

BOARDGAME FOR PEACE 2017-2018

Program Report



Irfan Amali

Executive Director
Peace Generation

Penyebaran kekerasan yang makin cepat hanya bisa dilawan dengan langkah antisipasi yang sama atau lebih cepat juga dari para penggiat perdamaian. *Board game* adalah media yang efektif karena melalui permainan yang sederhana, anak muda sebagai agen perdamaian bisa menyebarkan nilai-nilai perdamaian, empati, toleransi, dan kerjasama. Kami berharap, 303 orang yang terlatih melalui program ini bisa kembali ke komunitasnya dan bibit-bibit perdamaian akan terus menyebar menggantikan virus-virus kekerasan.

The rapid spread of violence can only be resisted by the same or faster anticipatory measures of peace activists. Board game is an effective medium because through a simple game, young people as peace agents can spread the values of peace, empathy, tolerance, and cooperation. We hope that 303 people trained through this program can return to their communities and the seeds of peace will continue to spread in place of violent viruses.



Eko Nugroho

CEO-KUMMARA

Game Based Learning Expert,
Gamification Boardgame World Award Finalist

Saya optimis *board game* bisa menjadi media efektif untuk mempromosikan toleransi dan perdamaian karena sifat dasar *game* menghadirkan ruang eksperimen sehingga pemain bisa merasakan pengalaman langsung mengapa perdamaian itu penting. *Boardgame for Peace* adalah bukti bahwa kita bisa! Jika inisiatif ini terus dilakukan, bayangkan berapa banyak keluarga di Indonesia atau bahkan dunia memiliki kesempatan yang sama untuk terlibat menyebarkan nilai-nilai perdamaian dengan cara yang sederhana dan menyenangkan.

I am optimistic that board game can be an effective media to promote tolerance and peace as it creates a space for people to experience directly why peace is necessary. Boardgame for peace proved that we can make it! If this initiative is carried on we can imagine there will be many people have the same chance to play and inculcate the peace values with simple and fun way



Taufik Nurhidayatulloh

PROJECT COORDINATOR

Perjalanan lima kota membawa kami belajar bahwa mengaktivasi anak muda untuk merespon fenomena kekerasan ekstrem dapat dilakukan dengan menyediakan media kreatif yang mengasah *critical thinking* dan *emphaty*. Selama enam bulan ini kami berhasil menjangkau 358 penerima manfaat langsung dan 2881 penerima manfaat tidak langsung. Terimakasih UNDP & PPIM yang telah mendukung program ini serta semua pihak yang telah membantu pelaksanaan Boardgame for Peace.

Our journey to five cities brought us to activate young people to respond the violence extremism phenomenon by creating creative media which promotes critical thinking and empathy. For the last six months we are able to reach 358 direct beneficiaries and 2881 indirect beneficiaries. Thanks to UNDP and PPIM for supporting our program and all parties who helped us to make the Boardgame for Peace possible.



JANGKAUAN PROGRAM

REACH OF PROGRAMS

Selama 6 bulan, program ini telah menjangkau 3239 orang. Penerima manfaat langsung terdiri dari 303 peserta (151 siswa SMA dan 152 mahasiswa) serta 55 orang mitra lokal.

For 6 months, the program has reached 3239 people. Direct beneficiaries consisted of 303 participants (151 high school students and 152 students) as well as 55 local partners.

Kota City	Direct Beneficiaries (Peserta)		Direct Beneficiaries (Mitra Lokal)		Indirect Beneficiaries (Orang yang Diajak Bermain)
	Female (Perempuan)	Male (Laki-laki)	Female (Perempuan)	Male (Laki-laki)	
Bandung	30	29	6	1	1126
Solo	29	27	7	5	212
Surabaya	21	35	6	6	196
Padang	31	31	6	6	789
Makassar	35	35	5	7	558
Total	146	157	30	25	2881



PRODUK PROGRAM

PROGRAM PRODUCTS



**Modul Misi
Menebarkan Damai**
*Mission Module of
Spreading Peace*



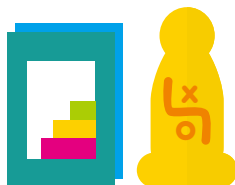
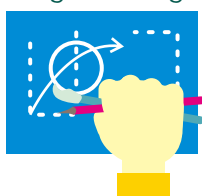
**Board Game
"Galaxy Obscurio"**
*Board Game
"Galaxy Obscurio"*



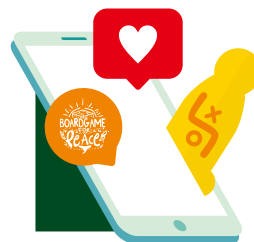
ALUR PROGRAM

PROGRAM PROCEDURES

Desain Program
Program Design



Workshop Pembuatan
Modul dan Board game
*Workshop Module Making
and Board game*



*BGFP Online
Competition*



Pelatihan Fasilitator
Facilitator Training



Pelatihan Siswa dan Mahasiswa
Student and Student Training

Nama Kegiatan <i>Name of Activity</i>	Waktu Pelaksanaan <i>Execution Times</i>
Program Design	4-5 September 2017
Module Making	6 September - 12 Oktober 2017
Training for Facilitator	13-14 Oktober 2017
Training BGFP Bandung	27-28 Oktober 2017
Training BGFP Solo	17-18 November 2017
Training BGFP Surabaya	9-10 Desember 2017
Training BGFP Padang	5-6 Januari 2018
Training BGFP Makassar	26-27 Januari 2018
BGFP Online Competition	2 weeks after training for each cities



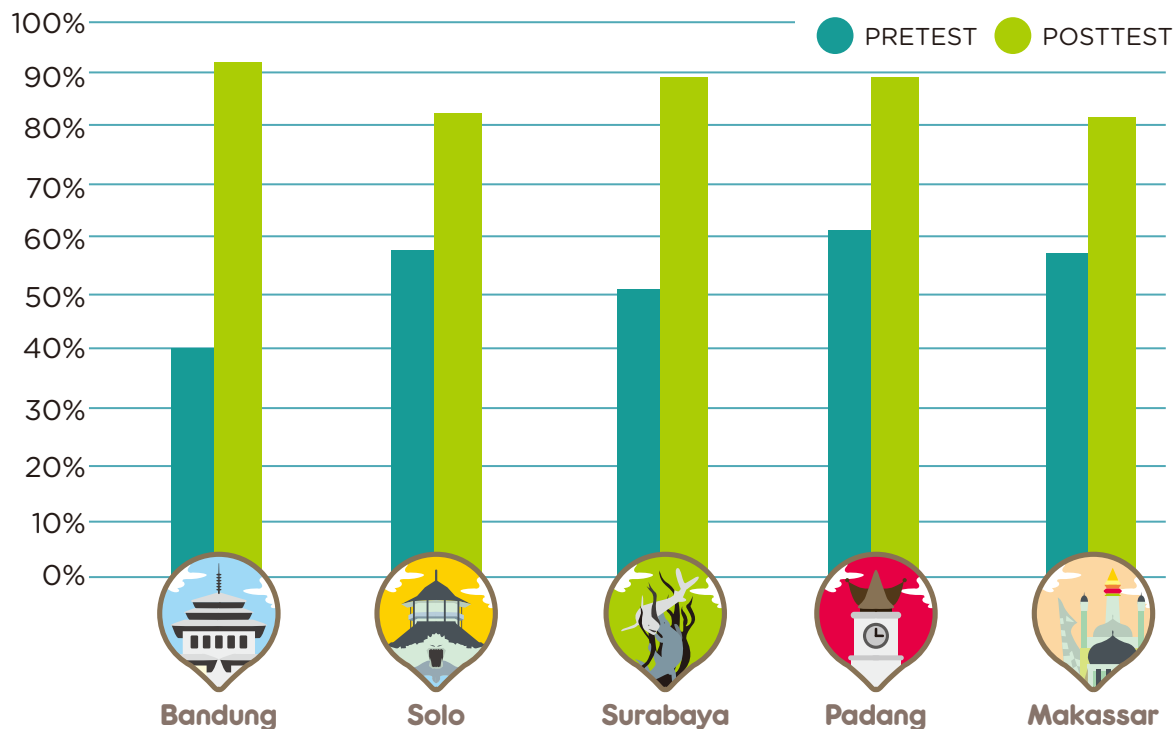
HASIL PRETEST DAN POSTEST

PRETEST AND POSTTEST RESULTS

Peserta yang tidak setuju bahwa **“kekerasan ekstrem, terorisme dan radikalisme itu sengaja diciptakan oleh negara dan isu tersebut sengaja dibesar-besarkan”** meningkat dengan rata-rata peningkatan 30,6% di lima kota.

Participants who disagreed that “extreme violence, terrorism, and radicalism were deliberately created by the state and this issue were deliberately exaggerated” increased by an average 30.6% in five cities.

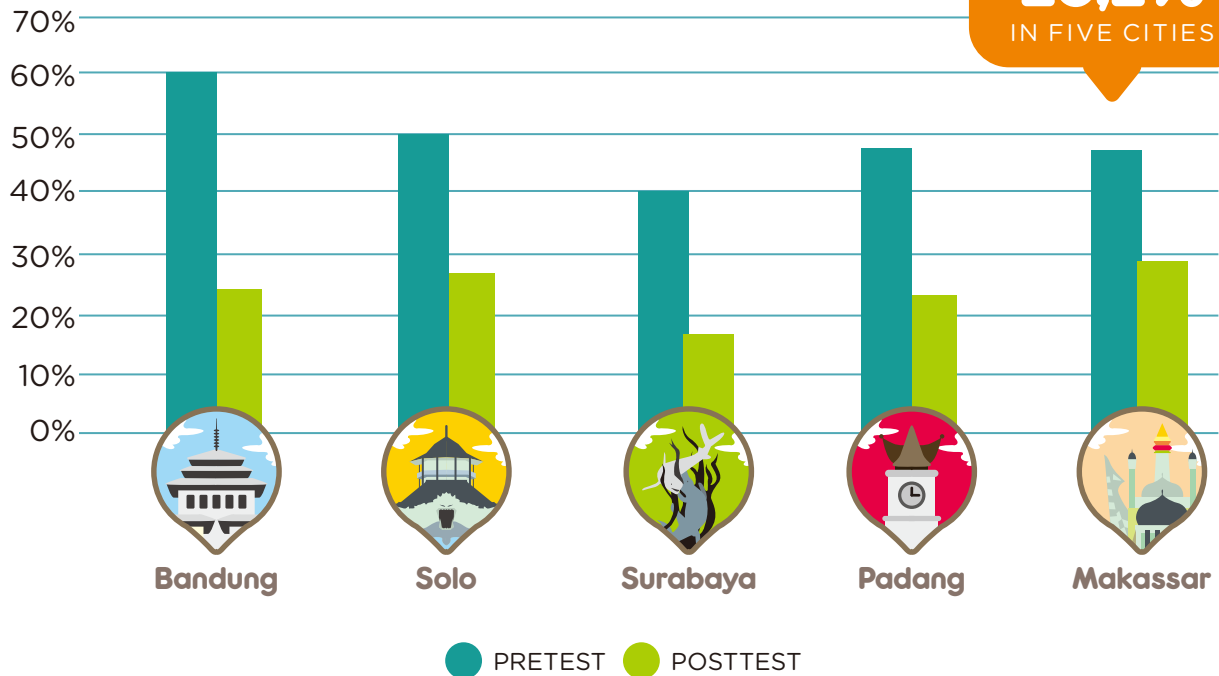
INCREASED BY
AN AVERAGE
30,6%
IN FIVE CITIES





Peserta yang setuju bahwa **kekerasan ekstrem, terorisme dan radikalisme itu dibuat untuk memojokkan umat Islam** menurun dengan persentase penurunan rata-rata 26,2%

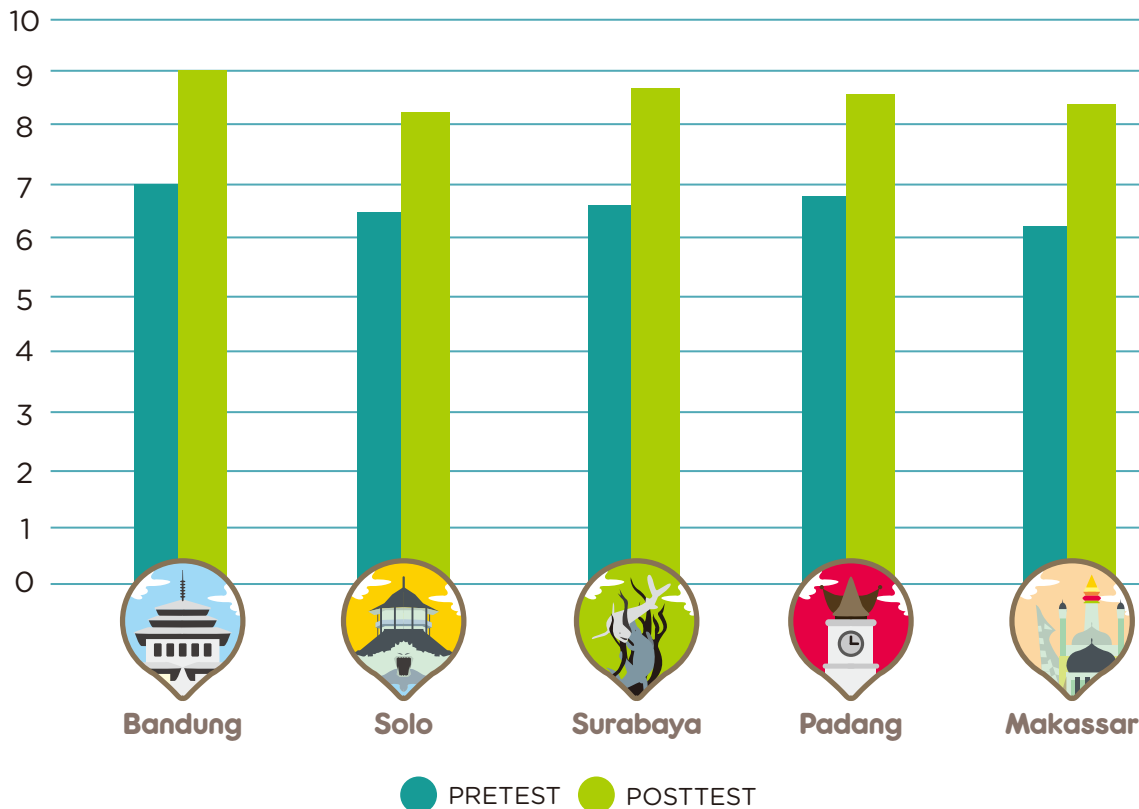
Participants who agreed that extreme violence, terrorism, and radicalism were made to discredit Muslims decreased by an average percentage decline of 26.2%





Secara umum, di 5 kota, **perubahan pengetahuan peserta mengenai kekerasan ekstrem, termasuk alasan, faktor pendorong dan penarik, media kelompok ekstrem, nilai-nilai perdamaian, dan upaya yang bisa dilakukan untuk mengurangi risiko kekerasan ekstrem** mengalami peningkatan.

In general, in 5 cities, the participants change of knowledge about extreme violence, including the reasons, push and pull factors, extreme group media, peace values, and possible efforts to reduce the risk of extreme violence have increased.

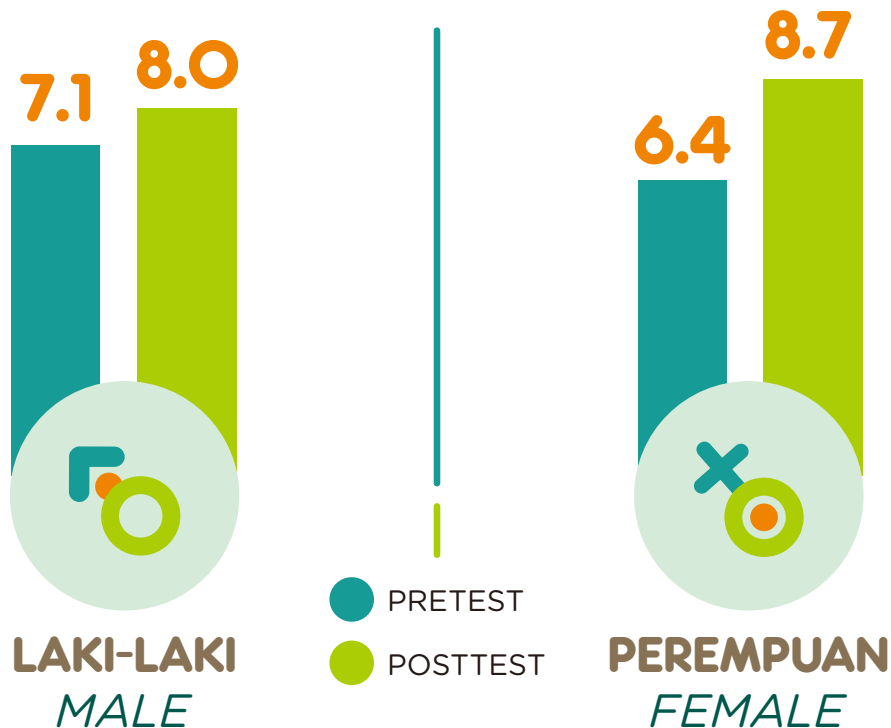




Berdasarkan segregasi jenis kelamin, peserta perempuan maupun laki-laki di 4 kota (Bandung tidak dilakukan analisis) mengalami peningkatan pengetahuan. **Perubahan pada peserta perempuan lebih besar daripada peserta laki-laki**

Based on gender segregation, female and male participants in 4 cities (Bandung not analyzed) experienced increased knowledge. Change in female participants is greater than male participants

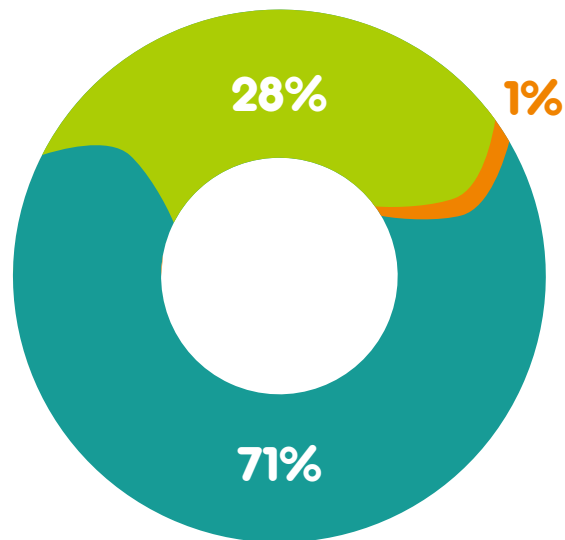
PERUBAHAN TINGKAT PENGETAHUAN *Change of Knowledge Level*





**Persentase kepuasan peserta
terhadap training Boardgame for
Peace di 5 Kota**

*The percentage of participant
satisfaction with Boardgame for
Peace training in 5 cities.*



- sangat puas *very satisfied*
- puas *satisfied*
- tidak puas *not satisfied*



CERITA PERUBAHAN *CHANGE STORIES*



Georgina (kiri) sedang bermain dengan beberapa pengunjung Alun-alun Kota Bandung
Georgina (left) played with Bandung citizen at Bandung Landmark



Haekal (kanan) usai bermain dengan beberapa pelajar di Jatinangor
Haekal (right) played with some student at Jatinangor

Muhammad Haekal, peserta dari Bandung mengaku nilai-nilai perdamaian Galaxy Obscurio dan Modul Misi Menebarkan Damai telah membuka ruang dialog baru bagi rekan-rekan kampusnya untuk membicarakan isu-isu keagamaan, intoleransi, diskriminasi, hingga perundungan.

Georgina Miracleia mencoba memperkenalkan *board game* Galaxy Obscurio kepada sepupu-sepupunya yang masih duduk di bangku SD saat acara keluarga berlangsung. Awalnya dia mengira akan sulit menjelaskan aturan main dan nilai permainan. Namun ternyata tidak. Georgina juga senang melihat sepupunya bisa saling berinteraksi bahkan menolak gawai.

Muhammad Haekal, a participant from Bandung, admitted that the Galaxy Obscurio's peace values and Mission Module Spreading the Peace have opened a new dialogue room for colleagues to discuss religious issues, intolerance, discrimination, and harassment.

Georgina Miracleia tried to introduce Galaxy Obscurio board game to her cousins who are still in elementary school when family events take place. Initially she thought it would be difficult to explain the rules of play and the value of the game. But apparently not. Georgina also liked to see her cousin interact with each other and even resist to play the mobile phone.



*Teman-teman Aurellia
bermain boardgame di sekolah
Aurell and friends
played board game at school*



Ninin Karlina, seorang guru pesantren di Solo melihat perubahan sikap seorang murid yang awalnya menganggap semua kartu haram karena *tasyabuh* (menyerupai produk orang kafir). Setelah diajak bermain dan menangkap nilai-nilai perdamaian yang dimaksud, sang murid menolak argumen yang dia yakini di awal. Dia mengatakan tidak setuju jika ada yang berkata semua kartu haram sesuai apa yang sudah di diskusikan.

Aurellia pernah mengalami penyitaan *board game* oleh gurunya. Setelah kelas berakhir, Aurellia memberanikan diri menemui guru tersebut untuk meminta *board game* Galaxy Obscurio. Tak disangka, sang guru malah meminta diajari *game* tersebut. Setelah main setengah jam, sang guru berkata bahwa *board gamenya* bagus karena mengajarkan nilai-nilai kerjasama.

Ninin Karlina, an Islamic boarding school (pesantren) teacher, saw a change in the attitude of a student who initially considered all illegitimate cards for tasyabuh (resembling a product of infidels). After being invited to play and capture the values of peace, the student rejected the argument sustained in the beginning. He said he did not agree if anyone said all illegal cards according to what has been discussed.

Aurellia ever experienced the incident of her board game being seized by his teacher. After the class ended, Aurellia ventured to meet the teacher to request the Galaxy Obscurio board game. Unexpectedly, the teacher even asked to be taught the game. After playing for half an hour, the teacher said that the board game is good because it teaches the values of cooperation.



*Ach Jufri sedang menyosialisasikan Board game Galaxy Obscurio di sebuah acara OSIS se-Madura
Ach Jufri presented Galaxy Obscurio Board game on Students' Organization Gathering throughout Madura.*

Ach Jufri, seorang siswa dari Pamekasan merasa perdamaian masih menjadi isu yang asing di Madura. Salah satunya konflik superioritas organisasi antara SMA, SMK, dan MA di sekitarnya. Dia mau menciptakan perdamaian di mulai dari lingkungan sekolahnya. Sampai saat ini dia mengajak teman-teman di sekolahnya bermain *board game*, mengader fasilitator baru untuk memperluas dampak, dan mempresentasikan materi yang dia dapat di pelatihan melalui acara yang diadakan sekolah maupun forum pemuda setempat.

Abraham Dyllon termotivasi untuk mendirikan komunitas dialog lintas agama di Mojokerto. *Board game* dan modul yang ia dapat menjadi modal utama untuk memulainya. Luka akibat diskriminasi tidak membuatnya menyerah. Saat ini dia dan 22 orang teman komunitasnya aktif membahas perdamaian melalui media sosial dan beberapa kali melalui pertemuan langsung.



Dylon (tengah) sedang bermain board game bersama koleganya di Mojokerto

Dylon (center) played board game with his colleague in Madura

Ach Jufri, a student from Pamekasan feels that peace was still as a foreign issue in Madura. One of them is the organizational superiority conflicts between SMA, SMK, and MA in the vicinity. He wanted to create peace starting from his school environment. Until now he has been playing board game with his friends at school, introducing new facilitators to expand the impact, and presenting materials he got from the training through school and youth forums.

Abraham Dyllon was motivated to establish an interfaith dialogue community in Mojokerto between Muslim and Christian friends with board game medium and modules. The wounds of discrimination did not make him give up. Currently he and 22 friends of his community are actively discussing peace through social media and several times through direct meetings.



*Arif mempromosikan perdamaian dengan boardgamenya dan pesan siaran di Whats App
Arif promoted peace through his board game and Whats App broadcast messages*

Rusti Rina Hutagalung, seorang mahasiswi di Universitas Sumatera Utara rela menghadapi rasa takut dan menempuh perjalanan selama 25 jam ke Padang seorang diri. Rusti menikmati setiap sesi di BGFP terutama Sesi Peace Family. Pertemuannya dengan Muslim Minang menjadi pengalaman tak kalah berharga bagi mereka yang terbiasa hidup di lingkungan homogen. Paska pelatihan, dia memainkan *board game* di lingkungan kampus dan panti asuhan tempatnya melakukan penelitian.

Arif Rahman Hakim menyebar informasi lewat media sosial berupa tawaran bermain games dan prosedur pendaftarannya. Orang yang tertarik bermain *board game* diharuskan mengumpulkan 4-6 orang untuk



*Rusti (kedua dari Kiri) memulai misinya dari meja-meja santai kafetaria
Rusti (second from left) started her mission from cafeteria, table to table*

Rusti Rina Hutagalung, a student at the University of North Sumatra willing to face the fear and travel for 25 hours to Padang alone. Rusti enjoyed every session at BGFP especially Peace Family Sessions. His encounter with Minang Muslims became an equally valuable experience for those accustomed to living in a homogeneous environment. After the training, she played board game on the campus and the orphanage where she conducted the research.

Arif Rahman Hakim spread information through social media in the form of games play offers and registration procedures. People who interested in playing board game are required to collect 4-6 people to be visited by Arif later. He and his group

nantinya didatangi oleh Arif. Dia dan kelompoknya membagi cakupan wilayah berdasarkan domisili masing-masing. Kelompok mereka berhasil mengumpulkan 79 orang untuk bermain *board game*. Sampai saat ini, permintaan bermain *board game* masih terus berdatangan. Arif dan teman-teman sekelompoknya tetap menyempatkan kunjungan tersebut di sela-sela kesibukannya.

Permainan Galaxy Obscurio rupanya menyadarkan alumni BGFP Padang untuk bahu membahu memenangkan kompetisi online bermain *board game* (BGFP Online Competition) yang diselenggarakan Peace Generation paska pelatihan. Strategi mereka untuk bekerjasama membuahkan hasil, Dua kategori sekaligus dimenangkan Kota Padang. Mereka berencana menggunakan dana untuk merintis komunitas perdamaian dan berafiliasi dengan Peace Generation.

divide the territory by their respective domicile. Their group managed to collect 79 people to play board game. Until now, the demand for board game play is still coming. Arif and his friends of his group still took the visit despite of his busy life.

The Galaxy Obscurio game seems to awaken BGFP Padang alumni to work together to win The BGFP Online Competition held by Peace Generation after the training. Their strategy to cooperate has come to success, 2 categories at once won by the Padang city. They plan to use the funds to pioneer the peace community and affiliated with Peace Generation.





Akbar mereplikasi Training BGFP di sebuah masjid di Pinrang, Sulawesi Selatan
Akbar replicated BGFP Training at mosque in Pinrang, South Celebes



Akbar telah menjadi aktivis pendidikan sebelum mengikuti kegiatan BGFP dan telah datang ke desa-desa tertinggal untuk mengajar. Pertemuannya dengan kegiatan BGFP membuatnya punya media baru untuk membina anak-anak. Sehari paska kegiatan pelatihan, Akbar menceritakan pengalamannya di suatu masjid sekolah di Kabupaten Pinrang bersama anak-anak dan mengajak mereka bermain *board game*. Dalam waktu satu hari saja, Akbar sudah menularkan nilai perdamaian kepada 30 orang anak. Akbar berencana menyebarkan nilai-nilai perdamaian bersamaan dengan kegiatan sosial yang sejak awal dia tekuni.

Akbar has been an education activist prior to joining BGFP activities and has come to rural villages to teach. His meetings with BGFP activities led him to have new medium to nurture the children. A day after the training, Akbar shared his experience at a school mosque in Pinrang County with the children and invited them to play the board game. Within just one day, Akbar has passed the value of peace to 30 children. Akbar plans to disseminate the values of peace along with the social activities that he has started since.



*Iwan sapaan akrab Kurniawan, mengajak teman-teman di asramanya untuk bermain dan berdiskusi soal perdamaian
Iwan, invited his friends in dormitory to play and discuss peace*



Kurniawan Ch. Tumbade merasa terinspirasi dengan bagaimana Febby Firmansyah (korban bom JW Marriot tahun 2003) memaafkan teroris. Iwan ingin menularkan perasaan yang sama pada teman-temannya yang pernah berada di pusaran konflik Poso. Dia Ingin dendam dan kebencian hilang dari hati Umat Muslim dan Kristen di Poso. Selain itu, dia menceritakan kehadiran Galaxy Obscurio yang membuat interaksi di asramanya kembali hidup setelah sebelumnya para penghuni sibuk dengan urusannya masing-masing.

Kurniawan Ch. Tumbade felt inspired by how Febby Firmansyah (victim of the 2003 JW Marriot bomb) forgives the terrorists. Iwan wanted to share the same feelings with his friends who had been in the vortex of Poso conflict. He wanted the vengeance and hatred to disappear from the hearts of Muslims and Christians in Poso. In addition, he told of the presence of Galaxy Obscurio which makes interaction in the dorm back to life after the occupants are busy with their own activities before.





For Further Information:

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