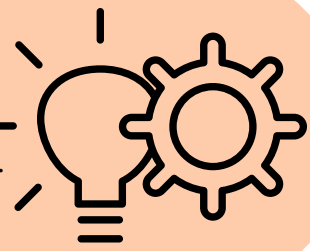
# SIMULATION

## 1. WHAT

A simulation is a non-formal education method with which we recreate versions of reality that help us understand, practice or analyze real life situations. Every participant gets a role that he/she has to play. A virtual scenario is built with the participants being free to choose how the story develops, based on the instructions they get.

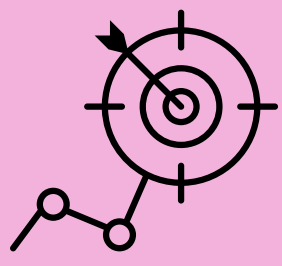


## 2. WHY

So that participants don't just receive knowledge but also experience it. We can tackle many real world issues that are too complex to fully grasp through theory alone. To make learning active and fun while developing soft skills (teamwork, communication, empathy, negotiation, leadership, critical thinking).Participants get to step out of their comfort zone and represent values that they might not agree with..

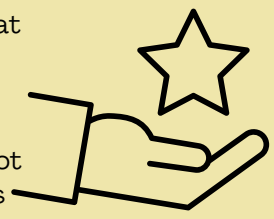
## 3. WHEN

We use simulation games in nonformal education whenever we want learners to actively experience, experiment, and reflect, instead of just listening.After initial trust-building and introductory sessions, but before the wrap-up, when participants are ready to engage deeply and still have time to reflect.



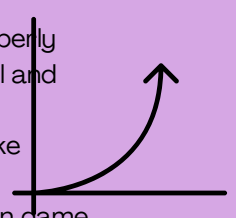
## 4. POTANTIALS

Simulations help people feel and understand different situations that they might not be familiar with/experience on a day to day basis. They have a potential of increasing someone's confidence and speaking skills as well as experiment with different personalities. Simulations give people a place to try new things that they might not want to try out in the real world. They also aid in connecting groups of people and bonding them through the shared experience.



## 5. LIMITATIONS

1. Oversimplification of serious issues and situations
2. Not taking is as seriously as it should be in order to do the task properly
3. It can get exhausting towards the end and the participants lose will and energy to pursue their initial goals
4. It can be triggering, especially if the topics are sensitive and provoke emotional charge
5. *The facilitators have to be on constant alert to keep the simulation game ‘’spicy’’ and thought-provoking
6. Time management is very important for flow



## 6. GROUP SIZE

Depends on the simulation. The bigger the group size, the bigger the difficulty to handle it but it makes discussions more interesting and diverse. In big groups you may team up people (like not just one policeperson but multiple policepeople). In big groups introverted people struggle to find a safe space, especially in speaking freaky.

## 7. INSTRUCTIONS

Trainers: Handout with the general framework and setting. Various scenario possibilities taken into consideration. chosen moderator/s for running the simulation. Preparation for potential intervention and steering during the simulation. Regarding role allocation for participants and trainers it can be random or chosen.
Participants: Handout prepared with given role, setting, motivation, character description. Alongside explained structure and stages of the simulation.

## 8. TIPS FOR TRAINERS

Include an "Escape Route"
Be adaptable – stay flexible, as simulations rarely unfold exactly as planned.
Be clear on your goals – know what you want participants to learn and keep that in focus.
Prepare materials carefully – provide clear instructions, role descriptions, and any background information needed.
Define roles clearly – make sure every role is specific, necessary, and leaves little space for confusion.
Pay attention to emotions – observe participants’ reactions and be ready to step in if tensions rise.
Balance intervention – don’t be afraid to guide the process when needed, but avoid taking control away from participants.
Read the room – adjust your facilitation based on energy levels, group dynamics, and engagement.