



Project Overview

To raise awareness and stimulate thinking on the long-term, complex, and varied forms of planned relocations, the United Nations University's [Institute for Environment and Human Security \(UNU-EHS\)](#) and the [Centre for Systems Solutions \(CRS\)](#) are developing a tabletop social simulation .

■ WHAT IS A SOCIAL SIMULATION?

Social simulations are akin to serious games and policy exercises. Through game-like mechanics and immersive roleplay, social simulations allow diverse stakeholders to test possible strategies, decisions, and modes of cooperation and communication, and see the consequences of their actions unfold.

They are based on a participatory design process supported by research. Social simulations are facilitated and include structured, context-specific debriefs to draw out lessons learned. Players learn from the game world and from each other. Importantly, they provide a safe space for experimentation and failure - a particularly important feature for topics such as climate-related planned relocation.

■ WHAT WILL THE SOCIAL SIMULATION BE ABOUT?

The *Planned Relocation Simulation* will be set in a fictional world, similar to our own, but will integrate real-world insights and concerns from affected communities. Through roleplay, the simulation will also illustrate a wide diversity of perspectives, emphasising the importance of empathy in multi-stakeholder dialogue and conflict resolution.

It will highlight the many cultural, social, and political dimensions of planned relocation that go beyond the actual move. Players will need to deploy systems thinking and balance the various trade-offs involved.

■ WHO IS IT FOR?

The primary audience for the *Planned Relocation Simulation* is policymakers, funders and non-governmental organisations who may - or will - assist communities in their relocation decision-making and planning, but are currently unfamiliar with the challenges involved.

■ CAN I USE THE SIMULATION?

Yes! All social simulations are free to use for non-commercial purposes, which includes the public sector. The **Terms of Use** only require users to notify the Centre for Systems Solutions about their target audience and to provide evaluation data from the workshop(s).

The *Planned Relocation Simulation* will be available in two versions: the full game set and a self-print version. It will also initially be available in English and French.

■ CONTACT

We take co-design seriously and are always open to receiving your comments and insights, as well as expressions of interest in using the simulation. Please do not hesitate to write to David Durand-Delacre. durand-delacre@ehs.unu.edu

■ PARTNERS

The project is co-funded by the Robert Bosch Foundation and the Munich Re Foundation, and in collaboration with the Platform on Disaster Displacement.

Project partners



In collaboration with



With support from

