

ABOUT KIZBASINA

Who we are.

KizBasina (Just-a-Girl) is a civil initiative that was established in 2017 and carries out projects under the Çaplı Foundation to prevent hate speech, violence and harassment against women and children in Turkey. JustAGirl is a community formed by volunteer activists coming together. It is a non-profit organization within the scope of its social initiatives.



Transformation

Changing perception, empowering women.



Protection

Acute interventions for the protection of women, protection strategies, legal activities.



Durability

Project funds, grants, competitions, awards, affiliates, collaborations.



THE WOMEN IN COMMAND PROJECT

WHY

In crisis situations; women and girls suffer disproportionately, but they are almost entirely excluded from peace-building processes.



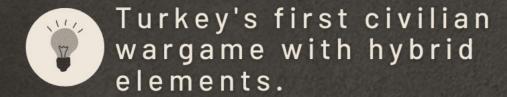
HOW

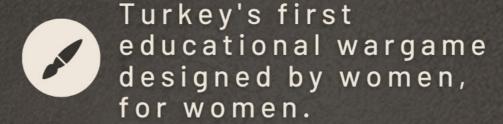
For a more peaceful, fair and safe world, the Women in Command project aims to empower and educate women between the ages of 18-30 who who are students and/or at early career stage who aim to pursue a career in defense, security and peace through establishing a network of future's "Leader Women".

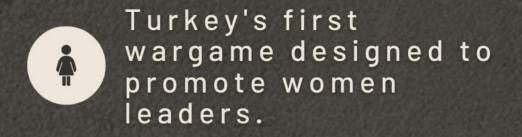
WHAT

Leader Women of the project learn on international conflicts through decision-making mechanisms with the serious game developed by the project team. Additionally, they receive trainings, workshops and guidance for their future carrers. Lastly, they form a comunity through orientation activities, events and discussions, all organized and supervised by the project team.

PROJECT FIRSTS



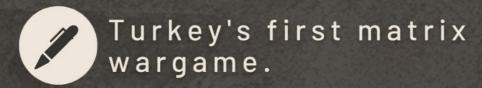




for the GIFCT counter-terrorism working group.

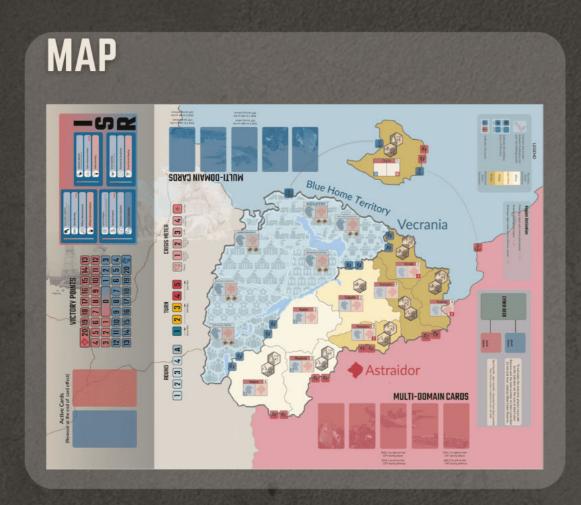
First Turkish NGO to train the Land Warfare Academy of Netherlands.

Turkey's first wargame to demo at any connections event.

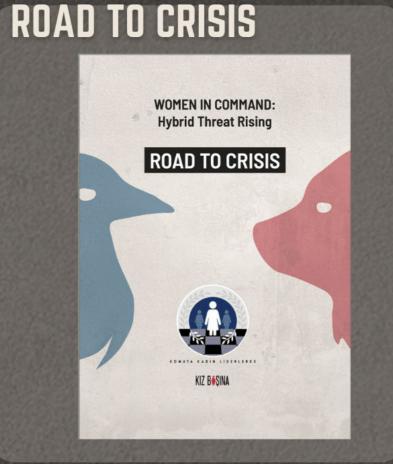


UP NEXT:

THE HYBRID THREAT RISING GAME













THE DEVELOPMENT OF THE GAME



RESEARCH AND ANALYSIS



1 YEAR IN THE MAKING



DIGITALIZING THE GAME



SUPPORTING ELEMENTS: TUTORIAL GANE, PLAYER AIDS AND ROAD TO CRISIS



PLAYTESTING: REGULARLY UPDATING THE GAME

ADDITIONS TO THE GAME

THE MEGA GAME



With the Mega version the players get to practice different concepts such as:

- military reporting
- order&command structure.

THE MATRIX GAME



Matrix Game was developed to ensure the developed game can be adapted to future scenarios.

Event cards which included scenario narratives and effects were changed with the Matrix Game argument cards

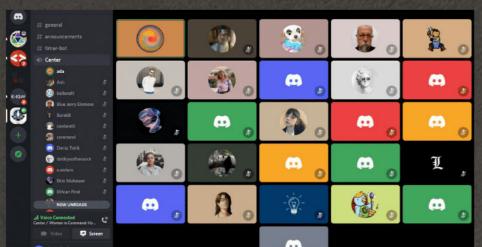
The exercise showed that the current game can be successfully used as a Matrix Game as well as a critical analysis tool.

THE TUTORIAL GAME



The Tutorial is to be played at the beginning to help players get initiated step by step. It lets players go through every aspect and learn through their own decision-making.

VALIDATION OF THE GAME



GAME PRESENTATION



DIVERSITY&INCLUSION PANEL



CYBER COMMAND OF NETHERLANDS





90+ 3RD AND 4TH YEAR CADETS **LAND WARFARE ACADEMY OF NETHERLANDS**



CONNECTIONSOZ WARGAMING CONFERENCE



OPENING REMARKS FOR THE WOMEN IN IT WEBINAR



VALIDATION OF THE GAME



HYBRID THREATS AND NATIONAL
DEFENSE SYMPOSIUM OF TURKISH
LAND WARFARE ACADEMY



UK FIGHT CLUB'S SPECIAL WOMEN'S
DAY WEBINAR ON SUCCESSFUL GAME
DESIGN AS PANEL SPEAKER.



NATO STO'S TIDE SPRINT SPRING CONFERENCE IN SOPOT, POLAND AS GAME PRESENTER



GEORGETOWN UNIVERSITY
WARGAMING SOCIETY



CENTRAL MICHIGAN UNIVERSITY



PARENT/DAUGHTER WARGAMING EVENT WITH UK FIGHT CLUB



UK CIVIL SERVICE



DSTL, UK

THE PROJECT IN NUMBERS

IN ONE YEAR,



350+ players.



500+ playtests



73% of players found the game fun.



81% of players said they would play the game again.



92% of players found the game educational.

When the players were asked to rate the game,

EASE OF LEARNING -8/10

GRAPHICS - 9/10

MECHANICS - 9/10