

Peace Game Program

Mobaderoon, a civil and commercial training company registered in Commercial Register No. /6/ bears a societal responsibility within a vision that works on “building trust and understanding to support and sustain peaceful coexistence” by providing research and training work in all its forms, developing the administrative capacities of institutions and teams, and completing studies and surveys, workshops and conferences in the field of raising awareness and community support.

In its work, Mobaderoon follows developed approaches to empower individuals and groups with specialized knowledge that matches their local needs and enables them to activate their roles in their societies in all areas of their work.

Mobaderoon has been the fruit of diverse knowledge since 2009, and this knowledge is shared through providing consultations and training programs, which serve the needs of capacity building at several levels, including programs that support youth and leaders, programs that support children and adolescents, and programs that support owners of social initiatives and projects. Mobaderoon provides its training and advisory services to:

- Organizations, institutions and associations of civil society.
- Companies and commercial establishments affiliated with the private sector.
- Teams, individuals and entrepreneurs.

Awards:

Mobaderoon is proud of the recognition by many international bodies for its programs and services. Mobaderoon was awarded the following awards:

1. Livia Foundation Prize 2014 for its work in peacebuilding.
2. The Economic Citizenship Award in 2017 for its work with street children.
3. The 2019 Facilitation Gold Award for its pioneering use of facilitation in its programs to create positive change.

What is the Peace Game Program?

The Global Peace Game is an interactive educational game for adolescents based on simulating reality activities. The game is based on adolescents playing roles within imaginary countries and organizations that work together to solve global problems, in a way that stimulates the adolescents' imagination and works on understanding local and global citizenship, mediation and negotiation mechanisms, decision-making skills and dealing with crises.

Expected Educational Outcomes

- Adolescents test skills to understand and analyze reality, and use critical thinking and research skills.
- Adolescents work according to communication, negotiation and dialogue skills.
- Adolescents understand how to invest available resources in dealing with crises and respond to them with non-violent and sustainable solutions.

The educational why(s) behind this program

- In the peace game and within an educational, stimulating and safe dialogue environment, adolescents learn problem-solving skills, think about the future consequences and aftermaths of violent choices, deal with and experience the results of peaceful and violent solutions.
- Adolescents in the peace game understand the socio-economic and environmental systems and form their own decisions and opinions about them.
- Adolescents live in the game of peace, an atmosphere that stimulates cooperative solutions and joint action, and the principle of success is a shared responsibility.

Program Implementation Mechanism

Within a workshop environment that targets adolescents in the age group of 12-18, and for 5 days/4 hours/day, totaling 20 hours for 30 participants, including children with the presence of supervisors.

The challenge is facilitated by trainers capable of dealing with adolescents in line with their capabilities whilst preserving their diversity and adding to their educational knowledge credit.