развития, обучение практическим навыкам представителей НКО с помощью симуляционных игр
- Взнос участников: 100 евро (для участников из Германии), 200 злотых (для участников из Польши). Возмещение 70% транспортных расходов (по запросу).
Срок подачи заявок – до 30 апреля 2014 года.
Регистрационная форма онлайн: <http://tinyurl.com/k86afwh>

О НАС

Kreisau-Initiative e.V. (Инициатива Кшижова) – это немецко-польская НКО, работающая в сфере молодежного обмена и образования взрослых. Образование в сфере устойчивого развития – одно из рабочих направлений инициативы. Мы соединяем инновационные педагогические концепции, такие как Анти-биас или управление многообразием, с просвещением в сфере устойчивого развития. Согласно Целям развития тысячелетия ООН, мы следуем холистическому подходу к устойчивому развитию, которое в нашем понимании включает в себя экологические, экономические и социальные аспекты. Проект Local in Global – это тренинг для молодых профессионалов, активистов или тренеров, вовлеченных в сферу устойчивого развития, особенно в отдаленных сельских районах.

Проект был разработан и реализован при активной поддержке следующих партнерских организаций: Schloss Trebnitz Bildungs- und Begegnungsstätte e.V. (Германия), Fundacja Krzyżowa (Польша), Millennium Association (Армения), Foundation for Sustainable Development (Армения), Tkibuli District Development Fund (Грузия).



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LOCAL IN GLOBAL

Исходя из нашего опыта, особенно в Центральной и Восточной Европе существует большая потребность в устойчивом развитии структурно слабых сельских регионов. Отсутствие нормальной социальной и экономической инфраструктуры, демографические изменения, экологические проблемы и в целом небольшие перспективы для молодых людей, усиливая значение друг друга, требуют реакции в виде инновационных, устойчивых решений на местном уровне. Главной целью проекта является поддержка местных инициатив по разработке и внедрению подобных решений. Семинар уже проводился в Германии и Польше для участников из разных Центрально- и Восточно-Европейских стран - таких, как Молдова, Украина, Армения и Грузия.

УПРАВЛЕНИЕ МНОГООБРАЗИЕМ

Целевые группы, которые являются гетерогенными с точки зрения гражданства, возраста, гендера, профессионального положения и т.д., производят инновационные идеи в рамках проектов в том случае, если правильно созданы условия и процесс взаимодействия такой гетерогенной группы хорошо модерируется. Обоснованием этому является то, что различные перспективы углубляют коллективное понимание группы и делают стратегии разрешения проблем более жизнестойкими. С другой стороны, в реальном мире разнообразие соединяет теоретические знания с реальными всемирными условиями, где каждый проект начинается с того, что необходимо организовать совместную работу людей с различным опытом. Фактически, одной из наших основных ценностей как НКО является рассмотрение разнообразия как положительного феномена.

Методически мы реализуем это с помощью двух практик, принадлежащих к достаточно разным педагогическим школам: Анти-биас и симуляционных игр. Анти-биас – это подход, который позволяет участникам распознавать структуры, которые создают неравенство и дискриминационные ситуации в повседневной жизни. В целом, участники международных семинаров, особенно если они активны в НКО, поддерживают идеи равноправия и взаимоуважения. Методы Анти-биас могут помочь им отразировать свое повседневное поведение и распознать заложенные глубоко дискриминационные и властные отношения.

ДОБРО ПОЖАЛОВАТЬ В КРАПОВА

Неравенство, больше в техническом плане, является определенным вызовом для групп с внутренней гетерогенностью, когда речь идет о тренингах в сфере профессиональных навыков, необходимых в повседневной работе НКО, таких как связи с общественностью и проведение кампаний, проектный менеджмент или фандрайзинг. В целом, такие тренинги проходят лучше, если каждый участник работает над проектом, который он уже начал реализовывать, что часто не соответствует действительности. Также, конечно, предшествующий опыт участников в конкретной сфере очень отличается в зависимости

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Kreisau-Initiative

от профессионального статуса. Наше решение заключается в помещении тренинга в условия симуляционной игры.

Специально разработанная игра «Крапова» предлагает сценарий, по которому участники представляют акторов гражданского общества в маленьком городке, который подвергают структурным изменениям. Основанный на раундах сценарий, в целом достаточно свободен, перед актерами ставятся различные задачи, которые они должны решать. Городской молодежный центр будет закрыт, должна быть разработана новая концепция поддержания работы муниципального театра или открыт конкурс заявок в местный фонд на финансирование. Между разными фазами игры, преимущественно состоящими из переговоров, разработки и внедрения решений, участников обучат практическим навыкам в режиме тренинга. Например, как разработать заявку на финансирование в фонд или как организовать социальную медиа-кампанию против закрытия местной больницы.

Основная идея заключается в том, что при помощи комбинирования тренинга и ролевой игры, неравенство в группе, вызванное предшествующим опытом в сфере, может быть сбалансировано. В целом, мы стремимся создать обучающую атмосферу, в которой каждый участник может внести свой вклад, согласно его навыкам, опробовать собственную эффективность в непосредственном применении идей (семинара) в (моделируемой) реальности и научиться новым навыкам - как от тренеров, так и от других участников.

ТРЕБОВАНИЯ К УЧАСТНИКАМ

- ➔ Возраст: минимум 18 лет, верхнего ограничения по возрасту нет
- ➔ Свободное владение английским или русским языком
- ➔ Интерес/ опыт в сфере устойчивого развития, участие в работе НКО
- ➔ Официальное проживание на территории Германии, Польши, Армении, Грузии (заявки на участие из Армении и Грузии будут рассматриваться партнерскими организациями)
- ➔ Стоимость участия: Германия - 100 EUR, Польша - 200 PLN, Армения и Грузия - бесплатно.
Возмещение 70% транспортных расходов по запросу (если предоставлены все необходимые билеты)
- ➔ Регистрация участников – до 30 апреля по ссылке: <http://tinyurl.com/k86afwh> или по e-mail (kratzer@kreisau.de)

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Kreisau-Initiative

ПРОГРАММА (предварительная)

1 День, 19 июля (суббота): Добро пожаловать!

Утро: Прибытие в Ереван, трансфер автобусом до Цахкадзор, заселение в отель
День: Знакомство, упражнения на построение группы
Вечер: Первый совместный вечер, шашлык

2 День, 20 июля (воскресенье): Устойчивое развитие

Утро: Введение в программу, ожидания и опасения
День: Лекция: Устойчивое развитие
Дискуссия о международном опыте: Примеры хороших практик из наших стран и сообществ
Вечер: Фильм "Свалка", дискуссия

3 День, 21 июля (понедельник): Лучшие практики / Анти-биас

Утро: Молекулы идентичности
Дискуссия: содействие многообразию vs. признание дискриминации
День: Поездка-знакомство с проектами в сфере устойчивого развития в регионе
Вечер: Возвращение в Цахкадзор
Введение в игру Крапова, распределение ролей

4 День, 22 июля (вторник): Крапова – День 1

Утро: Создание организаций / альянсов
День: Семинар: Тренинг по построению команды и переговорам
Образование зонтичной организации (Совет гражданского общества)
Вечер: Кумир Крапова: Вечер талантов

5 День, 23 июля (среда): Крапова – День 2

Утро: Сценарий: Запланированное закрытие Молодежного центра Крапова
Семинар: Связи с общественностью для НКО / Проведение социальных медиа-кампаний
День: Время для разработки кампании
Совет гражданского общества: Презентация кампании, дискуссия / голосование
Вечер: Краткое резюме по игре, брифинг

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6 День, 24 июля (четверг): Крапова – День 3

Утро: Задание на день: Конкурс заявок на финансирование от местного Фонда устойчивого развития.
Семинар: Фандрайзинг/ проектный менеджмент
День: Время для разработки концепции
Вечер: Сессия Совета гражданского общества: Презентация идей, обсуждение / голосование

7 День, 25 июля (пятница): Крапова – День 4

Утро: Подготовка городского фестиваля Крапова
Завершение симуляционной игры, оценка полученного в ходе игры опыта
День: Открытое пространство для обсуждения навыков и опыта, полученного в рамках семинаров
Планирование возможных совместных проектов
Вечер: Городской фестиваль Крапова (организованный участниками)

8 День, 26 июля (суббота): Ереван

Утро: Выезд из отеля, трансфер автобусом до Еревана
День: Организованная экскурсия по городу, визиты в рамках проекта
Свободное время

9 День, 27 июля (воскресенье): До свидания!

Утро: Оценка всего семинара,
выселение из отеля, групповое фото
День: Трансфер в аэропорт

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Kreisau-Initiative

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Vinzenz Kratzer
Project Coordinator

kratzer@kreisau.de

Berlin, 06.10.14

LOCAL IN GLOBAL

Tsagkadzor, 19.-27.7.2014

PROGRAM

Day 1, Saturday, July 19th: Welcome!

- 11:30 Meeting point with the bus at Republic Square in Yerevan (Ploshchad Respubliki) by the fountains
- 13:00 Arrival in Tsagkadzor, lunch
- 14:00 Check in
- 15:00 Introduction to the program
- 16:00 Getting to know each other, group-building exercises
- 18:00 Evening program

Day 2, Sunday, July 20th: Sustainable Development

- 09:00 Getting to know each other (2)
- 11:00 Identity Molecules
- 13:00 Lunch
- 15:00 Lecture: Sustainable Development, Discussion
- 19:00 Welcome BBQ

Day 3, Monday, July 21st: Best Practice

- 10:00 World Café Discussion: Good practice examples from our communities
- 13:00 Field trip to sustainable projects in the region
Free time, possibility to go swimming in lake Sevan

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Vorstand: Ole Jantschek (Vorsitzender), Annemarie Cordes, Kathrin Hattenhauer, Paulina Jonczynski, Dr. Klaus Pumberger

Geschäftsführer: Daniel Wunderer

Vereinsregister: Amtsgericht Charlottenburg

Geschäftskonto

Commerzbank AG BLZ 100 800 00 Kto Nr. 4 09 71 66 00

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Postbank AG Berlin BLZ 100 100 10 Kto Nr. 5 17 18 31 06

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- 18:00 Return to Tsagkadzor
Introduction into the Scenario of Krapowa, distribution of role profiles

Day 4, Tuesday, July 22nd: Krapowa Day 1

- 09:00 Warm-Up
- 09:30 Formation of Alliances
- 13:00 Lunch
- 15:00 Formation of Alliances (II)
- 16:00 Workshop on Team Building and Group formation
- 17.30 News Show
- 18:00 Dinner
- 20:00 Krapowa Idol: Evening of Talents

Day 5, Wednesday, July 23rd: Krapowa Day 2

- 09:00 Warm-Up
- 09:30 Scenario: Call for application for a project proposal
- 10:30 Workshop: Project Management
- 13:00 Lunch
- 15:00 Continuation: Workshop Project Management/Fundraising
- 18:00 Deadline for project proposals, News Show
- 18:30 Dinner
- 20:00 Discussion/Evaluation of projects

Day 6, Thursday, July 24th: Krapowa Day 3

- 09:00 Warm-up
- 09:30 Evaluation/feedback of project proposals
- 11:00 Workshop: campaign management (introduction)
- 13:00 Lunch

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- 15:00 Workshop campaign management/campaign design (in 2 groups)
17:30 News Show
18:00 Dinner
free time to work on campaign proposals

Day 7, Friday, July 25th: Krapowa Day 4

- 09:00 warm-up
09:30 Presentation of campaign proposals
11:00 Closing Session of Krapowa
13:00 Lunch
15:00 Open Space: Transferring Krapowa experiences into real life?
17:00 Evaluation Session
19:00 Krapowa International Festival

Day 8, Saturday, July 26th: Yerevan

- 09:00 Check-Out, Bus transfer to Yerevan
11:00 Check-In, Free time, possibility to visit projects & sight seeing
19:00 Farewell party (tba)

Day 9, Sunday, July 27th: Goodbye!

- 09:00 Check out
Afternoon: Transfer to the airport

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Vinzenz Kratzer
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Berlin, 25.03.15

LOCAL IN GLOBAL

Цахкадзор, 19.-27.7.2014

ПРЕДВАРИТЕЛЬНАЯ ПРОГРАММА

День 1, суббота, 19 июля: Добро пожаловать!

- 12:00 Встреча и отъезд автобусом от площади Республики в Ереване
14:00 Прибытие в Цахкадзор, заселение
15:00 Знакомство, упражнения на построение группы
18:00 Фильм/ Прогулка по окрестностям

День 2, воскресенье, 20 июля: Устойчивое развитие

- 09:00 Введение в программу, ожидания/ опасения
13:00 Обед
15:00 Лекция: Устойчивое развитие
19:00 Шашлык

День 3, понедельник, 21 июля: Лучшие практики

- 09:00 Молекулы идентичности
10:30 Дискуссия «Всемирное кафе»: Хорошие практики в наших сообществах
13:00 Посещение проектов в сфере устойчивого развития в регионе
18:00 Возвращение в Цахкадзор
Введение в сценарий Крапова, распределение ролей

День 4, четверг, 22 июля: Крапова – День 1

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- 09:00 Разминка
- 09:30 Образование ассоциаций, НКО
- 13:00 Обед
- 15:00 Образование ассоциаций (II)
- 16:00 Семинар по построению команд и созданию групп
- 17.30 Новостной выпуск
- 18:00 Ужин
- 20:00 Кумир Крапова: Вечер талантов

День 5, среда, 23 июля: Крапова – День 2

- 09:00 Разминка
- 09:30 Сценарий: Конкурс проектных заявок
- 10:30 Семинар: Проектный менеджмент
- 13:00 Обед
- 15:00 Продолжение: Семинар Проектный менеджмент/ Фандрайзинг
- 18:00 Крайний срок подачи проектных заявок, новостной выпуск
- 18:30 Ужин
- 20:00 Дискуссия/ Оценка проектов

День 6, четверг, 24 июля: Крапова – День 3

- 09:00 Разминка
- 09:30 Оценка/ обратная связь на проектные заявки
- 11:00 Семинар: разработка и управление кампанией (введение)
- 13:00 Обед
- 15:00 Семинар Разработка и управление кампанией/ дизайн для кампании (в 2 группах)

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- 17:30 Новостной выпуск
- 18:00 Ужин
Свободное время для работы над кампанией

День 7, пятница, 25 июля: Крапова – День 4

- 09:00 Разминка
- 09:30 Презентация кампаний
- 11:00 Закрытие Крапова
- 13:00 Обед
- 15:00 Open Space: Использование опыта Крапова в реальной жизни?
- 17:00 Оценка семинара

День 8, суббота, 26 июля: Ереван

- 09:00 Выезд из отеля, автобус до Еревана
- 11:00 Заезд в отель в Ереване, экскурсия по городу, посещение проектов
Свободное время
- 19:00 Прощальная вечеринка (место уточняется)

День 9, воскресенье, 27 июля: Прощание!

- 09:00 Выезд из отеля
- Днем: Дорога в аэропорт

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Berlin, 25.03.15

LOCAL IN GLOBAL

Tsagkadzor, 19.-27.7.2014

Dear Agnieszka, Anahit, Ani, Araksya, Armen, Artush, Christoph, Daniel, Jagna, Jana, Iika, Lisa, Liubov, Magda, Maka, Mamuka, Maren, Mariam, Mariam, Mariam, Maximilian, Nika, Nvard, Robert, Roubina, Sandra, Sevak, Srpuhi, Stefan, Tamara, Tigran, Tsotne, and Verena!

Welcome again to Local in Global! I hope you are as excited about the project as we are, we sure expect an intensive week with lots of new impressions, friends and knowledge. To prepare everything as well as possible, please find here some important information on organization and content of the seminar. Please read everything carefully.

ABOUT THE PROJECT

As you know, this training is a bit different from what you might have seen before in international youth exchanges, university, or the like. Instead of boring you with workshops and gray theory all day long, we organized the lectures in the form of a simulation game to provide a framework for you to actually implement ideas and try out different forms of NGO activity tools, including public relations, project management, and fundraising. In the attachment, you find the **current version of the program**. We put an online version of the program into an etherpad, where you can leave your comments or questions, check it out: https://etherpad.wikimedia.org/p/krapowa_arm or email your comments to me, of course.

ABOUT US

Kreisau-Initiative e.V. is a Berlin-based international youth training NGO, connected to the Youth education facility in Kreisau castle/Poland. In 1943, a resistance circle against the Nazis was founded there to sketch possible scenarios for a world without Fascism and a value-based society; principles which we uphold today in our education and exchange work. Sustainable Development is only one of three areas of training and exchange; please check our homepage for more info: www.kreisau.de Regularly, we organize projects together with

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partner institutions, such as the Sustainable Development Foundation of Yerevan, which is together with us, responsible for the training.

LANGUAGE

Official project languages are English and Russian. Every participant should be able to communicate in at least one of the two languages; We strive to distribute all seminar material in both languages. As a ground rule, I want every person to be heard so we will try to get as much translation as possible. However, real communication is only possible with your help, so if you know both Russian and English, any support in translating, especially during small group work, is appreciated.

SUSTAINABILITY@HOME

For a World Café Discussion, we want you to share your knowledge about sustainable development in your home city. All participants will be asked to present some current issues connected with the question of sustainable development. This can include a number of different things: Do you know sustainable projects in your area/neighborhood? Are there some good ideas to old problems, which you want to share with us? Or maybe there is a problem, but the solutions applied are not quite good enough? Keep your eyes open and bring documentation about good practice examples from your home region to present before the group.

PHOTOS/VIDEOS

On Kreisau-Projects, often participants and teamers are taking photos and videos. We need to do this for documentation, but also it is of course a nice memory, and a way to create public awareness for our work. In general, this is how we use photos/videos in our work:

- Public display: We upload selected pictures to our homepage, and on facebook. Some pictures will be used in print documents.
- Photos will be used only in the context of our pedagogical work and will not be sold to a third party.
- Of course, we do not use pictures which are obviously embarrassing or unfit for publication in any way.
- Nonetheless, and your consent notwithstanding, we will take down any picture of you without discussion upon request.

However, we can do this only with your consent. If you agree to these rules, we would like to ask you to sign a media consent declaration upon arriving at the seminar. If you don't want your pictures to be published, this is of course an option you can choose. We will try to respect that choice as good as possible, but of course, it can always happen that someone

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takes a picture of you without noticing. In that case, inform the photographer (or someone of the team) and your picture will be deleted immediately.

THE TEAM

This is the team, which is responsible for your well-being during the project:

Armen: He is the main coordinator from the Armenian side, President of Sustainable Development Foundation (SDF).

Liuba: The volunteer at the Berlin-office of Kreisau-Initiative will support the team with translations.

Magda + Jana: As a Polish-German tandem, the two are mainly responsible for the conduct of the role-game Krapowa.

Vinzenz: Employed at Kreisau-Initiative, he is the main coordinator of the project and will also give some workshops on campaign management.

Max + Verena: Both will give workshops during the simulation game (Graphic Design and Project Management)

Roubina: As a specialist in sustainable development and Project Management, Roubina will support the project with her practical knowledge; also, she will be responsible for translating.

TRAVEL COSTS

As you know, you are eligible to a partial refund of 70% of your travel costs. In practice, you have to organize and pay your travel on your own. After the project, you need to send me the travel cost reimbursement form with your original tickets, so that I can make the refund. For those of you who come in groups (Armenian/Georgian participants), your group leader will be responsible for collecting the documents and forward them to me. The group leader also gets the transfer of the reimbursement money on their account, to distribute it further to the rest of the groups to save international transaction fees. In the attachment, you find the reimbursement form; here, you can see a sample form filled in with further explanation:

<http://tinyurl.com/kchr73c>

CHECK-LIST – WHAT TO BRING

- Be on 19th of July, 11.30 on Republic Square in Yerevan ☺
- Examples of sustainability projects of your home city/home region
- If you have: Instruments, Board games, sport equipment for leisure time
- Travel insurance (it is not required by law but I would recommend one to any participant. Usually, it is quite cheap and pays off in case something happens)

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- Good clothes for every weather condition (generally its quite hot and dry, but it can sometimes get cold in the evenings)
- Good shoes for a short hike
- Bathing clothes (if you want)
- If you have, tech equipment like laptops, (video-)cameras, etc.

HOW TO GET THERE

Our training takes place in Tsaghkadzor, a village in the mountains about 1 hour outside of Yerevan. This is the hotel's address:

University Hotel

Tandzagbyur Street 29

Tsaghkadzor 2310

Armenien

Check out the google maps link: <https://goo.gl/maps/tCEHi>

We meet on **19th of July, 11:30** on Yerevan's Republic square by the fountains. From there, a rental bus will take us to Tsaghkadzor. Please don't be late because we will not be able to wait for you, and you will have to find your way to Tsaghkadzor on your own. In any case, here are some emergency phone numbers:

+49 163 160 4081 (Vinzenz, speaks German, English, Polish)

+374 99 942401; +374 77 942401; +374 55 942401 (Armen, speaks Armenian, Russian)

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Berlin, 25.03.15

LOCAL IN GLOBAL

Цахкадзор, 19.-27.7.2014

Дорогие Агнешка, Анахит, Ани, Аракся, Армен, Артуш, Христоф, Даниель, Ягна, Яна, Лика, Лиза, Любовь, Магда, Мака, Мамука, Марен, Мариам, Мариам, Максимилиан, Ника, Нвард, Роберт, Роубина, Сандра, Севак, Српухи, Стефан, Тамара, Тигран, Цотне и Верена!

Добро пожаловать в Local in Global! Я надеюсь, что вы ждете начала нашего проекта не меньше, чем мы. Нас ждет очень интенсивная неделя со множеством новой информации, впечатлений и знакомств. Чтобы подготовиться как можно лучше, пожалуйста, ознакомьтесь с информацией ниже об организации и содержании семинара. Пожалуйста, прочитайте все внимательно.

О ПРОЕКТЕ

Как вы знаете, этот тренинг немного отличается от того, что вы, возможно, видели во время других молодежных обменов или в университете. Вместо того, чтобы надоедать вам скучными семинарами и сухой теорией целыми днями, мы организовали лекции в форме симуляционной игры, чтобы обеспечить базовыми знаниями для применения идей в реальной жизни и попробовать разные формы и инструменты работы НКО - связи с общественностью (public relations), проектный менеджмент и поиск финансовых ресурсов (fundraising). В приложении вы найдете **актуальную версию программы**. Мы выложили онлайн версию программы, там вы можете оставить свои комментарии и вопросы: https://etherpad.wikimedia.org/p/krapowa_arm или направить свои вопросы мне.

О НАС

Kreisau-Initiative e.V. – это расположенная в Берлине международная молодежная образовательная НКО, связанная с обучающим центром в замке Кшижова в Польше. В 1943 году здесь был основан круг сопротивления нацистскому режиму, который был призван разработать возможный сценарий мира без фашизма и общества,



Kreisau-Initiative

основанного на ценностях; этих принципов мы придерживаемся сегодня в нашей образовательной работе. Устойчивое развитие – это одно из трех направлений наших семинаров и обменов; больше информации вы найдете на нашем веб-сайте: www.kreisau.de. Мы регулярно организуем проекты совместно с партнерами, такими как Фонд Устойчивого Развития в Ереване, который вместе с нами ответственен за этот семинар.

ЯЗЫК

Официальные языки проекта английский и русский. Каждый участник должен уметь общаться как минимум на одном из двух этих языков. Мы постараемся подготовить все материалы семинара на двух языках. Наше основное правило: каждый человек должен быть услышан, поэтому мы постараемся организовать как можно больше перевода. Тем не менее, настоящие взаимодействия возможны только при вашей помощи, поэтому если вы знаете и русский, и английский, мы будем рады любой вашей помощи в переводе, особенно во время работы в маленьких группах.

УСТОЙЧИВОЕ РАЗВИТИЕ ДОМА

Для Дискуссии «Всемирное Кафе» мы бы хотели, чтобы вы поделились своими занятиями об устойчивом развитии в вашем городе. Мы просим всех участников подготовить короткую презентацию о текущей ситуации с устойчивым развитием. О чем это может быть: Знаете ли вы проекты устойчивого развития в вашем регионе, по соседству? Существуют ли хорошие идеи для решения старых проблем, которыми бы вы хотели поделиться? Или, может быть, существует проблема, для решения которой предлагается недостаточно хорошее решение? Оглядитесь вокруг и привезите с собой примеры хороших практик из своего города для презентации в группе.

ФОТО/ ВИДЕО

Во время проектов Кшижовы часто участники и члены тренерской команды делают фотографии и снимают видео. Мы должны это делать для проектной документации, но также для хороших воспоминаний, а также для распространения информации о нашей работе. В целом, мы используем фото и видео в нашей работе следующим образом:

- Публичная демонстрация: Мы размещаем отобранные фотографии на нашем веб-сайте и на странице в фэйсбуке. Некоторые фотографии будут использованы в печатных материалах.
- Фотографии будут использованы только в контексте нашей педагогической работы и не будут проданы третьей стороне.

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- Конечно, мы не используем фотографии, которые очевидно являются смущающими или не подходят для публикации по той или иной причине.
- Тем не менее, и ваше решение не оспаривается, мы удалим любые фотографии с вашим изображением по вашему запросу.

В любом случае, мы можем это делать только с вашего согласия. Если вы согласны с этими правилами, мы хотим попросить вас подписать согласие на фото- и видеосъемку, когда вы приедете на семинар. Если вы не хотите, чтобы ваши фотографии были опубликованы, то у вас есть возможность об этом сообщить. Мы постараемся уважать ваш выбор настолько, насколько это возможно, но, конечно, всегда может произойти так, что кто-нибудь сделает фотографию с вами без вашего ведома. В этом случае сообщите фотографу (или кому-нибудь из команды), и ваша фотография будет удалена без промедления.

КОМАНДА ПРОЕКТА

Это наша команда, которая ответственна за ваше благополучие во время проекта:

Армен: Он главный координатор с армянской стороны, президент Фонда Устойчивого Развития (SDF).

Люба: Волонтер берлинского офиса Kreisau-Initiative e.V. будет поддерживать работу команды переводом.

Магда + Яна: Как польско-немецкий тандем, обе в основном ответственны за проведение ролевой игры Крапова.

Винценц: Сотрудник Kreisau-Initiative e.V., он главный координатор проекта. Он также проведет семинар об организации кампаний.

Макс + Верена: Оба будут проводить семинары во время симуляционной игры (графический дизайн и проектный менеджмент).

Рубина: Как специалист по устойчивому развитию и проектному менеджменту, Рубина будет поддерживать проект своими практическими знаниями; также она будет ответственна за перевод.

ТРАНСПОРТНЫЕ РАСХОДЫ

Как вы знаете, вы можете получить частичное возмещение своих затрат в размере 70 % ваших транспортных расходов. На практике, вы должны организовать и оплатить свое путешествие самостоятельно. После проекта вам будет необходимо отправить мне заполненный документ на возмещение транспортных расходов, а также оригиналы ваших проездных документов. После этого я смогу перечислить вам соответствующую

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сумму. Для тех из вас, кто приезжает группой (армянские и грузинские участники), руководитель вашей группы будет ответственным за сбор документов и отправку их мне. Руководитель группы также получит возмещенные расходы на свой счет, чтобы распределить их дальше среди остальных участников группы. Мы делаем это для экономии средств на оплату международных переводов. В приложении вы найдете форму для возмещения расходов; здесь вы можете найти пример заполнения формы с пояснениями: <http://tinyurl.com/kchr73c>

ПРОВЕРОЧНЫЙ СПИСОК – ЧТО ВЗЯТЬ С СОБОЙ

- Быть 19 июля в 11.30 на площади Республики в Ереване ☺
- Примеры проектов в рамках устойчивого развития в вашем городе/ регионе
- Если у вас есть: музыкальные инструменты, настольные игры, спортивный инвентарь для свободного времени
- Страховка (по закону она не требуется, но я бы рекомендовал ее всем. Обычно она достаточно дешевая и оплачивает все, если что-то случится)
- Хорошая одежда для любой погоды (должно быть жарко и сухо, но иногда становится прохладно по вечерам)
- Хорошая обувь для коротких прогулок
- Купальный костюм (если вы хотите)
- Если у вас есть, техническое оборудование – ноутбук, видео- и фотокамеры и т.д.

КАК ДОБРАТЬСЯ

Место проведения нашего семинара - Цахкадзор, деревня в горах в часе езды от Еревана. Адрес отеля:

Отель «Университет»

Улица Танжагбиур, д. 29

Цахкадзор 2310

Армения

Посмотреть на карте гугл: <https://goo.gl/maps/tCEHi>

Мы встречаемся 19 июля в 11.30 в Ереване на площади Республики у фонтанов. Оттуда специально организованный автобус доставит нас до Цахкадзора. Пожалуйста, не опаздывайте, потому что у нас не будет возможности ждать вас, и вам придется добираться до Цахкадзора самостоятельно. В любом случае, по следующим телефонам вы можете позвонить в случае непредвиденных ситуаций:

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Vinzenz Kratzer
Project Coordinator

kratzer@kreisau.de

EVALUATION MEETING KRAPOWA

Krzyżowa, 31.10.-3.11.2014

Hello everyone,

I hope you guys are well and everything is OK. I want to send you some more information, and of course some homework, related to our meeting in October in Krzyżowa.

If you guys need any assistance with travelling to Krzyżowa, please contact me... otherwise I assume that everything is OK and I see you all on Friday, October 31st, 15:00 in Krzyżowa.

As you know, we plan to reach three goals:

1. Evaluate the two Krapowa-trainings which have been taking place in summer in Germany and Armenia,
2. Make a concept for a project publication and homepage, and
3. Start writing

In principle, I want to make the whole process as smooth as possible, so our focus will be on the question how to make Krapowa better, and how to present the game material in a way that people will actually use it.

I have registered the URL www.krapowa.org which I want to use as a platform of information for all game-related information.

One important feature of the web site will be a Krapowa Wiki. I just created accounts for you, so that you can start writing articles right away. Go to www.krapowa.org/wiki and log in with your first name, password is Krapowa2014

In general, my idea is to collect all information related to Krapowa in this Wiki: Game materials like character profiles and scenarios, documentation of game results like NGOs which have been founded in Trebnitz or Tsagkadzor, game concepts like the evaluation system of project proposals, workshop materials, and in general every bit of information that you can think of. In my opinion, a Wiki is an awesome tool to collaborate and connect information in a non-linear way, so it is perfect to just collect material and watch how it organizes itself. If you click on the link (left hand side) "all pages",



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you find an overview over all the articles which have been written so far (right now about 40).

In Wiki, I have introduced two concepts which I want to explain briefly: WikiProjects and Modules. A WikiProject is a side-project of Krapowa which can be implemented inside the Wikipedia. For example, I want to create a Krapowa ABC with the 30 or so most important game concepts and game documents, which should be used during the game by participants. If I write an article like this, for example the article "Mayor", I tag the article with the key word #wikiproject and #krapowaabc. Right now, there are four projects:

- Krapowa ABC (tag #krapowaabc)
- Developer (new game concepts that you thought out but need some more refining before introducing them, tag #beta)
- Handbook for Trainers (articles containing background info on methods, game mechanics and so on, for trainers who want to conduct Krapowa by themselves, tag #handbook)
- Krapowa FAQ (Frequently asked questions)

Another concept I have introduced is game modules. I was thinking that it would be neat to organize a game of Krapowa into several modules, which I (preparing a session of Krapowa) can arrange freely in a way I want, depending on the target group, content, and the question if I want to have workshops during the simulation or not.

Some sessions are mandatory, everything else can be arranged freely. All in all, there are three types of modules:

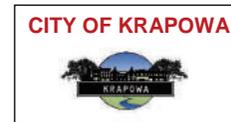
- Game modules: Classic parts of the simulation game, usually containing negotiation or other kind of interaction between characters. Examples: introduction session (handing out role profiles, introduction, speed dating), formation of Civil Society Organizations, closing session (Krapowa future barometer, stepping out of the roles, evaluation)
- Workshop modules: Like the title states...
- Online modules: Since we want to extend the virtual sphere of Krapowa even further, it would be nice to develop some online-modules, too. For example, we can make an online module with more detailed info and range to complete workshop modules, or a whole virtual game session which we use after the end of the seminar.

My idea is, that we collect ideas and text material in the Wiki which will then be used for the publication and the web site, and some articles for publication.

So I would like to ask you to write some articles on Krapowa Wiki, maybe 3-5, until our meeting. Since I have myself never done it before, I don't want to give you more rules, like length, topic or so, I would ask you to just try it out and see where it leads you. Topic can be any of the above mentioned things, or anything else, it just should be connected to Krapowa in one way or the other.

best regards, see you soon!

Vinzenz



KRAPOWA TRAINING



Kreisau-Initiative

Berlin, 18. November 2014

Agenda

- 10:00- 11:00 Opening Session
- 11:00 – 13:30 Formation of Civil Society Organizations (CSOs)
- 14:30 – 16:00 CSO Campaigns
- 16:00 - 16:30 Closing Session

Module I: Opening Session

The opening session is a mandatory Module of Krapowa. Typically, it is the first session of a game (apart from online prep meetings).

Aim:

introduce participants to the game, handing out role profiles and the game scenario, getting to know each other's profiles, resources and key Political Interest; getting participants into "play mode".

Content:

(20 min) Handing out role profiles and the scenario, reading

(10 min) Q+A Session

(45 min) Getting to know each other

(15 min) Mayor's speech

Proposed Methods:

- small group introduction: participants are divided into 4-5 groups with 3-4 people each. Each group has to present all Citizen (names, resources, interests, etc.) to the others. Presentations should be done in a creative way (theater plays, song, etc).

- Designing of name tags: Hand out empty name tags and materials. Ask everyone to design their own, providing material



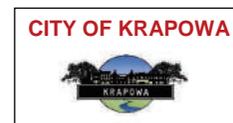
- Map of Krapowa: Assign a task to the whole group to build a miniature map of Krapowa. Provide all kinds of materials, but encourage to fetch any kind of material which can be found in the surroundings (leaves, stones, etc). Should take about 1,5 hrs all in all.

Tipps/Tricks:

- standard name-games (getting to know each other's names) can be played with the new character names assigned.
- Usually, profiles will be handed out randomly, but it can be useful to pre-select candidates for mayor, vice mayor, and press. Try to get a good balance in the four roles (male/female, old/young, different nations etc. should be represented).
- For the next steps in the game, it is necessary to include both Political Interest and Resources into the description, since a good knowledge of these will help the conduct of the game in the next step.

Material list:

- Role Profiles (1 per participant)
- Scenario, mayor's speech (1 copy per participant)
- Name tags, mixed material for creative work (for name tags and/or map)



Module II: Foundation of Civil Society Organizations

In this module, participants negotiate to form Civil Society Organizations according to their main political interests and resources. After a short round of getting to know each other's political positions and resources, citizens negotiate with each other to create CSOs. After negotiations, citizens vote which CSO they want to be member of.

Aim: Every citizen will be member of one Civil Society Organization by the end of the module. CSOs define their targets and interests.

Content: The module is structured in three steps: First, citizens collect and visualize political interests and resources at their distribution. Then, negotiations start, where propositions for CSOs are formulated. In a third step, results are presented and every citizen chooses a CSO to join.

(10 mins) Introduction

(20 Mins) Silent discussion: Interests

(15 Mins) Collecting/clustering Resources

(15 Mins) Plenary Session (I): Propositions for CSOs

(15 Mins) First negotiation round

(15 Mins) Plenary Session (II)

(30 Mins) Second negotiation round

(30 Mins) Presentation of CSOs, final decision of every citizen

Proposed Methods:

- Political interests: Citizens engage in a "silent discussion" where political interests are written down on flip charts with the following titles:
 - Public Interest
 - Education, Youth
 - Social Security and Welfare
 - Economy, Labor, Unemployment
 - Protection of the environment, Ecology
 - Culture
 - Others
- Every citizen formulates a concrete political interest according to their character profile, like "cheap labour" for Natalian Produpiwa, or "maintenance of the city hospital" for Irina Fit. Interests are attributed to their respective category, in this example economy or public interest, and add their name so that interests can be identified. If other citizens share the same interest, they simply add their name. After about 15 minutes, the charts are hung on a wall to provide a visualization of the political interests of Krapowa's citizens.



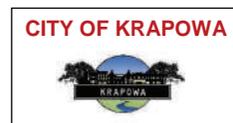
- Resources: Every citizen gets metaplan cards of four different colours. On every card, they write down a certain resource that they possess:
 - Monetary (financial funds mentioned in the character profile),
 - Political power (like a political office),
 - social (like contacts to business persons, or a network of friends),
 - cognitive (skills and competencies)Metaplan cards are collected and glued down on a flip chart to provide an overview of the different types and forms of resources.
- Marketplace of ideas: Citizens can make propositions for CSOs, as in rough ideas in which general area/interest a CSO would make sense. Facilitators introduce some ground rules that every CSO has to fulfill: 3-6 members, at least 1 clear political interest, and as many different resources as possible. After that, in a short negotiation round propositions are expanded and discussed with other citizens. After about 15 minutes, in a plenary session facilitators check if everything is OK, if maybe some of the propositions can be cancelled because not enough people are interested, and if every citizen can be part of at least one group discussion (and help those who have problems connecting to others). In a second negotiation round, propositions are further refined to be presented afterwards. At the end, every citizen decides finally which CSO they would like to join.

Tipps/Tricks:

- Definitions and examples for resources, political interests and CSOs can be found in the Wiki.

Material list:

Standard seminar material



Module III: Campaigning

Title: CSO Campaigns

Civil Society Organizations react to an external shock by organizing protest campaigns against it, or campaign to support a certain political aim. After preparation time (small group work), campaigns are presented to the public. Presentations can be evaluated to give constructive feedback to the work effort.

The shock can be any topic, it is important that every CSO can relate in one way or the other to it: Either protesting against, or supporting a certain political decision. For example: Closing of city infrastructure (hospital, theatre, youth center). Another possibility is to use results of previous game modules (city budget negotiation).

Aim: Provide a framework for CSOs for creative action, connection between workshop content and game

Content:

(10 min) introduction of the shock

(20 min) Q+A, brainstorming of ideas

(120 min) time to work on campaign presentations

(60 min) campaign presentations

Proposed Methods:

- The external shock can be introduced in different ways: By announcement of the facilitators (example: city hospital will be closed down), by announcement of the mayor, or as a reaction to previous game methods (for example, cuts in the city budget).
- Brainstorming: Participants think about forms of action that could be included into a protest campaign and write them down on a moderation card (3-5 cards per participant). In a second step, forms of action are discussed and clustered.

Tipps/Tricks:

- This module works well with a training on campaign management and/or campaign design, but can be used stand-alone, too. In connection with a workshop, we recommend a evaluation method of the contents of the campaign (See Wiki for more information).
- If used without the workshop, the module is rather a free space in which CSOs can implement creative ideas. In this case, it is recommended to conduct a brainstorming of ideas of elements that could be implemented within a campaign together to show the different possibilities.
- Stress the creative use of different resources and media (paper/Social Media/Flip charts/Blog/Photos, videos) etc. As one participant said: "You can organize a whole campaign with your smartphone."
- To create equal opportunities, there should be a written assignment stating the topic of the campaigns, the working time, and maybe categories according to which the campaign will be evaluated.



Module IV: Closing Session

Closing Session

The closing session is a mandatory game Module at the end of a Krapowa simulation game session. Main point is, similar to the Opening Session, to turn Krapowa Citizens back to Participants.

Aim: Wrapping up the Krapowa experience, "dropping the role", evaluation of Krapowa experience

Content:

(30 min) Imaging the future for Krapowa

(15 min) last statements, dropping of name tags

(15 min) mayor's speech, official end

(60 min) evaluation

Proposed Methods:

- Future Krapowa: Trainer prepare a chart with time axis (preferably using game Module as time units, plus one time mark for future development) and emoticons (good/middle/bad) on the y-axis. All Institutions (for example, Civil Society Organizations, the Press Team, the Mayor, etc. draw a graph on the chart according to their personal success/energy level of that respective module (variation: every Citizen draws an individual chart). In a second step, Citizens are asked to draw an aggregate chart and discuss the results.

- Last statement: trainers draw a line to separate the seminar room in two halves. Every Citizen has the opportunity to one last statement, before they symbolically drop their roles before stepping over the line, one by one. Doing this, trainers can provide a container where name tags can be thrown in, thus adding a symbolical action of getting rid of the role. For the following evaluation, it is important to stress that, once stepping over the line, there is no coming back to the role.

- Evaluation: We propose a three-step evaluation with a built-in logic of progression from personal to abstract experiences. Evaluation should include:

- personal level
- group level
- transfer/abstract level

Material list:

- Krapowa future chart, markers
- Line to step over (can be substituted with tape)
- container for name tags



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Unser Jahresthema 2014
Widerständige Geschichten

Nasz temat roku 2014
Oporne Opowieści

Topic of the year 2014
(H)stories of Resistance



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Patryk Grudziński
Projektkoordinator

grudzinski@kreisau.de

WILLKOMMEN IN KRAPOWA!

Einladung zum Fachtag: Planspiele in der Bildung für nachhaltige Entwicklung

Berlin, 18.11.2014

Krapowa ist ein Planspiel, das die Kreisau-Initiative e.V. zusammen mit ihren Partnerorganisationen entwickelt hat, um wirtschaftliche, ökologische und soziale Zusammenhänge am Beispiel der fiktiven Kleinstadt Krapowa sichtbar zu machen. Die Simulation ist so aufgebaut, dass durch unterschiedliche Module Spielinhalte und Ablauf an unterschiedliche Zielgruppen und Inhalte angepasst werden können.

Wir laden Euch/Sie nach Krapowa ein, um in einem Workshop Grundzüge des Planspiels kennen zu lernen und über den Nutzen und die konkrete Anwendung von Planspielen in der Bildung für Nachhaltige Entwicklung zu diskutieren.

Vorkenntnisse sind nicht erforderlich. Es besteht auch die Möglichkeit, nur an einem der beiden Teile – Workshop oder Fachgespräch – teilzunehmen. Bitte machen Sie bei der Anmeldung eine entsprechende Angabe.

Die Teilnahme ist kostenlos. Für Verpflegung während der Veranstaltung ist gesorgt.

Programm:

Erster Teil: Workshop zum Planspiel Krapowa

10:00 Begrüßung

Beginn des Planspiels

13:00 Mittagspause

16:00 Ende des Planspiels, kurze Auswertung

Zweiter Teil: Fachgespräch

17:00 Begrüßung neuer Teilnehmer_innen

Vorstellung der Kreisau-Initiative e.V.

Präsentation des Planspiels Krapowa und Erfahrungsberichte



Die Kreisau-Initiative e.V. ist ein gemeinnütziger Verein, der die Begegnungsstätte in Kreisau/Krzyzowa (Polen) seit 1989 ideell und finanziell unterstützt.

Vorstand: Ole Jantschek (Vorsitzender), Annemarie Cordes, Kathrin Hattenhauer, Paulina Jonczynski Dr. Klaus Pumberger

Geschäftsführer: Daniel Wunderer

Vereinsregister: Amtsgericht Charlottenburg

Geschäftskonto

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Diskussion: Anwendung von Planspielen in der Bildung für nachhaltige Entwicklung

18:30 Empfang, Ausklang des Abends

20:00 Ende der Veranstaltung

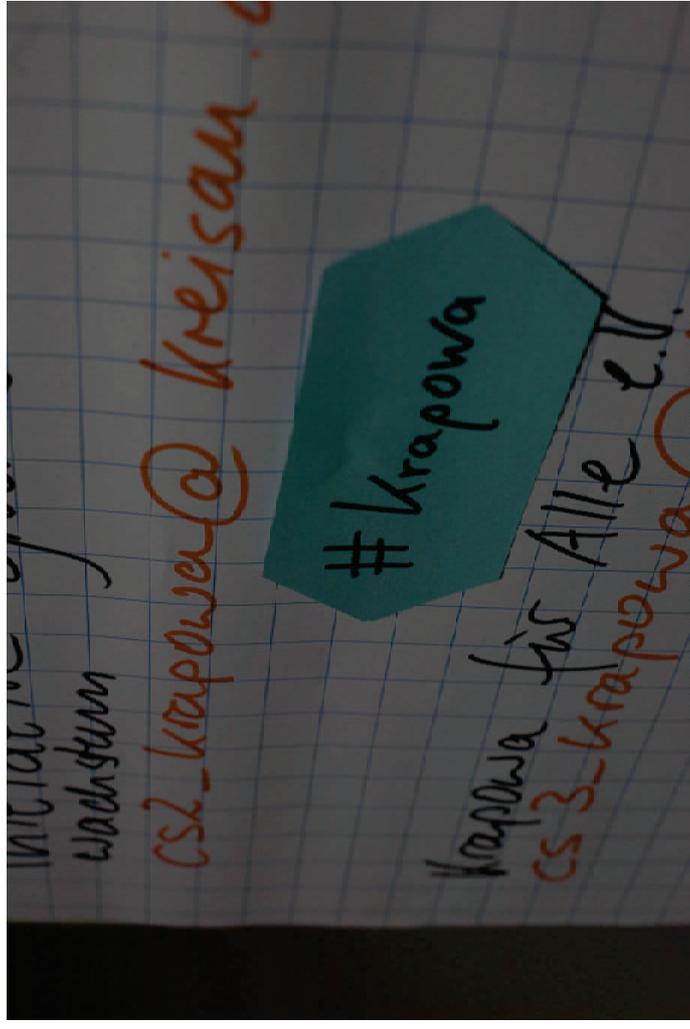
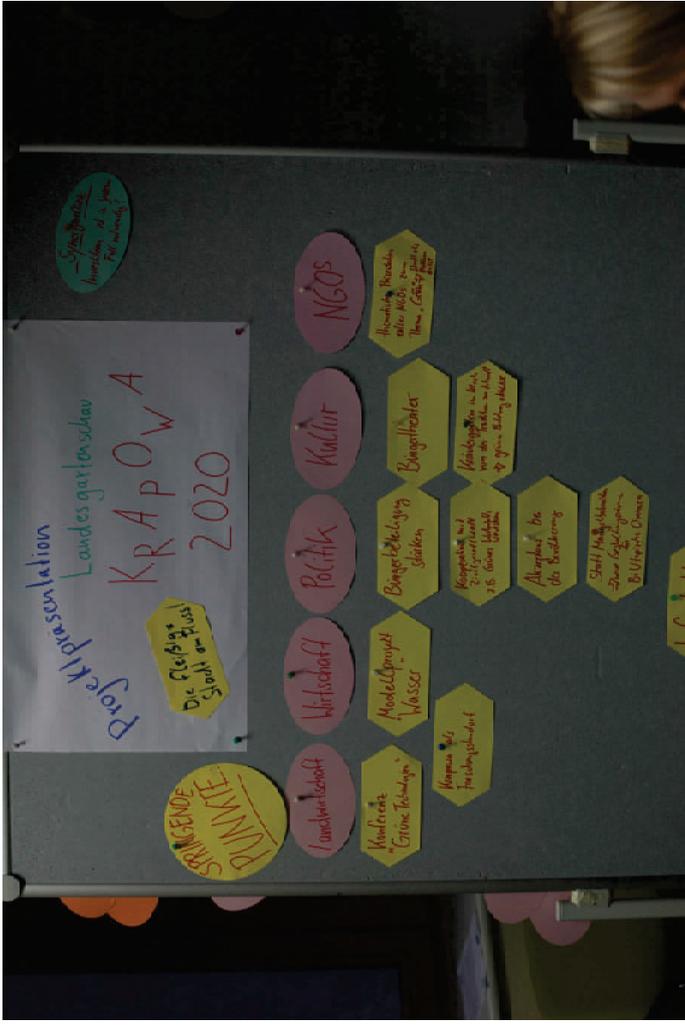
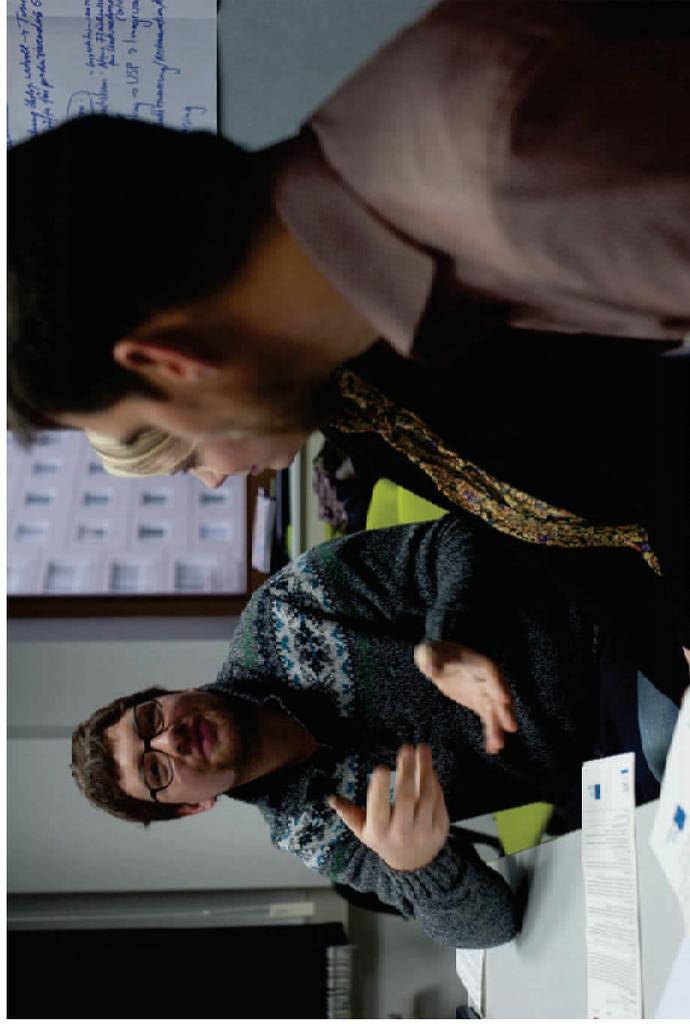
Ort: die reha e.V., Weydemeyerstraße 2/2a, 10178 Berlin

Anfahrt mit öffentlichen Verkehrsmitteln:

- U-Bahn: U 5 Schillingstraße oder Strausberger Platz
- Straßenbahn: Linien 5, 6, 8 und 15 Haltestelle Büschingstraße
- Bus: Linie 340 Haltestelle Büschingstraße
- S-Bahn: Bahnhof Jannowitzbrücke (10 Minuten Fußweg)

Anmeldung bitte bis zum 31.10.2014 per Email an: grudzinski@kreisau.de







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WITAMY W KRAPOWEJ!

Szkolenie: Gry symulacyjne w edukacji na rzecz zrównoważonego rozwoju

Krzyżowa, 9.12.2014

Berlińskie stowarzyszenie Kreisau-Initiative zaprasza nauczycieli, osoby pracujące z młodzieżą oraz wszystkich zainteresowanych tematyką zrównoważonego rozwoju do udziału w bezpłatnym szkoleniu na temat zastosowania gier symulacyjnych w edukacji na rzecz zrównoważonego rozwoju. W trakcie spotkania zostanie zaprezentowana gra „Krapowa”, której celem jest zachęcenie uczestników do inicjowania i angażowania się w działania na rzecz zrównoważonego rozwoju we własnym regionie. Podczas szkolenia będzie można wcielić się w rolę przemysłowca, burmistrza, pracownika socjalnego, członkini rady miejskiej lub aktywistki i zdecydować o przyszłości fikcyjnego miasteczka „Krapowa”. Przedstawimy także możliwości zastosowania gry w pracy z różnorodnymi grupami docelowymi.

Kiedy: 9.12.2014 (wtorek), 09.00-20.00

Gdzie: Międzynarodowy Dom Spotkań Młodzieży w Krzyżowej, Krzyżowa 7
58-112 Grodziszczce (8 km do Świdnicy i 55 km od Wrocławia), www.krzyzowa.org.pl

Udział w szkoleniu jest **bezpłatny**. Zapewniamy posiłki. Istnieje możliwość rezerwacji noclegu (opłata 50 zł).

Program:

Część I: Gra „Krapowa”

09:00 Przywitanie uczestników, wprowadzenie i rozpoczęcie gry

13:00 Obiad

Die Kreisau-Initiative e.V. ist ein gemeinnütziger Verein, der die Begegnungstätte in Kreisau/Krzyżowa (Polen) seit 1989 ideell und finanziell unterstützt.

Vorstand: Ole Jantschek (Vorsitzender), Annemarie Cordes, Kathrin Hattenhauer, Paulina Jonczynski
Dr. Klaus Pumberger

Geschäftsführer: Daniel Wunderer

Vereinsregister: Amtsgericht Charlottenburg

Geschäftskonto

Commerzbank AG BLZ 100 800 00 Kto Nr. 4 09 71 66 00

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16:00 Zakończenie gry, podsumowanie

Część II: Gry symulacyjne w edukacji dla zrównoważonego rozwoju

17:00 Przywitanie nowych uczestników, przedstawienie stowarzyszenia Kreisau-Initiative, prezentacja gry, dyskusja na temat zastosowania gier symulacyjnych w edukacji dla zrównoważonego rozwoju

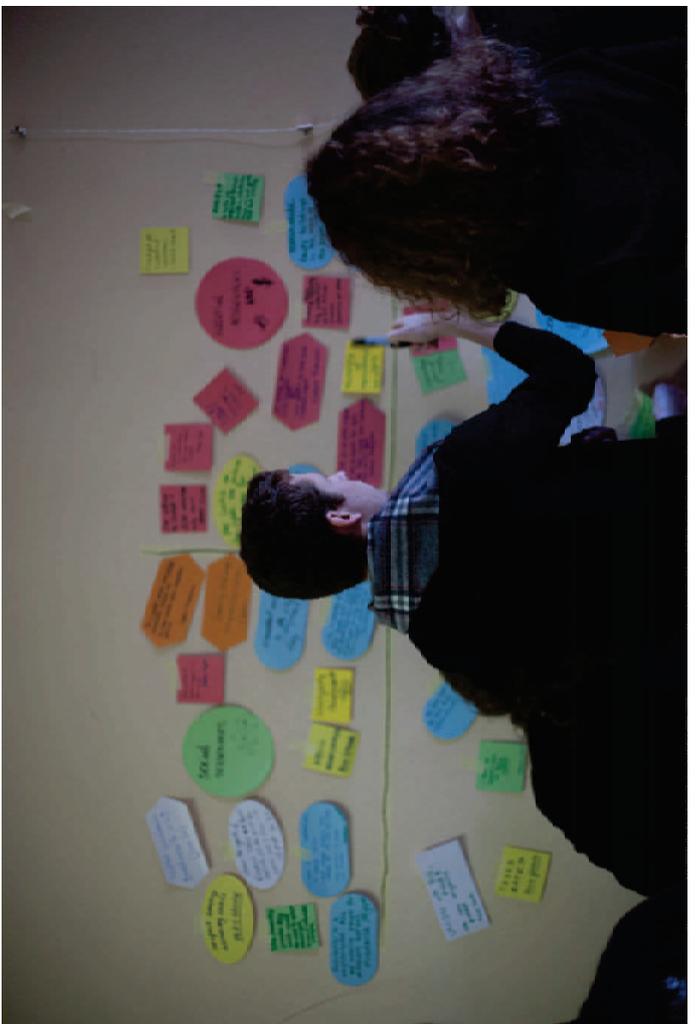
18:30 Kolacja

20:00 Zakończenie seminarium

Zgłoszenia do 25.11.2014 na adres grudzinski@kreisau.de

Informacja dodatkowa: Równoległe do szkolenia „Witamy w Krapowej” w Krzyżowej odbywać się będzie kilkudniowy trening dla początkujących multiplikatorów międzynarodowej pracy z młodzieżą pt. Metody edukacji na rzecz zrównoważonego rozwoju. Zachęcamy do udziału! Więcej informacji pod adresem: <http://bit.ly/1ySy14L>









WELCOME TO KRAPOWA!

INTRODUCTION INTO THE SCENARIO

CITY FACTS 2014

Inhabitants total:	25.000 (2003 still 35.000)
Unemployment rate:	30 % officially, unemployment rate is higher among men
Inhabitants retired:	7.000 (28%)
Inhabitants under 18:	3.000 (12%)

Results of the last election 2011:

Social Democratic Party	47,00%	3 seats
Republican Alliance	32,00%	2 seats
Green-Party	10,00%	1 seat
Others together	11,00%	no seats

Current Major(elected May 2011 - May 2016): **Marlena Soluna**; Vice Mayor: **Peris Grande**

BACKGROUND

Krapowa used to be a wealthy and attractive small town with several factories, a big mine and a power plant. Due to the prosperous industry many people comfortably lived in the town and were not at risk of suffering from unemployment. The town was popular among young families because of the lovely river and the wonderful forest nearby.

Due to the heavy industry the natural environment in Krapowa has been largely devastated in the last 40 years. Especially the open-pit mining destroyed a large piece of land. Other factories polluted the river and cut most of the forest to produce furniture and paper.

The economic conditions have changed and Krapowa is now losing in competition to international actors. Since 20 years the main factories in town are closing step by step, people are losing their jobs and those who are flexible leave the town to move to bigger cities.

SITUATION IN KRAPOWA IN 2014



The good times of the town lie in the past. Krapowa nowadays is a typical postindustrial town. The majority of inhabitants are not satisfied with the situation. The unemployment rate is high, especially among men, and many inhabitants are depressed. A main sign of decline is the rising crime-rate. Additionally the number of people who are hanging around on the streets doing nothing all day is getting higher.

POLITICAL SITUATION

Krapowa's political system is organized in a democratic way. For a long time, the major and the town council have been elected through a fair process.

The biggest party in Krapowa is the **Social Democratic Party**, which traditionally supports workers and is in favor of public spending. As they have been ruling the town for more than 30 years now, clientelism and corruption is widely spread within the administration. However, their opponent, the conservative-liberal party **Republican Alliance**, which supports businessmen and a free market, is also not trusted by the population. Surprisingly for the majority of Krapowians, was the entry of the small **Green Party** to the town council, which occurred in 2011 for the first time in history. This added some wind of change to the old town hall.

Despite this more and more people don't believe anymore that the politicians are able to fix the problems of the city. The turnout at the elections is dropping dramatically, and many people are thinking about how to organize a better life themselves. In the effect a more and more active civil society is developing, and trying to influence politics through innovative and alternative actions. Krapowa's citizens are also organizing community meetings. Some of the decisions taken in these committees are presented in form of proposals to the town council.

ECONOMIC SITUATION

Even though many factories are closed, the big **coalpower-plant** of Krapowa is still working. It offers about 500 people a job. However the **coal mine**, which is located close to the city had to shut down. Therefore the power-plant is run by imported coal. The power-plant is a good and reliable source when it comes to providing energy for the town. However, the coal plant pollutes the air because it is quite old and doesn't have a proper filtering system.

The second biggest employer in town is a **paper factory**, with about 400 workers. The paper factory has also a long tradition in the town, but in the last years critics have spoken out louder. This is due to the bad working conditions, the faster production and thus also the need for more wood. The wood is mainly taken from the regional forest, so the forest is shrinking day by day.

There is one smaller factory which is especially popular among the Krapowians – the traditional, family-run brewery "**Krap-Beer**". The beer is so tasty, that it attracts guest from the whole country.

The **agricultural sector** is quite large for a small town like Krapowa and employs about 300 people. Half of them work in 3 big industrialized farms, one of which is a poultry-factory and the other two are mainly culti-

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vating wheat, corn, barley and hops. The other half of employees work within 15 small farms, which are aiming to follow traditional ways of farming.

Of course Krapowa has a bunch of other small local businesses. One other sector of little economic relevance is **tourism**: Although it does not provide a large source of employment yet, it may have some potential to grow during the next decades. As Krapowa's two hotels are located in the few still intact woodlands, the development of this sector is strongly connected to the topic of environmental protection.

INFRASTRUCTURE

Krapowa has a working train station and a bus station as well as a net of public **transport**. However, the budget for infrastructure has decreased in the last years and thus there are hardly any new investments. The roads are in a very bad state and require repairing, but the town can't afford it.

An old hospital is located close to the forest. Maintenance and renovation lead to great expenses, which are difficult to cover by the town budget. People working in this polluted mining region tend to become sick often, and since the population is aging, there are a lot of old people living in the town who require good health care. As every small town Krapowa has several churches and one monastery, a police-station, a fire-station and a post office. Due to increasing costs and shrinking budgets, the library shared the same fate with many other public institutions: it has been closed.

Due to the decreasing population there are less and less children of school age. This number will not increase in the next 7 years. Schools are being closed and pooled together, which is mainly a problem in the field of higher **education**. Out of 15 schools only 7 schools are left and there are plans to close 3 more.

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SOCIO-CULTURAL LIFE

There are hardly any cultural offers that are open and free for the people of Krapowa. The theatre was shut down in the last year. The new multiplex-cinema is too expensive for most of the Krapowians and the film offers are limited to some Blockbusters. There is a small section of scouts, a sports-club and some individuals who belong to the town's art-scene.

ENVIRONMENT

Not only is the **forest** shrinking due to the paper factory, but also the **water quality** of the river is declining through agricultural and industrial sewages. Some years ago the river was still attractive to hobby fishers, now there are hardly any fish alive. The only positive side-effect of the shutdown of several factories is the improved health situation within the last 10 years.

The area of the **old coal-mine** is devastated to a great extent; much of the soil is contaminated with toxics and industrial waste. However, some better maintained parts of the zone are used by a few people to cultivate little gardens.

Waste management is still a big problem in Krapowa. It works more or less-the city is not dirty-but there is no long-term solution for the waste. All waste is brought to a dump close to the old mine. The waste is simply displaced, but there is no concept for segregation and recycling.

TIME TO ACT?

The situation regarding the town's budget is seriously difficult this year. The budget decreases each year due to factories closing and rising unemployment rates. There are some urgent repairs and investments needed. The situation in Krapowa is similar to many other places in the whole country, which is why the Krapowians cannot expect any help from outside.

Now it is up to the Krapowians-politicians and citizens- to find a way out of this crisis into a better future, and to prevent the town from a total collapse. This is why the mayor has announced a public meeting with interested citizens for tomorrow, to discuss the newest developments.



THE MAYOR'S SPEECH

Dear Citizens of Krapowa,

Welcome to the open council of citizens! I would like to use this forum to let you, the citizens who are concerned about the state of Krapowa, help shape our common future by coming up with creative ideas and policies.

Unfortunately, today is a day full of sorrow. During the last 10 years 10.000 people have left our city. Two years ago we had to close the coal mine that gave work to many of us. As you all know, not only factories and shops, but also our 100 year old theatre had to close. Due to budget cuts, one school and a part of our hospital is to be closed in the next days. Our streets are in a bad condition. One in three of us do not have a job and thus not much money. Walking along the former beautiful Riskova River I can now see many dead fish.

As some of you might have seen in the news we cannot expect money or support from the government of our country, because most areas have similar problems.

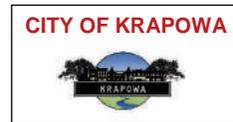
Dear Citizens of Krapowa,

In the city council we came to the conclusion that we cannot solve all these problems of Krapowa on our own. It will only be possible if all of us work together. We have to change into a direction that also our children can have a good, even better life here. I know this won't be an easy way. What comes first: Creating more work places? Better education for our children? Investing money into the economy or culture? Supporting those who are ill or in a bad social situation? Or even improving the environmental situation since it is the base for surviving? Can we bring these different goals and interests together? Is all this possible with a shrinking budget?

Me and my colleagues in the city council, we know this is a difficult situation. But when I think about all the resources we have, there is a gleam of hope. I think of all the creativity of our entrepreneurs and activists, the energy of our young and the experience of our old citizens, the spaces empty buildings provide to realise new ideas.

Please, use this open council to generate ideas, find allies in interests and together realize projects that help Krapowa return to its better days.

So let's roll up our sleeves. Let's work together. Let's go into a better future in Krapowa! In this sense, this day is not only one of sorrow, but above all one of hope...



Name: Uli Amba

Position/Profession: Collage Graduate

Personal Background:

You are 18 years old you have just graduated from collage and you are looking for a job. You were born in Krapowa and spent all your childhood and youth here. Your parents are very interested in politics. Your mother is working at a radio announcer. Your father has lost his job after the closure of the toy factory and left Krapowa to work in Berlin. As a boy you always played with your friends outside, especially with Paul Hamba who is your best friend. In summer you went swimming in the river, but it was not always a pleasure because of the dead fish. Even though the ecological situation after the shutdown of some factories is getting a little bit better, the damages are so severe, that there has to be a political change of direction to make Krapowa a green and livable town again. You also thought to be active in the Green Youth – the youth organization of the Green Party. But you had the feeling that the Green Party is not fighting hard enough for their goals. You would like to see more actions and radical statements.

Interests:

Economic Developments

You are against capitalism, because it is not only destroying the environment, but also your family. You are angry, that there is more and more unemployment among young generation, but no support by the state. Your father was trying to find a job really hard and getting depressed, because there was no job offers for him. You think that the whole economy should be rearranged to more local, fair and environmental friendly production.

Social Developments

The state and the local government should invest more in social services and offers for young people. You even don't know, where to spent your free time, because there is hardly any space for young people in this town.

Ecological Developments

You feel the urgent need that there is a change in politics towards a more sustainable development.. In the last year you were punished with social working hours by putting a transparent against the deforestation at the paper factory.

Cultural Developments:

You were protesting against the new-built Multiplex-Cinema, because for you it is just another effect of capitalism. You were in favor to use the areal of the old coal mineto combine eco-projects with social and cultural offers.

Resources:

- Because of your best friend, Paul Hamba, you can mobilize the Green Youth Network for different actions.

Allies:

- Paul Hamba



Name: Thomas Berry

Position/Profession: Pensioner - Retired Gardener

Personal Background:

You were born in 1950. Your parents were factory workers with conservative values in Krapowa. As a child you were a bit shy. You did not learn very well, but you liked nature and you had very good marks in biology. You left Krapowa in the age of 15. You went to a boarding school to learn a gardener profession. After 3 years you came back to Krapowa. You met your wife and got married. When your child was born, you started to work in the brewery to feed the family. You did not like this job very much, so when the priest offered you to become a church gardener you happily accepted. You worked for the church until the age of 60, since then you are retired. You have a lot of time because your children already left the town, looking for a better life somewhere else. You do not see your grandchildren often. Last week you participated in a lottery and won 2000 € and would like to spend the money on a socio-environmental project for youth.

Interests:

Economic Developments

You are not satisfied with your pension and you think that pensions should be higher, because prices for everything are rising. You must think about additional income. As a former gardener, you were always sceptical about heavy industries, that's why you think that the future for Krapowa lies in the field of agriculture.

Social Developments

A family with mother, father and children is the best way for people to grow up and give security and warmth – it prevents from alcoholism and drugs. That's why you think the politicians should help families with different measures. Getting older and older you realize how important a reliable health service is. So one of your main goals is, that the hospital prevails. You believe that the financial situation for pensioners, families should be better.

Ecological Developments

You are a friend of the nature. Pollution and waste is worrying you. You are actually glad that industry is not so strong anymore in the city. But you are also worried, that most of the former city parks are more and more degenerated. You think there politics should spend more money on this.

Cultural Developments:

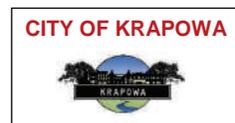
Traditional education/religious values are of great importance. Only those cultural institutions, which support those values should be financed.

Resources:

- You created a little garden on the former mine territory and you have your own fruits and vegetables there. You are afraid that someone will discover it and you will be not able to use it anymore.
- You have saved 20.000 € on your bank account, during your hard working life.
- You have good relations with the priest and to the religious community as a whole.

Allies:

- Pater Franz (Priest)



Name: Gregory Blake

Position/Profession: Social Worker

Personal Background:

You were born in 1979 in Krapowa in a family with a socialist tradition. You were brought up in a workers suburb in a typical block of flats. Your parents worked at the factory. You understand the problems of such areas. Your father had an accident and he can't work anymore, your mother still works in a little shop. You were the only child in the family and you have got a good education. You could study what you wanted and choose a career as a social worker, because you wanted to make the world a better place. When you were young, you used to play football and basketball. You do not do it very often anymore, as the social problems in the city are growing, which means more work for you. Your salary is not very high, but it is enough for you, because you are single and have no children. You can rent a little apartment for your own. You have an excellent network in the city. You like your job, but you do it for years and sometimes it is also depressive for you.

Interests:

Economic Developments

You think that salaries in the social sector should be higher. You think that the problem of unemployment can be solved by creating more jobs in the service and social sectors. This is why it is important not only to educate and motivate young people, but to offer them a job afterwards too. Otherwise more and more will leave Krapowa. You have heard about green jobs and like the idea, but you do not know how it can be realized in Krapowa.

Social Developments

You see a big gap between rich and poor in the town. You think this is the reason for many social problems. At your work you see a lot of social problems and poverty. You observe that there are more and more children born by teenagers, more alcohol and drug consumption, acts of vandalism and theft. You believe that there must be a better education and health system, social support for children and more training places for youth. You see the need of creating kindergardens, day care centres and sport and cultural offers.

Ecological Developments

You see a strong relation between pollution of nature and peoples' health. You would like to have a more sustainable development of the town, but you do not have much knowledge about that. You would like to adapt the area of the former open-pit mine for recreation and sport.

Cultural Developments:

The cultural offer should be available for everybody, especially young people.

Resources:

- You have good connections to the young people of Krapowa, they trust you. This means you can mobilize them for different actions and purposes.
- You can use the building of the youth center for several events.

Allies:

- Irina Fit (Nurse)
- Paul Hamba (Member of the Green Youth)

CITY OF KRAPOWA



Kreisau-Initiative

Name: Angela Cellu

Position/Profession: Paper Company Boss

Personal Background:

You were born in 1965 into a wealthy family which since a long time owned the paper company in Krapowa. They wanted to give you a good education but they imagined your brother in the position of the future boss of the family business. But your brother has chosen a hippie life, left Krapowa and decided to travel around the world. Your father got very depressed because of this situation and he wanted to go into retirement soon. He gave you a chance in spite of the fact that he thinks that women should take care of the family and are not good in running a business. After you finished your studies of management and law you started to work in the paper company. There you did a lot to satisfy your father and to show how good you are in this position. Two years later you became the boss. Your financial situation is very good, your life is active and interesting, but full of stress. You work a lot and do not have a lot of time for them. When you find the time you love to draw and paint, you always dreamed of having your own gallery. Your favourite painting is: the man in the corn field. Unfortunately five months ago you came down with a skin carcinoma. Probably, the reason was a bad quality of the water used in the plant. Later you found out that the risk of getting a skin cancer in the factory is more than doubled. You have a husband and one teenage son.

Interests:

Economic Developments

Your main aim is to maximise the profit of your company and become a big player on foreign markets. Therefore you reduce regularly the wages of your employees. Also you want to have reduced taxes. It is the only way to become competitive. For your business you need a lot of water and wood. It is important that the town is providing these resources for cheap prices.

Social Developments

It is not your task to improve the social situation, but you want to make a positive image of your company. You are willing to support some big charity events, where your company is sponsoring and delivering paper to children and schools.

Ecological Developments

You do not care if energy is renewable or not – it must be cheap and reliable! You see a potential in recycling for economical reasons. You are for every solution which is making your profits higher and your company more efficient. You need wood for your paper company and it has been a long tradition that you take the trees from the town forest.

Cultural Developments:

Within this field you are mostly interested in the creation and maintenance of places and events that possibly make people use the paper.

Resources:

- As your family is rich and used to buy a lot of the newest stuff, you have lots of things that you do not need at all – electronics, clothes, books, CDs and so on. They are in your basement, you actually don't have an overview what there is. However, they are not the newest but fully functional and in a very good condition.
- You also command over a foundation which can allocate money for charity events. The assets are worth 1.000.000 €
- You have some empty buildings in the area of your company.

Allies:

- Natan Coaler (Power Plant Manager)
- Sebastian Stark

CITY OF KRAPOWA



Kreisau-Initiative

Name: Natan Coaler

Position/Profession: Power Plant manager

Personal Background:

You were born in 1950 in a workers family in Krapowa. Your father was active in a trade union, so you are fragile to workers problems and needs. Your mother was a member of a socialist party. They wanted to give you a good future and education. You studied engineering and you started to work in a power plant. After many years you got the managing position. As you personally identify a lot with your hometown and with its inhabitants, your idea is to act in favor of a productive development of the town. You would like to provide cheap energy and employ many people. It is not very easy at the moment, that is why you would like to get subsidies from the town. Of course, you still think about using coal, which is the cheapest and the most available in the region. You do not believe in the idea of „climate change“. You and your family are friends of Frederick Miggel who projects you could support with your resources. You have a wife and three adult children. Two of your children work with you in the power plant, the youngest daughter studies abroad. You enjoy a good life with your family.

Interests:

Economic Developments

In the recent year your business has been struggling. The mine was closed last year, and if everything looks like it looks, your business will be closed in 2-3 years. You can't let that happen! In your opinion, cheap energy is a necessary pre-condition for a functioning industry, and therefore a crucial step for the development of Krapowa's society as a whole. Unfortunately, there is not much industry left in the city. You are willing to sell energy cheaply, to support development of companies and industry and to pay good wages but you don't know how to combine that. You want the government to increase subsidies for your company and invest in good infrastructure.

Social Developments

You see the problems in the city, but you do not experience them personally. You think it is the task of municipality to improve the social situation in Krapowa. You are worrying about plans to close the hospital and about the lack of possibility to study in the city.

Ecological Developments

You do not think much about it. The illegal waste dump in the area of former mine bothers you personally. Therefore, you are open for some sustainable solutions. But in general you think that good jobs and decent social conditions come before the environment.

Cultural Developments:

You are interested in arts and music and you enjoy travelling abroad. You remember the time of Krapowa's prosperity with 3 cinemas, 4 public libraries, 2 theaters, galleries, youth clubs and bars, cafés, pubs and restaurants. You would like to come back to that time.

Resources:

- You are a person of public life and every inhabitant knows you. As one of Krapowa's wealthiest individuals, you are willing to invest especially in your favored sphere, the cultural sector. You can invest about 200.000 EURO of your private money if you want.
- Great parts of the town depend on your energy and you are the biggest employer around, what makes you the most powerful individual of the area. Therefore, you are able to exercise much pressure on politicians, especially on your friends from the Social Democratic Party – you are a member of the party so you have much influence.

Allies:

- Angela Cellu (Paper Factory Boss)
- Frederick Miggel (Unemployed)

CITY OF KRAPOWA



Kreisau-Initiative

Name: Stephan Cooper

Position/Profession: Entrepreneur

Personal Background:

You were born in 1987 as the second child of two teachers. You grew up in a stable, well educated family. You visited a private school and finished your studies in economy with the best grades. You have the vision of your own business in the town but you are not yet decided what this can be about. For a long time you've been the leader of the "Young Republicans" and organized meetings and campaigns for the party. You stand behind its values but you also think that modernization of the party is necessary to also attract young people. As an entrepreneur you see yourself as the next generation leading your town to a booming and prospering future. This means to you, that new investments should be made and the access for companies to the resources of the town should be opened. You don't like Autan Oler. For you he is not a good business partner. Although you don't believe he wants to work for a better future in Krapowa.

Interests:

Economic Developments

With the idea of reducing taxes you love to see people spending more money for consumer goods, which includes to make the products attractive for young people. As you believe in a competitive market you think that the city needs more business in every – especially in the media, computer and technical – sector. The idea of working hard to be successful is your slogan and you see yourself as the best example that this works! You think that these new technologies should be subsidized by the town council.

Social Developments

Your family took care of you and you think, that this is the best way to grow up for a little child. You think it is important that mother and child can stay together as long as possible and the father earns the money. The discussion about the old hospital annoys you because you see the only future in a new private cosmetic surgery. Medical care can be provided by private doctors and a nurse school which you want to build in one department of the hospital. Also you are in favor of privatizing the public transport.

Ecological Developments

You are not against green energy as long as this is cheap to build and attracts investors. But until now you were not very interested in the topic. You are happy that you can buy your food 24h a day in the supermarket, because you have no time to buy it during the day. In your lunch break you are usually eating at one of the two fast-food-bars in town. Because of this lack of time you drive your car wherever you go.

Cultural Developments:

You like to watch Hollywood-productions in the new big multiplex cinema and would be interested to extend it with a 3D-screen, because this would be the first one in the region. Your parents used to take you to the theater, but you preferred to do sports and were not interested in it at all. For you it is somehow a waste of money, if it is not a profitable business.

Resources:

- You know a lot of young business men/women and have contacts to big companies.
- You can use your connections to the "Young Republicans" and their resources (parties headquarter, some money, party members) to organize campaigns and activities.

Allies:

- Marianna Roth

CITY OF KRAPOWA



Kreisau-Initiative

Name: Irina Fit

**Position/
Profession:** Nurse

Personal Background:

You were born in 1983. Your father worked for the local brewery and your mother in the post office. As a child you wanted to be a doctor. After school, you got a scholarship and studied medicine, fell in love and got pregnant. Your boyfriend left you and went abroad. You were not able to finish your studies as a single mother, because you had to earn money. So when your child was born, you started to work in the hospital as a nurse. You still live with your parents, because you can't afford to rent a flat. But you would like to move out sooner or later again. Your son goes to a primary school. You are worrying about your and his future in the town. There is no day care offer, your work place is not stable and you are badly paid. In your position as a hospital spokeswoman you feel more often convinced that the strike in the hospital cannot be avoided. You love to cook and you use a bike to go to work.

Interests:

Economic Developments

You are not satisfied with your salary and you think that it should be bigger. You must think about additional income, reducing the expenses and alternative ways to fulfill needs of you and your son. You know that the hospital might get closed, you would do anything to avoid that.

Social Developments

At your work you see a lot of social problems and poverty. The hospital has not enough money, some wards are closed and it seems to be not the end. There are private health centres, but not everybody can afford this.

You observe that there are more and more children born by teenagers. You believe that this is due to the lack of education (including sex education) and social support for children and young parents. You see the need of creating kindergartens and day care centres.

You see a big gap between rich and poor in the town. You think this is the reason for many social problems.

Ecological Developments

You see a strong relation between pollution of the nature and peoples' health. You think there is not enough greenery in Krapowa. You would like to activate people to live more healthy lifestyle.

Cultural Developments:

The cultural offer should be available for all, especially young people.

Resources:

- You have a lot of toys, books and clothes that your son does not use anymore.
- You have a good knowledge about healthy food and a healthy life style. You are a good cook.
- Because of your studies you have more knowledge about medical care than an average nurse would have.

Allies:

- Gregory Blake (Social Worker)

CITY OF KRAPOWA



Kreisau-Initiative

Name: Ericka Gel

Position/Profession: Unemployed

Personal Background:

You've been working for 15 years at the paper fabric in the town, but then you got fired. They got some new machines and you couldn't operate. You think it was only an excuse to fire you. But you anyway didn't like the job there. Because you are 45 years old, but it is still difficult for you to find a new job now. Of course, this is a hard time for you. But you try to do the best out of it. You love animals and spending your time with people around you, doing something useful for your community. You have good connections to Frederick Miggel. You have the feeling he understands you and your problems. You know also Natan Coaler very well. Because you are a funny and talkative guy people love to spend time with you, also Natan. Sometimes he drops by just to talk and have fun. You thought maybe he could help you to change your situation.

Interests:

Economic Developments

You of course would like to find a job again. But actually you don't want to go back to your old job in the factory. You rather prefer doing something, by which you could use your skills in favor of the community. So you would like the citizens and politicians of Krapowa to think of alternative ways how to organize the economy and also support this by financial and organizational means.

Social Developments

As an unemployed person you realize how difficult it is, to get medical treatments and access to other social services. On the one hand, you think that politicians should do more in this field; on the other hand, you clearly see that there is no money left in the city for such things. That's why you try to organize alternative ways to offer such services.

Ecological Developments

The food in the supermarket is too expensive for you and you would like to have some own food grown in a garden, maybe together with friends?

Cultural Developments:

To buy books was always too expensive for you and since the library had to close it became very difficult to find cheap literature. Normally you ask around in the neighborhood, but it is sometimes embarrassing to beg for such things.

Resources:

- An open mind and creative ideas.
- As you are very popular within your neighborhood, you might be able to mobilize people for different actions.

Allies:

- Frederick Miggel (Unemployed)
- Natan Coaler (Power Plant manager)

CITY OF KRAPOWA



Kreisau-Initiative

Name: Peris Grande

Position/Profession: Vice Mayor of Krapowa

Personal Background:

You were born in 1960 in Krapowa into a poor family as the fourth out of seven children. Your parents worked in one of the steel factories during the glory ages of the town. Although you also had to work to contribute to the family earnings starting with the age of 12. You finished school with distinction and sustained a scholarship for university, where you studied engineering. After your studies you came back to Krapowa to become the leading engineer of the power plant. Your main motivation was to give all young people the possibility to change their life through education as you had. But your commitment to equal chances for everybody couldn't prevent the decline of the town. People respect you, but your popularity is sinking.

Interests:

Economic Developments

Your main concern is the economic development of the town. You are still dreaming of the golden ages, when Krapowa was a booming industrial town. But you know that these times are over. You are fighting to keep the two main employees in Krapowa, the coal power plant and the paper factory alive. Especially the power plant is important for you, because you believe that for a functioning industry you need cheap and reliable energy. You would do almost anything to attract new businesses to the town.

Social Developments

You believe that higher wages for the workers, a good public infrastructure with libraries, hospitals sport halls and so on would be good to have. But you also realize that you don't have the money to maintain this. The only area where you would really try to avoid further cuts is education. Also because of your personal background you think that education is the only way to climb the social ladder and the best way to fight inequality.

Ecological Developments

Ecological aspects are not of great importance for you. The nature is made for human beings to use it. Of course you also prefer clean air and water instead of pollution but this is more a side effect for you than a real goal. You think that a healthy person without a job will still be unhappy.

Cultural Developments

You never were a cultural man and in your eyes this aspect is overestimated. That is why you were one of the first, who demanded the shutdown of the local theatre to save some money for the town's budget.

Resources:

- As a vice mayor of Krapowa you have also the chance to give jobs to individuals within the administration to calm certain people.
- You have very good connections to the power plant owner and other important people in the town.

Allies:

- Marlena Soluna
- Alexandro Towarish



Name: Paul Hamba

Position/Profession: Member of the Green Youth – youth organization of the Green Party

Personal Background:

You are a 17 years old high school student. You were born in Krapowa and spent all your childhood and youth here. Your parents are not at all interested in politics. Your mother is working at a pharmacy, your father has lost his job after the closure of the toy factory. Your older brother left Krapowa after school to study in London. As a boy you always played with your friends outside. In summer you went swimming in the river, but it was not always a pleasure because of the dead fish. Even though the ecological situation after the shutdown of some factories is getting a little bit better, the damages are so severe, that there has to be a political change of direction to make Krapowa a green and livable town again. Since 2 years you are active in the Green Youth – the youth organization of the Green Party. But you have the feeling that it is difficult to influence politics and the Green Party is not fighting hard enough for their goals. You would like to see more actions and radical statements. Your good friend is Gregory Blake. You feel he understand youth problems with unemployment in Krapowa very well.

Interests:

Economic Developments

You are against capitalism, because it is not only destroying the environment, but also your family. You are angry, that there is more and more unemployment, but no support by the state. Your father is trying to find a job really hard and getting depressed, because there are no job offers for him. You think that the whole economy should be rearranged to more local, fair and environmental friendly production. This applies specially to the field of agriculture.

Social Developments

The state and the local government should invest more in social services and offers for young people. If there was not the Green Youth you would not know where to spend your free time, because there is hardly any space for young people in this town. Specially the Scouts are to little and to conservative in your eyes.

Ecological Developments

You feel the urgent need that there is a change in politics towards a more sustainable development. Together with other eco-activists of the Green Youth you are organizing demonstrations and guerrilla-gardening* actions in Krapowa. In the last year you were punished with social working hours by putting a transparent against the deforestation at the paper factory.

Cultural Developments:

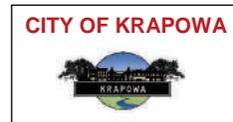
You were protesting against the new-built Multiplex-Cinema, because for you it is just another effect of capitalism. You were in favor to use the areal of the old coal mine to combine eco-projects with social and cultural offers.

Resources:

- You can mobilize the Green Youth Network for different actions.
- The Green Party is giving your organization a small funding of 1.000 € to conduct your own projects.

Allies:

- Gregory Blacke



Name: Sonia Leppi

Position/Profession: Engineer

Personal Background:

You were born in 1979, and came from abroad to Krapowa. Your home was a small village and you couldn't see a perspective there. You studied engineering but you did not like the people at university. Krapowa is a very interesting place in your eyes. You like the industrial history and buildings, of the city. But at the moment there are no jobs for engineers, so you started to work for a small computer company from home. Also you don't want to work for a company which is polluting the environment or is producing in an old-fashioned way. In your free time you tinker with different materials, you found in the ruined buildings and you built already a small solar panel in your garden, which runs the water sprinkler for your flowers. In the evenings you often join the house of Frederick Miggel to talk to him about plans, projects, inventions and you draw drafts for technical innovations. Sometimes you also visit the meetings of the "green youth" because they talk about topics you are interested in. You live vegan, but unfortunately it is sometimes difficult to find a place where you can buy organic and eat vegan food. In a competition founded by EU you won 2000 € for a green energy project.

Interests:

Economic Developments

You love inventions and spending time for new innovative ideas, therefore you welcome new investments in green energy and industries, where you can maybe find a new job. So in your eyes the city council should invest in this sector, to build up a sustainable industry in Krapowa.

Social Developments

You like to work under worker-friendly conditions. Especially you are against the concept of working fulltime, that means to earn enough money to live without having a fulltime job. You would love to meet more people which think like you. In your dreams there exists a community-center in your neighborhood, where people can meet, talk and plan certain activities. Generally investments in education and health are important for you.

Ecological Developments

Nature and the environment are as much fascinating as technical innovations for you. Therefore you think it is important to keep both in a balance. You would also appreciate the possibility to buy organic food or to go to a vegan restaurant in the town.

Cultural Developments:

Sometimes you watch some old movies, but since the old cinema closed you haven't got the possibility any more. You want to have some other cultural attractions in your town - a museum about the old industrial time of the city would be very welcome for you!

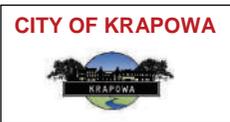
Resources:

- Knowledge about engineering and software programming
- Some contacts to the "green youth"
- A solar panel in the garden

Allies:

- Frederick Miggel (Unemployed)





Name: Elena Luna

Position/Profession: NGO Worker / Former Supermarket Employee

Personal Background:

You were born in 1980 and grew up in Krapowa, where your parents spent their whole life. You wanted to study law but your parents didn't have so much money to finance you so you have worked in a supermarket. After some years, you decided to follow your family's tradition and join an environmental NGO. In public, you always declare your wish to improve the bad situation for "your" people as being the main reason to come back for those, who have left Krapowa. With no doubt, your experience concerning political dynamics is of great importance for your NGO. But as you are a very ambitious person, you are also interested in taking up some important position in the city.

Interests:

Economic Developments

Your main concern is the steadily growing unemployment rate in town. Your declared goal is to make Krapowa an attractive site for new investments. Therefore, you are willing to take every measure that goes into this direction – including to make great concessions towards businessmen and enterprises when they to create new working places.

Social Developments

The social sector is not so important for you, since your main idea is that if everybody has work and hence every household supplied its needs, there would be no necessity to invest much in this field.

Ecological Developments

You are quite open for sustainable ways and alternative energies, but your main concern is always, that every measure taken has to create new working possibilities, or at least does not increase furthermore the unemployment rate.

Cultural Developments:

Also cultural developments of every direction should include new labour possibilities.

Resources:

- you can mobilize people from your NGO for different events and actions
- You are well networked with lawyers which can provide you with judiciary expertise

Allies:

- Peris Grande
- Uli Amba



Name: Frederick Miggel

Position/Profession: Unemployed / Former fabric worker

Personal Background:

You've been working for 25 years at the paper fabric in the town, but then you got fired. They got some new machines and didn't need so many workers anymore. But you anyway didn't like the job there. Because you are already 53 years old, it is difficult for you to find a new job now. Of course, this is a hard time for you. But you try to do the best out of it. You love reading, animals and spending your time with people around you, doing something funny or useful for your community. You have good connections to Natan Coaler who is willing to apply with you for EU money for one of your project ideas. You have also good connections to Sonia Leppi who appreciates your good knowledge about technical issues. One of your first projects in the neighborhood was a bee hive and last year you produced your first glass of honey! And you started to bake honey cookies for the children next to your house. Because you are a funny and talkative guy people love to spend time with you, sometimes they drop by just to talk and have fun. For your neighborhood this had a nice impact.

Interests:

Economic Developments

You of course would like to find a job again. But actually you don't want to go back to your old job in the factory. You rather prefer doing something, by which you could use your skills in favor of the community. So you would like the citizens and politicians of Krapowa to think of alternative ways how to organize the economy and also support this by financial and organizational means. Some new ideas appeared to you while reading interesting books about farming and gardening.

Social Developments

As an unemployed person you realize how difficult it is, to get medical treatments and access to other social services. On the one hand, you think that politicians should do more in this field; on the other hand, you clearly see that there is no money left in the city for such things. That's why you try to organize alternative ways to offer such services.

Ecological Developments

The food in the supermarket is too expensive for you and you would like to have some own food grown in a garden, maybe together with friends? You dream about cooking your self grown products.

Cultural Developments:

To buy books was always too expensive for you and since the library had to close it became very difficult to find cheap literature. Normally you ask around in the neighborhood, but it is sometimes embarrassing to beg for such things. You love to have more access to cultural activities, but you cannot pay for it.

Resources:

- An open mind and creative ideas.
- As you are very popular within your neighborhood, you might be able to mobilize people for different actions.
- Some bees, chickens and goats in your garden.

Allies:

- Sonia Leppi (Engineer)
- Natan Coaler (Power Plant manager)



Name: Saskia Nula

Position/Profession: Lawyer

Personal Background:

You were born in 1977 in the country's capital, where your parents are also from. Later, they decided to move to Krapowa because they got a great job offer in the power plant as engineers, so you grew up in Krapowa. Descending from an academic background, you've decided to study law and get involved into politics. In the last years you have worked as a lawyer representing Krapowians in their fight against poverty and social exclusion also in the workplaces. You've continued your political work as well. In public, you always mention your wish to improve the bad situation for "your" people as being the main reason for your engagement. With no doubt, your experience concerning political dynamics is of great importance for you. You are a very ambitious person. You think seriously to candidate in the coming mayor election.

Interests:

Economic Developments

Your main concern is the steadily growing unemployment rate and social exclusion in the town. Your declared goal is to make Krapowa a friendly city and from a legally point of view an attractive site for new investments. Therefore, you are willing to take every measure that goes into this direction – including great concessions towards businessmen and enterprises if they create new working places.

Social Developments

The social sector is very important for you. Your main idea is that everybody has to have a work to supply their own households and needs. Education is the only exception: As it has been a crucial influence in your personal development, especially children and youths should reach similar knowledge and skills.

Ecological Developments

You are quite open for sustainable ways since you support alternative energies. But your main concern is always, that every measure taken has to create new working possibilities, or at least does not increase furthermore the unemployment rate.

Cultural Developments:

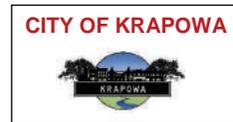
Also cultural developments of every direction are fine – as long as they include new labour possibilities.

Resources:

- You are well networked with lawyers which can provide you with judiciary expertise
- You have a huge coin and stamp collection.

Allies:

- Peris Grande
- Alexandro Towarish
- Autan Oler



Name: Autan Oler

Position/Profession: Entrepreneur

Personal Background:

You were born in 1970 in a wealthy family in Krapowa. Your mother and father were well known professors. So it was obvious for them to give you a good future and education. You studied engineering. Like your father, you were active in an Union of Industrialists and Entrepreneurs. As a good worker, the organization has sent you abroad as a chief engineer officer. After many years you've decided to quit your good job and to come back to Krapowa. As you personally identify a lot with your hometown and with its inhabitants, your idea is to act in favor of a productive development of the town. You would like to provide new green technologies which could support the city with new workplaces. But it is not very easy at the moment to get money and to convince Krapowians for your ideas in particular. Many people see you as a businessman who only wants to make money without being interested in the future of Krapowa. Knowing Angella Cellu very well, you hope she could help you to get subsidies from the town – even when only for economical reasons. You don't like Stephan Cooper who sees you not as a business partner but as a competitor. Although he doesn't believe you that you want to work for a better future in Krapowa. You have a wife and three adult children. Unfortunately your wife cannot find a job after you've moved to Krapowa. Two of your children work abroad, the youngest daughter wants to work with you together.

Interests:

Economic Developments

In your opinion, cheap energy is a necessary pre-condition for a functioning industry, and therefore a crucial step for the development of Krapowa's society as a whole. Unfortunately, there is not much industry left in the city. You are willing to establish a new business, which would use green technologies to support the development of companies and industries but you don't know how to combine that. You want the government to increase subsidies for your company and invest in good infrastructure, which would help to get foreign investments.

Social Developments

You see the problems in the city, but you do not experience them personally. You think it is the task of the municipality to improve the social situation in Krapowa. You are worrying about plans to close the hospital. Moreover, there is no possibility to study in the city.

Ecological Developments

You think a lot about ecological developments, especially in Krapowa. The illegal waste dump in the area of former mine bothers you personally. In general you think that good jobs and decent social conditions come before the environment.

Cultural Developments:

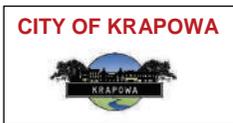
You are interested in arts and music and you enjoy travelling abroad. You remember the time of Krapowa's prosperity with 3 cinemas, 4 public libraries, 2 theaters, galleries, youth clubs and bars, cafés, pubs and restaurants. You would like to bring back that time.

Resources:

- You are a person of public life and every inhabitant knows you. As one of Krapowa's wealthiest individuals, you are willing to invest especially in your favored sphere, the cultural sector. You can invest some amount of your private money if you want.
- Great parts of the town don't trust you so much as you would wish. Therefore, you are able to exercise much pressure on politicians, especially on your old friends from the Social Democratic Party – so you have much influence.

Allies:

- Nathan Coaler (Power Plant Manager)
- Angela Cellu



Name: Pater Franz

Position/Profession: Priest

Personal Background:

You were born in 1949 into a poor family as the first out of nine children in a village located 250 km from Krapowa. Your parents were farmers with conservative values. Your father was the mayor of that village, your mother brought up the children. You were not a very good student, but very polite and religious. Your family did everything to enable you get of getting a good education and they were happy when you decided to become a priest. At the age of 25 your church sent you to serve in Krapowa. You love the city because of the old monastery and the long tradition of Christianity in the town. Your main task was to bring people back to the church. You were organising sport events and excursions for families and young people. This strategy was not successful and it is still mostly older people who attend your service. You believe in traditional family values and it is difficult for you to accept changes. You show commitment to conserve the nature, which in your opinion was not treated well in the town.

Interests:

Economic Developments

The seniors, who attend the church services, always complain about the low pensions. As you cannot afford to lose the support of this important and big group in Krapowa, you fight for more money for them. You know that this would maybe also mean to cut the budget for the youth, but right now you don't have a better solution.

Social Developments

Your main concern is to bring back people to church again. For you the difficult social situation (lack of perspectives of the youth, less public services, more divorces etc) also is a chance, because you hope that those people might search for consolation in the church.

Ecological Developments

You are a friend of the nature. Pollution and waste is worrying you. You are actually glad that industry is not so strong anymore in the city.

Cultural Developments

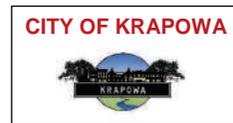
Traditional religious values are of great importance for you. You don't think that there is a need of a public financing to offer cultural activities. This can be done by church choir and similar things. You took some care of the old monastery and you want it to become a big attraction for tourists but there is too little money for this in the church.

Resources:

- The church has a library, many empty rooms and a sport field.
- You have some money for events taking place in the church.
- You can mobilize people of the church community if needed.

Allies:

- Thomas Bery (Pensioner- Retired Gardener)



Name: Natalia Produpiwa

Position/Profession: Brewery Owner

Personal Background:

Your family's roots go back until the very beginning of Krapowa and you never get tired to emphasize the important role your clan has always played during the town's history. Not only as an important employer but also for giving Krapowa one of its main symbols that makes every inhabitant so proud: KRAP-BEER. Since you inherited the factory from your father, things in Krapowa worsened a lot, but your brewery is still one of the few functioning industries in the area. Unfortunately you have been fined by the State Office for Occupational Safety, Health Protection and Technical Safety. For bad working conditions in the brewery you have to pay a penalty in the amount of 4 000 € for non-profit purposes. As you personally identify a lot with your hometown and with its inhabitants, your idea is to act in favor of a productive development of the town. Of course, your favorite direction is rather to recover the idyllic past, than all these crazy alternatives and ideas represented by some younger people.

Interests:

Economic Developments

In your opinion, good infrastructure is a necessary pre-condition for a functioning industry and commerce, and therefore a crucial step for the development of Krapowas society as a whole. Also you are interested in cheap wheat prices, for your beer production. The same applies for qualified and cheap labor force which is important to maintain the competitiveness for you. These are all areas you think the town should invest in, in the future. You can also imagine to contribute to these issues by some of your incomes.

Social Developments

Altruistic and local-patriotic as you are, you are willing to support certain means to improve the social situation. Additionally, by supporting certain groups and initiatives you are able to control that the direction will be a conservative one, and that maybe beer-drinking-activities will be part of it: Boy-scouts, voluntary fire brigade, folklore society ... also poetry slams (at least they meet in bars, in spite of being quite subversive).

Ecological Developments

Clean Water is one of your main concerns, not because you worry so much about the environment but more because of economical reasons: You need good water to maintain the high quality of your product. Therefore, you criticize other industries for pollution and are open for some sustainable alternatives.

Cultural Developments:

Within this field, you are mostly interested in the creation and maintenance of places and events that possibly make the people consume Krap-Beer: Bars in the first instance, but also cinemas, pubs, theaters, cafés, restaurants, shops, folklore festivals... (you can drink everywhere!).

Resources:

- You maintain a good relationships with the farmers union, as you strongly depend on their barley and hops. Your connections to the old elite of the town are quite strong.
- You own some warehouses that are not used in the moment.
- You have 30.000 EURO for investments in your company, but you could also spend this money for some local investment projects, but then your company would earn less money...
- You are a public person and every inhabitant knows you.

Allies:

- Monti Santo (Farmer)



Name: Rike Rosenberg

Position/Profession: Street Artist

Personal Background:

You were born in 1969 as the daughter of a lawyer and a doctor. Your parents were always pressuring you to become a well educated woman. They were working a lot, didn't have much time for you and you were mainly raised by a nanny. When you were 16 you moved out from your parent's home and lived with a friend. After you finished school you left Krapowa to discover the world and life in a bigger city. As a teenager you were partying a lot and had no clue what you want to do in the future. While living in the capital you met a group of artists. This encounter inspired you a lot and you decided to try out arts. To make out for living you started to work in a library during the week, there you read a lot of books about critical and feminist theory. In the nights and weekends you joined the artists, started to paint and do sculptures. Some months later you got in touch with the street-art-scene. You fell in love with this kind of expressing your view on the world. You did various projects in the capital and then decided to return to Krapowa. While searching for the youth in Krapowa you met Sebastian Stark who is active as a scout and has a lot of ideas what to change in the town. Although you know a lot of well known and important people through the network of your parents. You are meeting often for coffee and creating visions for a place for the local youth.

Interests:

Economic Developments

You are not much interested in economics, but you are concerned about the raising poverty in Krapowa. But you can also see the chances, which lay in the degrading of the city. All the empty buildings could be used for different projects, and new ways of organizing the economy can be discussed. In general you don't expect the local authorities to be helpful

Social Developments

Important for you are better education and perspectives for the young generation. Since you are getting older, health is also an issue for you and you ask yourself if you will always manage to have enough money for living. You want to support creative and self-organized social projects.

Ecological Developments

You like to be outside and you are open to ecological issues, however they are not the most important to you.

Cultural Developments:

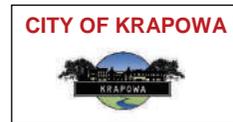
Street-art was always a way for you to participate in society and to make towns look more interesting. In your view culture and creativity can make people happy. But it can also be a way to attract tourists and companies, which are operating in the fields of media and entertainment. You were shocked when you returned to Krapowa and heard that the theatre was closed and that there is now a Multiplex-cinema.

Resources:

- You have a big collection of art-house-movies and have the idea of a film-club or film-exchange project
- In the last years you became quite famous, even on a national level. So some pieces you were producing, are worth quite some money, or can be put into a museum.
- You are also operating a popular block, on which you present new art projects in Krapowa. But you could also use it to spread other messages.

Allies:

- Sebastian Stark (Scout)



Name: Marianne Roth

sition/Profession: Businesswoman

Personal Background:

You were born in 1958 in Krapowa to a big family. Your father used to be deputy of the manager in the paper factory, your mother has been a housewife and taken care of the children. You have never felt poverty and all of your sisters and brothers had the chance to go to university. You studied law and wanted to go abroad to a big lawyer's office, but then your father needed an advocate for the factory when the economy of the town became worse and you came back with your family. You wanted to help the factory, its owner and your father during this hard time and had a lot of success in the causes of changing the worker conditions to save money. You are still warmly connected to the factory and its goals because of family reasons. Since you were a child, you've been participating in the group of "Young Republicans" but you didn't enter the party.

Interests:

Economic Developments

In your opinion the big factories are the only source of jobs and money for Krapowa. You would do anything to support them, and keep them alive, even if this means worse conditions for the workers and using youth from poor families as low-paid workers. You are also ready to support the factories to modernize themselves to be profitable.

Social Developments

Your children go to a private school, because you want to provide them a classical and good education. You think that a family with mother, father and children is the only way of creating a family. It provides children the best way to grow up and gives them security and heartiness. You are convinced that as long as families are stable like this, it prevents from alcoholism, unemployment and drugs.

Ecological Developments

As you are a "child of the city", you are very much connected to the place. Long walks along the riverside and through the forest show to you how beautiful and peaceful the world is, that you like to conserve. You convinced your party members to organize a spring walk every year through the nature.

Cultural Developments:

Culture means to you education of traditions and values. In your eyes this is best served by a church visit every Sunday. You liked to go to the theater and watch Shakespeare's tragedies. There you could meet people from work and your neighborhood, drinking a glass of champagne and talking about the economic perspectives of Krapowa. But now they closed it and it is your effort to open it again. You dream of a worldwide known Opera and other cultural treasures in town.

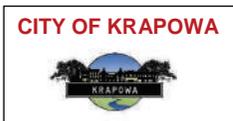
Resources:

- You have good connections to important people of the paper factory. And also to the other elite of the town, to people who have money or own estates and buildings.
- You know a lot of well known people in Krapowa that are academically educated as well as a lot of seniors who are for the conservation of traditions.

Allies:

- Stephan Cooper (Entrepreneur)
- Gregory Blake (Social Worker)





Name: Monti Santo

Position/Profession: Farmer, Head of Union

Personal Background:

Your family seems to have ascended directly out of Krapowas fertile soil: As the youngest of eleven children you only got a small share of your fathers farm as a heritage and therefore had to work additionally as a merchant for agricultural technology and fertilizers. Then you realized your ambition for political commitment and also the economic advantages a job at the farmers union brings with it. Due to your various contacts within the agricultural lobby you quickly became head of the organization. Since you went to some European agricultural summits and conventions you are quite interested in sustainable possibilities, especially the construction of biogas plants and the production of correspondent crops seems to be quite lucrative. Also windmills seem to be an additional option for some of your farmer friends. Of course, these means are expensive and require some subsidies and investments.

Interests:

Economic Developments

Your main goals are to push forward the reconditioning of roads and to foster the development of a functioning regional market and trade system. The roads are extremely damaged and they destruct your trucks. You want the town to renovate the roads. Also you think that agricultural subsidies are needed to maintain this sector, otherwise most of the famers would get bankrupt.

Social Developments

Your aim is to strengthen the rights and possibilities of the rural population. This also means that the social services like education and health and specially public transport most also be available for those living outside the city. In your opinion, every farm needs some underpaid workers that live in the barn and can be dismissed after harvest season.

Ecological Developments

In your eyes, only a productive nature that has been transformed and optimized by mankind is a good environment. Chemical fertilizers are an important means to raise productivity, but you also understand that some of your union's members are complaining about the water pollution and the destroyed soils. Sustainable energies would be a welcoming solution, but only if the agricultural sector has the possibility to gain profits from it. However the Green Party are trying to make the life of a modest and hardworking farmer impossible. If they introduce the environmental policies you will go bankrupt and your employees will lose their jobs!

Cultural Developments:

Culture? Yes, of course! By that, you mean the noble traditions of Crapowas countryside: Arranging life according to the seasons, celebrating traditional farmers' festive days, getting up with sunrise and going to bed with sunset, working hard all day, getting drunk on ,Saturday and going to church on Sunday.

Resources:

- Lots of hectares of agricultural land, much of it not in use.
- Seasonal working possibilities for unemployed citizens, but under bad conditions and poorly paid. You might help people and the city reducing unemployment if you get some additional funding.
- As the local brewery is one of the main consumers of local produced crops like barley and hops, you naturally maintain good relationship with this factory and you would like to see it growing.
- You can use the union to organize protests.

Allies:

- Natalia Produpiwa (Brewery Owner)
- Irina Fit



Name: Marlana Soluna

Position/Profession: Mayor of Krapowa

Personal Background:

You were born in 1973 in the country's capital, where your parents met during their studies. Later, they decided to return to their hometown, so you grew up in Krapowa. Descending from an academic background, you also decided to study law and after that got involved into politics. After some years, you decided to follow your family's tradition by returning to Krapowa, where you continued your political work. In public, you always declare your wish to improve the bad situation for "your" people as being the main reason to come back, but bad tongues stretch your shrinking star in national politics as your main motivation to return. With no doubt, your experience concerning political dynamics is of great importance for you as a mayor. You are a very ambitious person.

Interests:

Economic Developments

Your main concern is the steadily growing unemployment rate in town. Your declared goal is to make Krapowa an attractive site for new investments. Therefore, you are willing to take every measure that goes into this direction – including to make great concessions towards businessmen and enterprises when they to create new working places.

Social Developments

The social sector is not so important for you, since your main idea is that if everybody has work and hence every household supplied its needs, there would be no necessity to invest much in this field. Education is the only exception: As it has been a crucial influence in your personal development, you wish to enable especially children and young people to reach similar knowledge and skills. You claim the investments in education – 200.000 EUR.

Ecological Developments

You are quite open for sustainable ways and alternative energies, but your main concern is always, that every measure taken has to create new working possibilities, or at least does not increase furthermore the unemployment rate.

Cultural Developments:

Also cultural developments of every direction are fine – as long as they include new labour possibilities.

Resources:

- Parts of the party are loyal towards you, so you can mobilize them for different events and actions
- You are well networked with lawyers which can provide you with judiciary expertise
- You have a huge coin and stamps collection.

Allies:

- Peris Grande
- Alexandro Towarish





Name: Sebastian Stark
Position/Profession: Leader of Scouts
Personal Background:

You are 19 years old and on the way to become a bicycle mechanic. You are in the last year of your vocational training and yet undecided if you want to stay in Krapowa or leave the place to live in a bigger city. However, if there would be an interesting opportunity to work you would like to stay, because you do not want to leave your friends. Many of your friends are as you in the local scouts-club and you know each other since your childhood. Together you share a lot of experiences of creative actions, meetings and summer camps. The scouts are self-organized, but have a good connection with the church and the priest, who supports their work. The scouts try to activate young people to be involved in the development of the town and to speak or fight for their needs. Your parents are from the working class and you still live in one flat with them and your younger brother. Your parents are working a lot, but you are in good contact and they are really interested in what you are doing. You inherited 5000 € from your grandmother who died some months ago but you have not decided yet in which project you should put the money. You have also very good connections to Angela Cellu who was a friend of your grandmother.

Interests:
Economic Developments

The financial situation of your family is ok, but you think that your parents should earn more for the hard job they are doing. You fight for the interest of the youth in Krapowa and you hope that the town council will invest in giving the youth also economic perspectives.

Social Developments

You want that more efforts are put into better education and perspectives for the young generation. But you confident, that self-organized work and non –formal education can make a big change. You have the idea to create a youth center, including a computer lab, to build a start-up scene in Krapowa. For this not much is needed, when it comes to financial means. But the town could provide you with rooms, and the technical equipment.

Ecological Developments

You support the idea of sustainable development, because it must be the future way to develop Krapowa and the world. As a scout you always cared for the protection of environment and nature. This is one point were you sometimes argue with your parents, as the factory where they are working is polluting the city.

Cultural Developments:

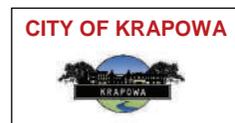
Each December the local scouts organize a charity party to have some money for their activities in the next year. Unfortunately, it is never enough to renovate the scouts-club. The condition of the building is already that bad that you are looking for a new place. Together with a group of committed young people you fight for a place which can be used in a creative and self-organized way.

Resources:

- The scouts of Krapowa are following and trusting you. They are committed to and experienced in carrying out projects. You can easily use them for different activities.
- You are also in good relation with the church and the priest, who is willing to support your work.
- You would like to share your knowledge and open a self-organized bicycle garage, where everybody can come and repair their bikes
- You have many skills in handcrafting different goods, and also sell these things on the internet as a small side job.

Allies:

- Rike Rosenberg (Street Artist)



Name: Alexandro Towarish
Position/Profession: Member of a labor union
Personal Background:

Born in the year 1966 in the suburbs of Krapowa, you were born into the footsteps of your father and grandfather who were coal miners. After you finished school you started your career in different work places and later got a job in the local coal mine. When the mine had to close you lost your job, but as you always have been very talented, you quickly were able to switch to factory work. During your labor experience in various factories, your negative picture of businessmen and factory owners steadily got worse. You always strove for improving labor conditions and therefore participated in several strikes. With this background it was a logical step for you to join the labor union, where you quickly ascended. You never lost your working class mentality. Class struggle is still your main goal, even though nowadays you have to be careful to speak out loud such radical ideas. But as you are a very impulsive person and fierce speaker, sometimes you are not very careful with the choice of your words during public speeches, which bring you into trouble with your labor union comrades.

Interests :
Economic Developments

The most important issue in local politics is to improve working conditions! You are not willing to make any concessions for factory owners and other capitalists and only move towards compromises in the labour question under pressure of your party comrades. Although you experienced unemployment yourself, this issue is not as relevant for you as the problems the few still existing workers have.

Social Developments

You fiercely act for higher wages, mainly in the industrial and energy sector but also in other fields such as agriculture. You also think that those who are working hard need a decent quality of health care and education. This must be affordable to them.

Ecological Developments

As your clientele is located mainly in the low-wage sector, cheap energy is an important goal for you. You are strongly for subsidies for the power plant. The protection of the environment is of minor importance for you. But you are not opposing it, as long as no jobs are in danger.

Cultural Developments:

Culture should also be available for everybody, and therefore provided for free or at least cheap. Since coal mining is an important part of local history you are putting a lot of effort in promoting this tradition in town. You are from time to time publishing a small magazine "Coal-Mine-Report" which aims to remind people of the better times.

Resources:

- You have very intense connections to labor unions. You can mobilize people for a strike.
- You have strong support from workers and low-wage employees.
- You have a sentiment for the old mine, contacts to other former mine workers and want to participate at the discussion about the future use of the area.

Allies:

- Peris Grande (vice-mayor of Krapowa)
- Marlana Soluna



Press & Media

In the world of today, free press and media have become as necessary as food and clothing. It has played significant role in strengthening the society. Press and media are considered as "mirror" of the modern society. The purpose of the press and media is to inform people about current, new affairs and to tell about the latest gossip.

Press and media can make or break the governments, calm down the people, play up their passions, help the party in power to strengthen its position or make the opposition to get the upper hand. Society is influenced by press and media in so many ways.

Press and media not only leave their impact on political life but also affect our social and economic life. Press and media affect people's perspective. Too much intervention of media in everything is a matter of concern. It is the media for the masses that helps them to get information about a lot of things and also to form opinions and make judgments regarding various issues! It is the press and media, which keep the people updated and informed about what is happening around them and the world.

But also unimportant and irrelevant news, that usually have no importance, often are given priority and due to a reason or the other, they get into the minds of the viewers and in this way many a times, important political, economical and sociological news get neglected and gradually, lose their importance!

Remember!

Press and Media in a charge of:

1. information
2. education
3. entertainment
4. advertising
5. correlation of parts of society

Nine core principles of journalism:

- Journalism's first obligation is to the truth
- Its first loyalty is to citizens
- Its essence is a discipline of verification
- Its practitioners must maintain an independence from those they cover
- It must serve as an independent monitor of power
- It must provide a forum for public criticism and compromise
- It must strive to make the significant interesting and relevant
- It must keep the news comprehensive and proportional
- Its practitioners must be allowed to exercise their personal conscience

Closing Session

The closing session is a mandatory game [Module](#) at the end of a Krapowa simulation game session. Main point is, similar to the [Opening Session](#), to turn Krapowa [Citizens](#) back to [Participants](#).

Aim: Wrapping up the Krapowa experience, "dropping the role", evaluation of Krapowa experience

Content:

- (30 min) Imaging the future for Krapowa
- (15 min) last statements, dropping of name tags
- (15 min) mayor's speech, official end
- (60 min) evaluation

Proposed Methods:

- Future Krapowa: [Trainer](#) prepare a chart with time axis (preferably using game [Module](#) as time units, plus one time mark for future development) and emoticons (good/middle/bad) on the y-axis. All [Institutions](#) (for example, [Civil Society Organizations](#), the [Press Team](#), the [Mayor](#), etc. draw a graph on the chart according to their personal success/energy level of that respective module (variation: every Citizen draws an individual chart). In a second step, Citizens are asked to draw an aggregate chart and discuss the results.

- Last statement: trainers draw a line to separate the seminar room in two halves. Every Citizen has the opportunity to one last statement, before they symbolically drop their roles before stepping over the line, one by one. Doing this, trainers can provide a container where name tags can be thrown in, thus adding a symbolical action of getting rid of the role. For the following evaluation, it is important to stress that, once stepping over the line, there is no coming back to the role.

- Evaluation: We propose a three-step evaluation with a built-in logic of progression from personal to abstract experiences. Evaluation should include:

- a) personal level
- b) group level
- c) transfer/abstract level.

Tipps/Tricks:

-

Material list:

- Krapowa future chart, markers
- Line to step over (can be substituted with tape)
- container for name tags

Community Meetings and Citizens Actions

[[Community Meetings]] & [[Citizens Actions]] is an optional [[Game Module]] of [[Krapowa]]. It can be best played in a [[time structured game setting]]. During the process of the game several [[Community Meetings]] will take place. [[Citizens Actions]] are performed by [[citizens]] of [[Krapowa]] during the process of the game.

Aim: [[Community Meetings]] and [[Citizens Actions]] are features to make interests, ideas and goals of [[citizens]] and/or [[CSOs]] visible.

Content:
(30-50 min) [[Action Phase]] and Negotiations
(20 min) [[Community Meetings]]

Proposed Methods:

[[Action Phase]] and Negotiations are carried out by [[citizens]] in an open setting: The actors start to change things in [[Krapowa]]: They can perform first [[Citizens Actions]], invite the [[press]] or write statements and prepare the [[community meeting]].
[[Actions Forms]], or some kind of online tool should be used to inform the [[press]] and other [[citizens]] who are not directly present in the moment of the action about planned and conducted [[Citizens Actions]]. The [[press]] makes the action visible eg. puts them on a map or in the [[Press Show]]

[[Community Meetings]] are the space, where all citizens can come together. Members of the [[City Council]] take part only as observers.
In the beginning of each [[Community Meeting]] citizens first choose a moderator (eg. through majority vote). During the meeting citizens or CSOs might present their ideas, discuss them, look for supporters for their suggestions and agree on common [[Citizen Actions]]. They might discuss and agree on proposals and demands for the [[City Council]]. As a possible result of the [[Community Meetings]], citizens can hand over [[Demand Forms]] to members of the council, to make their proposals and demands clear.

Optional, when a [[City Budget]] is introduced to the game:
During the [[Action Phase]] [[citizens]] and [[CSOs]] should think what resources (eg. money, houses, persons) they want to demand from the [[City Council]].
They should use [[Demand Forms]] to make their need of resources clear to the [[City Council]] – [[Demand-Forms]] are to be turned in before the Negotiation about next years [[City Budget]].

Tipps/Tricks:

Participants should come up by themselves with Actions. For some target groups it may be necessary to shortly introduce to the topic or to use materials to show, what could be such kind of action, e.g. planting trees in the mine, demonstrate for keeping power station etc.
Encourage participants to show their Actions/make them visible by performing them as a part of the game, using [[Action Forms]] or informing the [[Press]].

Material list:
flip chart paper, moderation cards, glue etc.
materials to encourage the participants to become creative / or with which they can make their ideas visible
[[Action Forms]]
[[DemandForms]]

Conflict Management

Aim:

The objective of the training is to provide participants with some insights related with the conflict management thus contribute to the conflicts prevention in Krapowa.

Content:

- (30 min) Common ways of dealing with conflicts within a group: Avoiding, harmonizing, bargaining, forcing, problem solving.
- (30 min) Conflict-management styles: Collaborating, Accommodating, Competing, Encourages Avoiding, Compromising.
- (20 min) The ways of managing conflicts
- (15 min) Positions and interests
- (30+ min) Conflict management tools: communication, negotiation, mediation.

Proposed Methods:

- Budgeting training session will include:
- Facilitator presentation
- Brainstorming,
- Exercise in pairs
- Aquarium
- Small group exercise
- Plenary presentations

Tipps/Tricks:

TIPS FOR CONSIDERATION

There are many Conflict management training approaches and techniques. For this particular case, facilitator of the game should understand at which stage of group dynamic the potential of hidden or even open conflicts raised and plan the conflict management workshop accordingly.

Material list:

Title: CSO Campaigns

Civil Society Organizations react to an external shock by organizing protest campaigns against it, or campaign to support a certain political aim. After preparation time (small group work), campaigns are presented to the public. Presentations can be evaluated to give constructive feedback to the work effort.

The shock can be any topic, it is important that every CSO can relate in one way or the other to it: Either protesting against, or supporting a certain political decision. For example: Closing of city infrastructure (hospital, theatre, youth center). Another possibility is to use results of previous game modules (city budget negotiation).

Aim: Provide a framework for CSOs for creative action, connection between workshop content and game

Content:

(10 min) introduction of the shock

(20 min) Q+A, brainstorming of ideas

(120 min) time to work on campaign presentations

(60 min) campaign presentations

Proposed Methods:

- The external shock can be introduced in different ways: By announcement of the facilitators (example: city hospital will be closed down), by announcement of the mayor, or as a reaction to previous game methods (for example, cuts in the city budget).
- Brainstorming: Participants think about forms of action that could be included into a protest campaign and write them down on a moderation card (3-5 cards per participant). In a second step, forms of action are discussed and clustered.

Tips/Tricks:

- This module works well with a training on campaign management and/or campaign design, but can be used stand-alone, too. In connection with a workshop, we recommend a evaluation method of the contents of the campaign (See Wiki for more information).
- If used without the workshop, the module is rather a free space in which CSOs can implement creative ideas. In this case, it is recommended to conduct a brainstorming of ideas of elements that could be implemented within a campaign together to show the different possibilities.
- Stress the creative use of different resources and media (paper/Social Media/Flip charts/Blog/Photos, videos) etc. As one participant said: "You can organize a whole campaign with your smartphone."
- To create equal opportunities, there should be a written assignment stating the topic of the campaigns, the working time, and maybe categories according to which the campaign will be evaluated.

Material list:

- Campaign Assignment document from the data base
- Lots of standard seminar material (flipcharts, markers, colorful paper, etc)
- (if possible) Online resources like twitter/tumblr accounts for every CSO
- Stage/room for the presentations (if possible with projector)

Title: Formation of Civil Society Organizations

In this module, participants negotiate to form Civil Society Organizations according to their main political interests and resources. After a short round of getting to know each other's political positions and resources, citizens negotiate with each other to create CSOs. After negotiations, citizens vote which CSO they want to be member of.

Aim: Every citizen will be member of one Civil Society Organization by the end of the module. CSOs define their targets and interests.

Content: The module is structured in three steps: First, citizens collect and visualize political interests and resources at their distribution. Then, negotiations start, where propositions for CSOs are formulated. In a third step, results are presented and every citizen chooses a CSO to join.

(10 mins) Introduction

(20 Mins) Silent discussion: Interests

(15 Mins) Collecting/clustering Resources

(15 Mins) Plenary Session (I): Propositions for CSOs

(15 Mins) First negotiation round

(15 Mins) Plenary Session (II)

(30 Mins) Second negotiation round

(30 Mins) Presentation of CSOs, final decision of every citizen

Proposed Methods:

- Political interests: Citizens engage in a "silent discussion" where political interests are written down on flip charts with the following titles:

- Public Interest
- Education, Youth
- Social Security and Welfare
- Economy, Labor, Unemployment
- Protection of the environment, Ecology
- Culture
- Others

Every citizen formulates a concrete political interest according to their character profile, like "cheap labour" for Natalian Produpiwa, or "maintenance of the city hospital" for Irina Fit. Interests are attributed to their respective category, in this example economy or public interest, and add their name so that interests can be identified. If other citizens share the same interest, they simply add their name. After about 15 minutes, the charts are hung on a wall to provide a visualization of the political interests of Krapowa's citizens.

- Resources: Every citizen gets metaplan cards of four different colours. On every card, they write down a certain resource that they possess:
 - Monetary (financial funds mentioned in the character profile),
 - Political power (like a political office),
 - social (like contacts to business persons, or a network of friends),
 - cognitive (skills and competencies)Metaplan cards are collected and glued down on a flip chart to provide an overview of the different types and forms of resources.
- Marketplace of ideas: Citizens can make propositions for CSOs, as in rough ideas in which general area/interest a CSO would make sense. Facilitators introduce some ground rules that every CSO has to fulfill: 3-6 members, at least 1 clear political interest, and as many different resources as possible. After that, in a short negotiation round propositions are expanded and discussed with other citizens. After about 15 minutes, in a plenary session facilitators check if everything is OK, if maybe some of the propositions can be cancelled because not enough people are interested, and if every citizen can be part of at least one group discussion (and help those who have problems connecting to others). In a second negotiation round, propositions are further refined to be presented afterwards. At the end, every citizen decides finally which CSO they would like to join.

Tipps/Tricks:

- Definitions and examples for resources, political interests and CSOs can be found in the Wiki.

Material list:

- Standard seminar material

Fundraising

camera/media equipment
excel

1) Aim

The main aim of this workshop module is to get an idea about different fundraising strategies.

2) Content/ time plan

Introduction and methods (45 min)

Definition of

- ↳ What is needed
- ↳ Why it is needed
- ↳ How it will help the community
- ↳ How much it will cost
- ↳ How long it will take

Description of different methods for recording data

groupwork (90 min)

- ↳ define the needs
- ↳ create a budget plan
- ↳ apply for money
- ↳ fill the form (see the [[call for application]])

3) Methods

[[budgeting]]
crowd-funding
online fundraising
social media
charity events
sport events
donate instead of presents (birthday/funeral)
online platform
goding.de
betterplace.org

4) Tipps

Participants should be guided to plan realistic projects.

5) Material list

laptop

Krapowa City Festival

Krapowa City Festival is not mandatory [Module](#) of Krapowa game. Typically, it is an event which takes place on the first or second evening of the game.

Aim:

introduce [[citizens]] to each other, stimulate them to get acquainted with each other's profiles and start to talk about the interests groups in more informal atmosphere.

Content:

(120 min) Preparation of the festival

(10 min) [Mayor](#)'s welcome word with presentation of festival's program

(60 min) Festival main program

(flexible) Closing part of the festival

Proposed Methods:

- Preparation of the festival content: participants are divided into 4-5 random groups with 3-4 people each. Each group has to prepare one entertainment for the city festival which would help participants to get to know each other better. Options for the festival content can be different (games, dances, performances, quests, quizzes, etc.).

- Different ideas: If [[CSOs]] are part of the game, they can be asked to prepare entertainment; or single persons by self declaration. The only thing one should avoid are groups divided along the lines of nationality, to provide a more unifying framework for Krapowa's city life.

- Festival concept: each team should present their entertainment to all other [[citizens|citizen]]. It should be done one by one in random order. After all teams finish their presentations there remains free program for the rest of the evening, possibly more in the form of party where participants can relax and communicate with each other but still remaining in their game roles.

Tips/Tricks:

- Festival should become more like a teambuilding activity for participants but they should be reminded to perform on behalf of their game roles.
- The Mayors should be involved as much as possible in the organization of the festival. For example, it is their responsibility to open the festival and moderate it till the end still giving the ground for initiatives and ideas from other participants. It is recommended to discuss with the mayors and prepare them for the task; make clear that they have the freedom to organize the festival in any way they want as long as everyone can get involved.

Material list:

- Mixed materials for creative work (decorating premises for festival event, preparation of entertainments)
- (if possible) some money for buying decorations (mayor is responsible for organizing and spending)

Mediation

1) Aim

The main aim of this module is to set up independent persons to aid in cases of disputes, controversy or disagreement. Mediation is one possible method for constructive [[conflict management]]. During the [[simulation game]] sometimes problems arise between participants or whole groups. It is a great chance to implement methods of mediation since they are quite useful and can be trained in a [[protected learning space]].

2) Content/time plan

Theoretical introduction (60 minutes)

- ↳ aims and use: mediation helps conflict parties to a common work on conflicts, clarifies relationships and develops conflict competences of the disputants.
- ↳ various techniques to open, or improve dialogue and empathy between disputants, aiming to help the parties reach an agreement.
- ↳ The participants get trained in working with difficult situations. How to act as a neutral facilitator and guides the parties through the process.

Practical training/ role games (60 minutes)

3) methods

practical training/ role games

4) Tipps

5) Material

camera (video) to document the role game for case discussion

Negotiation about next years City Budget

The Negotiation about next year's [[City Budget]] is an optional [[Game Module]] of Krapowa. It is played in a setting where time structured in single years is relevant. It requires the formation of a [[City Council]]. It can be best played together with the [[Game Module]] [[Community Meeting]].

Aim: The [[City Council]] discusses the City Budget for the following year and takes a decision how it will look like. A [[Budget Plan]] for the following year is created and handed over to the [[Press]].

Content:

(20 min) [[City Council]] Meeting / Discussion of the [[Budget Plan]]

(5 min) Decision on the [[City Budget]]

(2 min) Handing the [[Budget Plan]] to the [[Press]]

Proposed Methods:

[[City Council]] Meeting with decision about budget & resources for the next year.

[[City Council]] decides at the beginning whether the meeting will be open for the [[Press]] and the [[Citizens]] of [[Krapowa]] or not.

Members decide on the budget by majority vote; if there is a draw the [[Mayor]] decides. The [[City Council]] votes on the full budget, not on every post.

Optional: If this [[Module]] is played together with the [[Module]] [[Community Meeting]] the [[City Council]] decides, which [[Demand Forms]] will be supported. In this case [[Demand Forms]] have to be handed in before the [[City Council Meeting]] / the [[Negotiations of the City Budget]].

[[Citizens]] and [[CSOs]] can go on acting while the meeting takes place; a separate room or section in a bigger room for the meeting is recommended.

Tips/Tricks:

This [[Game Module]] can be played a couple of times and be used as a tool to structure the game into years.

The [[Budget Plan]] should be well prepared by the [[trainers]] and be more or less differentiated according to the [[target group]].

Material list:

extra room where the [[City Council]] can meet, if they want to exclude the public
[[Budget Plan]], paper, pens

Opening Session

The opening session is a mandatory [Module](#) of Krapowa. Typically, it is the first session of a game (apart from online prep meetings).

Aim:
introduce participants to the game, handing out role profiles and the game [scenario](#), getting to know each other's profiles, [resources](#) and key [Political Interest](#); getting participants into "play mode".

Content:
(20 min) Handing out role profiles and the scenario, reading
(10 min) Q+A Session
(45 min) Getting to know each other
(15 min) [Mayor's](#) speech

Proposed Methods:
- small group introduction: participants are divided into 4-5 groups with 3-4 people each. Each group has to present all [Citizen](#) (names, resources, interests, etc.) to the others. Presentations should be done in a creative way (theater plays, song, etc).
- Designing of name tags: Hand out empty name tags and materials. Ask everyone to design their own, providing material
- Map of Krapowa: Assign a task to the whole group to build a miniature map of Krapowa. Provide all kinds of materials, but encourage to fetch any kind of material which can be found in the surroundings (leaves, stones, etc). Should take about 1,5 hrs all in all.

Tipps/Tricks:
- standard name-games (getting to know each other's names) can be played with the new character names assigned.
- Usually, profiles will be handed out randomly, but it can be useful to pre-select candidates for mayor, vice mayor, and press. Try to get a good balance in the four roles (male/female, old/young, different nations etc. should be represented).
- For the next steps in the game, it is necessary to include both [Political Interest](#) and [Resources](#) into the description, since a good knowledge of these will help the conduct of the game in the next step.

Material list:
- Role Profiles (1 per participant)
- Scenario, mayor's speech (1 copy per participant)
- Name tags, mixed material for creative work (for name tags and/or map)

Press Show

1) Aim

The aim of this module is to get experiences with different kinds of presswork and by the way a great documentation of the project results. Also, participants should of course get information what is going on in the game, in other working groups, etc.

2) Content/ Time Plan

Two (or more) participants should build the press team. The press team accompanies all other groups during the game process and documents results or on-going happenings.

They are free to use any kind of media they like. The material they need should be provided and possibilities be communicated (i.e. printing, video (tv), audio (radio), photography, internet etc.).

The results of the press team will be presented every day to the other participants. We recommend a time frame of 30 mins which is to be filled by news presentation.

Main points of content should be

- Information
- Education
- Entertainment
- Advertising
- Correlation of parts of society

3) Methods

4) Tipps

- It depends on the motivation and encouragement of the team members how much they work and what kind of diversity they provide. It is recommended that one of the trainers is supporting this group during their tasks. The technical work should be as easy as possible (simple apps), because they might have no experiences with i.e. cutting, lay out, design etc.

5) Material

(depending on your possibilities)

camera (photo/video)
tripod
laptop

tablet/iPad (video and cutting/trailer apps)
microphone/ recording instruments (tv/radio)
printer/paper (newspaper)
beamer/ loudspeaker (tv news)

Software/apps:

iMovie
premiere elements
photoshop
InDesign
Garage band
Tadaa

Starting into a new Krapowa Day

[[Starting into a new Krapowa Day]] is an optional [[Game Module]] of [[Krapowa]]. If [[Krapowa]] is played more than one day, we recommend to use the ideas and elements of this [[module]] in the beginning of each new day. Ideas and methods can be also used after a break to bring all participants back into the game.

Aim: To bring participants back to the [[playground]] of the [[simulation game]] and into their [[role characters]]. Create an atmosphere, where participants get into their [[roles]] after a break or in the beginning of a new day.

Content:
[[5-25 min]] Game/Warm Up (WUP)

Proposed Methods:

- 1) Name Games: To remember the names of other characters of Krapowa methods and games of international youth exchange programs – played not with real names, but with the names of the role profiles – can be very helpful.
- 2) Getting to know each other: To remember names and interests of different roles “getting to know” games played inside the roles of the simulation game can be helpful.
- 3) Feeling into the own role: Participants can get closer into their own role/or back again into their role by getting a feeling to their role. This can be achieved by theatre and acting methods.

Where to find Games/WUPs?:

Aktion-West-Ost e.V.: EuroGames. 100 Spiele und Übungen für internationale Begegnungen. Düsseldorf, 2004.

Boal, Augusto: Theater der Unterdrückten. Übungen und Spiele für Schauspieler und Nicht-Schauspieler. Edition Suhrkamp. Frankfurt am Main, 1989.

Bojanowska, Joanna: Spachimation/Animacja językowa. DPJW. Potsdam/Warschau, 2008.

Europahaus Aurich/Anti-Bias-Werkstatt (Hrsg.): CD-ROM Methodenbox: Demokratie-Lernen und Anti-Bias-Arbeit. Aurich, 2009.

Bay, Christine/Sauer, Robert: Vom Warming-Up zum Cool-Down. Neue Methoden für die Arbeit mit Jugendgruppen. Edition ProjektArbeit, Juventa Verlag GmbH, 2. Auflage, 2010.

uvm.

Tipps/Tricks:

Trainers should encourage participants to act and feel into their role once the day or the unit of the game has started. This means also, that trainers should address participants in their roles and postpone organizational questions to the end of the day or game.

Material list:

depending on the conducted method – very often no materials are needed

Teambuilding

1) Aim

The main aim of this module is to build good teams who will cooperate during the whole game with each other. Team members who cooperate for more than a few days together sometimes feel irritated, frustrated, exasperated over what supposed to be done. It is good to give a guidance about creating an atmosphere of genuine curiosity and caring.

2) Content/time plan (as necessary)

Theoretical introduction (15 minutes)

Practical training/ games (60 minutes)

3) Methods

Here you can use a lot off different methods as warm ups, icebreakers, communication games, breaking down stereotypes games, team strategy games, collaboration games etc.

You will find some good examples here: www.teampedia.net

4) Tips

Inspire your team: "Your don't win with the best talent – you win with the five players who are able to play well together." (Sportscaster)

5) Material

as needed game materials

see above or www.teampedia.net