



Invitation to a one-day workshop: The Nexus Game and its potential application in stakeholder participation processes

When: Tuesday, 25th of June 2019, 9AM-5PM

Where: C3 – Center for International Development, Sensengasse 3, 1090 Vienna

Organised by: ÖFSE and IIASA, in cooperation with FUSE

Target group: Researchers, development practitioners, teachers, students, persons interested in innovative teaching, learning and participatory processes

The number of participants is limited, please register with i.pumpler@oefse.at until June 18.

About the Nexus Game

The Nexus Game gives a unique opportunity to get an insight into the challenges of water management for energy and food production while sustaining environmental flows. Participants explore how different water management policies can lead to the sustainable development of society in harmony with nature. They will strive to address the water needs of population, industry, and agriculture, at the same time facing challenges of climate change. The game is designed to demonstrate many interconnected Water-Food-Energy Nexus challenges.

The players take on the roles of policymakers in two countries that have access to the same river. They have to match the increasing water demand with adequate supply. In order to achieve this goal, effective collaboration and information exchange must be established between stakeholders both within and across the borders. Since the goals of both countries overlap, the game provides an opportunity for practicing conflict resolution and cooperation at the international level and with a strategic overview of interconnections between water and energy in the context of security and sustainability.

About the workshop

During the morning session (9-12.30), participants will play the game and reflect upon its applicability. During the afternoon session, participants will learn how to use it in their own teaching, training, facilitation activities. The workshop concludes with a common reflections about possibilities and limits of social simulation games in different settings.

It is also possible to only participate in the morning session.

Trainer: Piotr Magnuszewski, Centre for Systems Solutions and IIASA

Piotr Magnuszewski has been working for decades as a systems modeler, game designer, professional trainer, facilitator and researcher to provide tools for people in all sectors to make better policies and decisions about the society and environment. He designed and applied many social simulations and role-playing games addressing the issues of resilience and sustainability such as climate change, energy transition, and management of natural resources.

Piotr has been working with diverse groups of scientists, businesses, NGOs and international organizations including the European Commission, OECD, African Development Bank and the Zambezi Watercourse Commission. Piotr works as a research scholar at the International Institute for Applied Systems Analysis (Austria). He is also co-founder and managing director of the Centre for Systems Solutions (Poland).

Centre for Systems Solutions (CRS) is an international non-profit organization established in 2005 with a mission to develop and apply innovative methods and system tools, to enhance knowledge brokering, science-policy integration, sustainable development and social dialogue. The activities range from scientific research, innovations for policy- and decision-making (for NGOs, government, business) to experiential and game-based learning (workshops, courses). CRS uses systems science as well as knowledge management tools and methods to functionally integrate the diversity of perspectives from business, government, NGOs and concerned citizens.

Picture: (c) Centre for Systems Solutions