CHVNGING THE GAME

DEVELOPING A CULTURE OF PEACE IN ORGANIZATIONS

PEACE PLEASE

The game "**Peace Please**" has been developed as part of the project "Changing the Game: Developing a Culture of Peace in Organisations", financed by the Erasmus+ Programme for Adult Education. It is accompanied by a Guide to increase the impact of the game.

A CULTURE OF PEACE

A Culture of peace is "a set of values, attitudes, traditions and modes of behaviours and ways of life that reject violence and prevent conflicts by tackling their root causes to solve problems through dialogue and negotiation among individuals, groups and nations."

A transition to a Culture of Peac is needed to address global problem in a sustainable way. The environmental crisis, famine, war and the pandemic for example require more global cooperation.

The game Peace Please seeks to enhance cooperation inside organisations, so they can work on a Culture of Peace on a small scale.

AIMS OF THE GAME

Peace Please aims to facilitate the 'translation' of a Culture of Peace, a 'big' and somewhat abstract political concept, into the context of organisations, so that they can start to incorporate a Culture of Peace into their work environment. The game exists of challenge cards and action cards. Players choose together which action cards are appropriate for the challenge card on the table. In this way they get acquainted with various actions that contribute to a bigger or smaller degree to a Culture of Peace. It is thus a cooperative game, in which you need to engage in a process of collective decision making.

CHALLENGES & ACTIONS

Peace Please exists of Challenge cards and action cards. There are two challenges for each area of a Culture of Peace. These areas have been adapted to the context of organisations:

- Core Values (originally: Education for culture of peace);
- Teamwork and Cooperation (originally: Understanding, tolerance and solidarity);
- Decision-making (originally: Democratic participation);
- Communication & Sharing information (originally: Free flow of information);
- Conflict Navigation (originally: Disarmament);
- Respect for Human rights (originally: Human Rights);
- Impact & Interconnection (originally: Sustainable economic and social development);
- Equality and Representation (originally:Equality of women and men).

SUSTAINABLE CHANGE

By playing **Peace Please** you can become a pioneer in creating a Culture of Peace in your organisation. Reflect and evaluate which responses are helpful and which ones are not and self-assess how you are moving towards a culture of peace, by reading the Guide.

MORE INFORMATION

For more information, please visit our page on the website of Peace Power.