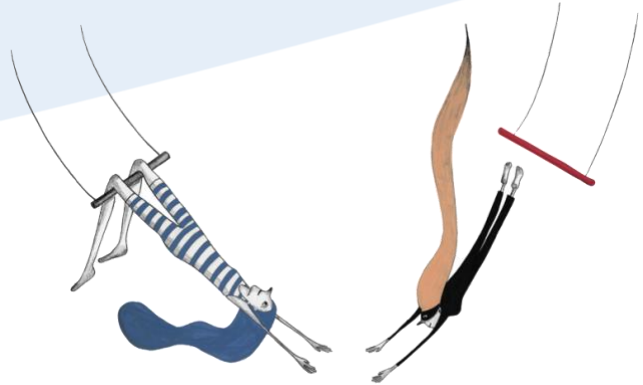


Interactive methods training: Overview



Since the foundation of **planpolitik** in 2005, interaction has been our credo. We are convinced that interactive methods lead to sustainable learning success and better exchange - and are fun! With our methodological trainings, we would like to pass on our many years of experience in the conception and instruction of interactive methods.

We have different focus areas: interactive formats in general, specific large group methods, interaction in the online environment, as well as simulation games. All our trainings are participant-centred and focus on active learning. The basic idea is to introduce interactive methods through practical experimentation. We therefore always combine theoretical and analytical introductions directly with practical elements, feedback and reflection phases. The participants can therefore use the methods presented directly in their own contexts.

Our training courses can be conducted both on-site and online. Previous clients include universities, schools, educational institutions, foundations and civil society networks at home and abroad.

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We look forward to hearing from you!

Interactive event formats

This training introduces a wide range of interactive methods through hands-on practice. Participants will be able to design workshops with interactive methods independently and in an appealing way, and then conduct or facilitate them.

The practical parts are supplemented with short inputs on the basics of interactive event design and on moderating large groups. In longer workshops, in-depth training on specific methods is possible. It is also possible to have a block in which the participants plan their own events and receive feedback on them. In this way, they leave the training with a concrete result.

The method training can be conducted online and on-site. Different variants are possible:

- Short workshop (3-4 hours) for an introduction to the basics of interactive events and an insight into some selected methods.
- Longer workshops (from 4 hours to 2 days) in which one or more methods are dealt with in depth, e.g. design thinking, simulation games (see also the dedicated training on simulation games) or scenario development. Practical training in the actual facilitation of interactive events can also be part of the training.

For these events, we have compiled a detailed handout on the facilitation and implementation of interactive methods, which will be made available to the participants.

Contents at a glance:

- Introduction to building blocks and phases of an interactive workshop: Introduction, thematic introduction, main part and evaluation; how to build up suspense and hold the participants' attention.
- Practical testing of methods and exercises for each building block or phase; introduction and discussion on the purpose and possible uses of different methods.
- Creating the right balance between interaction, reflection and input.
- Practical trying out of the facilitation of individual methods with direct feedback.
- Hints and tips on how to deal with difficult groups and people.
- Creating your own interactive workshop concepts, considering the objective, the target group, the time available and the previous knowledge of the group; feedback is given either directly in the workshop or in a subsequent consultation meeting.

Developing and facilitating simulation games

Over the past 15 years, **planpolitik** has developed well over 100 different simulation games and used them in countless events. We are happy to pass on our many years of experience to educational professionals and other interested persons because we are convinced of the sense and sustainable benefits of this method.

To get to know the simulation game method, we always begin our training with a simple, model simulation game. We then use this example to introduce the didactic and practical basics of the method and present a tried and tested procedure for developing simulation games.

Then it gets practical again: The participants develop their own simulation game ideas in groups with the help of a checklist. Depending on the length of the workshop, at the end of the event there are either initial ideas for new simulation games or even finished concepts with drafts of the materials. Optionally, we can also complete the simulation games afterwards.

Another unit can be the practical training of the facilitation of simulation games. Building on an input on the role of the game leader, short exercises are used to train how to introduce, coach and evaluate simulation games.

The participants are thus enabled to conduct existing simulation games as well as to develop their own. **planpolitik** has compiled a detailed handout on the development and implementation of simulation games especially for these events, which is made available to the participants.

Inhalte im Überblick:

- Practical introduction to the simulation game method through own experimentation.
- Presentation of different types of simulation games and introduction to the core elements of a simulation game: introduction, role allocation and assumption, the actual simulation game, evaluation.
- Practical exercises on the introduction, guidance and evaluation of business games and direct feedback on them.
- Development of own simulation game ideas, sketches or ready-made materials - depending on the time available.
- Optional addition of downstream feedback meetings on developed materials, completion of materials or accompaniment of the first implementations by us.

About planpolitik

planpolitik has been one of the most important providers of interactive and participation-oriented event formats on political, economic and social topics since 2005. Our goal is always to encourage and enable participants to engage in critical thinking, to tolerate contradictions and complexity, and to internalise and/or actively use the principles of listening, mutual respect, and peacefully negotiating conflicts.

We creatively implement our goals with innovative, activating and target group-oriented methods and formats. To this end, we work closely with our clients in Germany and abroad during the development of concepts and programs. The result is up-to-date formats for pupils and students, for (young) professionals and employees in administrations and NGOs, for experts as well as for interested citizens.

Our portfolio includes the conception and implementation of simulation games, interactive workshops, design thinking sessions, scenario developments, future and idea labs, campaign work and more. In addition, we conduct advanced trainings on interactive methods and competency trainings, e. g. on negotiation, on advocacy and lobbying, as well as on leadership and teambuilding. We also develop tailor-made interactive teaching materials for schools and universities.

We are Europe's leading company for the conception and implementation of political online simulation games and other digital or digitally supported educational formats. A special focus is the addition of digital elements to analogue formats as well as the progressive integration of the two worlds. The substantive, methodical and technological competence for the development of such concepts are united under one roof. Our own simulation game engine **Senaryon** has won awards, including being honoured as "A Place of Excellence in the Land of Ideas" among the 100 most innovative projects of 2017 in Germany.

The current 18 permanent employees have extensive experience in educational work and the facilitation of interactive formats and have successfully conducted around 2,000 events worldwide, interacting with around 60,000 participants on a variety of topics. We have collaborated with more than 250 different partner organizations, including political foundations, academies, universities, private and public education providers, non-governmental organizations and domestic and foreign companies.

For further information please visit our websites

www.planpolitik.de and www.senaryon.de.