

Our simulations 2022

Online as in classroom, we would like to inspire you with our offer for your events in these challenging times for education.

We would like to present our simulations for the international sector to you on the following pages. All simulations are already in use with KAS offices in Germany and abroad.

Our simulations can be played by young people and adults and are available in different language versions.

The online seminars can be conducted on WebEx or Zoom or on your own platform.

If you have any questions or want to book, you can contact us at info@civic-institute.eu

We look forward to your message!

Destination Europe

The European Union is the destination for many refugees from all over the world for various reasons. The EU must rise to this challenge. The simulation game "Destination Europe" addresses the current situation of refugees in Europe and the question of whether a common European asylum and refugee policy could be designed in the area of tension between humanitarian asylum law and the question of the conditions and willingness of the EU to accept refugees. EU legislation is simulated by the Commission, the European Parliament and the Council. The simulation game was developed in cooperation with the Landeszentrale für politische Bildung in Baden Württemberg.



number of participants	language versions
up to 60	English, German

The data is free? Commerce or control?

According to a 2017 Eurobarometer survey, 70% of Europeans are concerned that their personal data could be misused. Digitalization in particular has increased the opportunities for data misuse enormously. And with it, the need to adopt common rules in the EU for the protection of personal data. However, it must of course also be born in mind that European companies are in a global competition, in which overly strict rules could mean a competitive disadvantage. The simulation game addresses important aspects of personal data protection in Europe against the backdrop of the new 2018 General Data Protection Regulation. EU legislation is simulated through the Commission, European Parliament and Council.



number of participants	language versions
up to 60	English, German

Giving Europe a home

The European Union seems to be in a crisis. Instead of solidarity and a sense of community, the discourse among the member states is dominated by self-interest and the preservation of vested interests. Both internally and externally, the EU project seems less attractive than ever before. That's why the European Commission wants to take the big plunge: a new pan-European idea is needed. In order to strengthen cultural policy, the European Commission presents a proposal for the establishment of "European cultural institutes". However, when it presents the proposal to the EU Council, a heated discussion ensues. Will the smart idea of a young EU innovator end up in the circular file of history? Or will the initiative successfully make its way through the Brussels committees and become European law? The simulation game was developed in cooperation with ifa (Institut für Auslandsbeziehungen e.V.) and EUNIC (European Union National Institutes for Culture).



number of participants	language versions
up to 46	English, German

Europe's "new" neighbours

The European Union is extremely attractive, especially for the countries in its immediate neighbourhood. The closest possible relations with the EU are important to the citizens of these countries. This simulation game deals with the question of how relations with the countries of the "Eastern Partnership" (Armenia, Azerbaijan, Belarus, Georgia, Moldova and Ukraine) can be structured. Under what conditions is it possible to conclude association agreements and what aspects can they cover? These questions are controversially discussed and decided by the European institutions (European Parliament, European Commission and Council of the EU) in the simulation game. Ultimately, the question is how the EU can integrate its eastern neighbours as well as possible, even without granting them the prospect of membership.



number of participants	language versions
up to 60	English, German, Russian

Focus the Balkans

European integration continues! Not only the depth of integration is increasing, but also the regional expansion of the EU is not yet foreseeable. After Croatia joined in summer 2013, Albania, Bosnia and Herzegovina, Montenegro, North Macedonia, Serbia, Turkey, Kosovo and Iceland are still candidates for membership. But how does one get into the EU? What interests do member states, candidates for membership and citizens pursue? Moreover, how are these interests negotiated in the EU? "Focus Balkans - 27 plus" provides insights and makes new experiences possible. The simulation game was developed in cooperation with the Landeszentrale für politische Bildung in Baden-Württemberg.



number of participants	language versions
up to 100	English, German

Our Community

Citizens often experience politics at the local level, in a community or region, as a discussion about public spaces. The ideas about the use of these public places are usually very different. The effects of a new use affect everyone, especially when it comes to the central square. The simulation game "Our Community" deals with exactly this issue. The scenario is set in a fictional city in Europe that is rather small and has a multi-ethnic population without major conflicts. The question of how to use the central square requires all participants to seriously represent their interests, respect each other and compromise. This task is not easy because not everyone can assert his or her own position.



number of participants	language versions
up to 45	Albanian, English, German, Russian, Ukrainian

Class with class

The school is upside down! What's going on? Nobody ever thought that something like this could happen. But now the school No. 99 on Listopad Street in Zlatogorsk is suddenly without rations. The awful news has just become known. In view of this, the students decide to take the problem into their own hands. Some of them have long dreamed of having their own school café! But it's not that simple. They have to convince not only the school administration, but also the parents and teachers of their idea. The success of their project depends on whether everyone can find a common solution. Will they succeed, even though some of the adults don't think much of the idea? The simulation game "Class with Class" sensitizes young people to the importance of participation in everyday school life. Participants learn to work together and to influence their immediate environment. Looking for a solution, they not only have to take into account the needs of all those involved, but also convince them that they are right. Their voice also counts!



number of participants	language versions
up to 35	English, German, Russian, Polish

source of alle pictures: <https://unsplash.com/>.