

FLIGHTMODE OFF – Simulation game of an eco- social transition of an airport

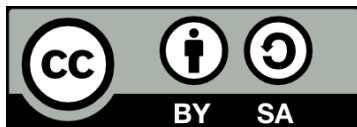
Workshop concept





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Hard facts

Duration: at least 180 minutes
ideal number of participants: 12-18
online and in-person is possible

Short Workshop Description

The climate crisis is inseparably linked to crucial social issues of the future. Yet, social justice and the environment are repeatedly pitted against each other - with both losing out. The concept of "Just Transition", initially developed by trade unions, states that the restructuring of the economy must be shaped democratically and not be carried out on the backs of employees and the socially disadvantaged. Based on the example of the airline industry, we use this simulation game to show how such a process could be designed. The participants take on different roles from politics, industry, trade unions and civil society. Through playing, participants to reach a consensus over their position on a socially just pathway for deconstructing an airport through several rounds of negotiations. After playing, participants reflect on the game, leading to a deeper understanding of the different positions and dynamics in the game, and insights into achieving a just transition.

Workshop Objectives

- Experience the complexity of, and different perspectives on, the transformations required for our economy and our transportation system for working towards/achieving socially-just transformation paths now and in the future
- Obtain background information on key facts and actors involved in the just transition of the airline industry

Target Group

The workshop has been developed for a broad audience from the age of 16 and up. No specific prior knowledge is required. The simulation is suitable for conveying starting points for a 'Just Transition' both to people who are confronted with the topic in their actual work and those who have no previous experience with it. However, the game might be demanding for the latter because the subject is quite complex.

General Remarks on the Facilitation:

If possible, facilitate the game in a team of two people. A team of two makes moderation easier because the moderator plays two different roles during the game. It needs to be mentioned that 3 hours in total is the minimum length for the workshop. It might be a good idea to extend the workshop duration. If you only have 3 hours, sticking to the break schedule as closely as possible helps maintain a good atmosphere for playing the game.



Workshop Overview

Time	Name of Activity		Activity Description	Method
15'	1	Welcome & Organizational Matters	At the beginning of the workshop, it is important to plan enough time for a relaxed arrival and welcoming of the participants. Afterwards, you (the trainer of the workshop) can discuss the necessary organizational questions.	/
15'	2	Introduction to the Content	Through a short video intro we learn about the concept of a Just Transition, its core ideas and what it could look like in the field of aviation.	Video
15'	3	Introduction to the Simulation Game	We learn about the structure and sequence of activities as well as the rules of this simulation game. Furthermore, we become familiar with the general idea of simulation games. Finally, we decide who is going to play what role.	/
25'	4	Starting the Game	We familiarize ourselves with the background story and the material provided for the role. Each team of delegates prepares an opening statement.	In small groups (2-3 people/role)
5'	break			
10'	5a	Opening Round	Each team of delegates makes a first statement on their position regarding the dismantling of the airport in Landington.	Plenary
25'	5b	Negotiation Phase 1: Bilateral	The delegates start to negotiate with each other based on the opening statement by moving freely between the tables.	Unstructured Negotiations
20'	5c	Negotiation Phase 2: Official	The second part of negotiations is a plenary discussion. During this phase the players can adapt their initial statements.	Plenary Discussion
10'	Break (during the break the moderation prepares a proposal)			
10'	5d	Voting // End of the Simulation Game	The delegates vote for or against the proposal for final recommendations of the transition commission.	Plenary
25'	6	Debrief	The debrief consists of two basic steps. First, the participants describe and reflect on their experiences and observations. Second, we evaluate these experiences and search for insights that can be generalized and bridge the experiences of the simulation game to the real world.	Individually, exchange in small groups and plenary discussion
5'	7	Check Out and Feedback	A final round concludes the workshop and is already first feedback for you on how the workshop went. In addition, you should give time for anonymous, written feedback.	Plenary/ Individual Feedback



Material overview

(excl. material that is included in the printing guide)

What?	How many?	Activity
List of Participants	1	1: Welcoming & Organizational Matters
Workshop Schedule (e.g. written on a flip-chart/ in a slide show)	1	1: Welcoming & Organizational Matters
Workshop Objectives (e.g. written on a flip-chart/ in a slide show)	1	1: Welcoming & Organizational Matters
Projector, Speakers, Laptop	1	2: Introduction to the Content
Poster with general remarks on simulation games (e.g. written on a flipchart/ in a slide show)	1	3: Introduction to the Simulation Game
Sequence of activities during the role game (e.g. written on a flipchart/ in a slide show)	1	3: Introduction to the Simulation Game
result table (e.g. written on a flip-chart/ in a slide show)	1	3: Introduction to the Simulation Game and 5a: Opening Round
Cards with Role Title (for role assignment)	2-3 cards/ role (1/participant)	3: Introduction to the Simulation Game
Tables with table cards and enough chairs	6	4: Starting the Game
Empty Name Badge	1/ participant	4: Starting the Game
Timer to keep track of the length of the statement	1	5a: Opening Round
Pens and empty paper	For each participant	5b und 6: Negotiation Phase I and Debrief
Snacks	enough	5b: Negotiation Phase I and Break
Template for Proposal for Final Statement (e.g. written on a flipchart/ in a slide show)	1	Break
Empty flipchart or slide for the result of the Voting	1	5d: Voting
Guiding questions for the debrief (e.g. written on a flipchart/ in a slide show)	1	6: Debrief
Feedback forms	1/ participant	7: Closing and Feedback
Object which can be passed in the circle, e.g. juggling ball	1	7: Closing and Feedback



Activity 1: Welcome & Organizational Matters

Overview	At the beginning of the workshop, it is important to plan enough time for a relaxed arrival and welcoming of the participants. Afterwards, you (the trainer of the workshop) can discuss the necessary organizational questions.
Time	10 minutes
Material	<ul style="list-style-type: none"> • Attendance list • Workshop schedule (e.g. written on a flip-chart/ in a slide show) • Workshop objectives (e.g. written on a flip-chart/ in a slide show)

For this activity it is important to create a space where the participants feel welcome. It is also important to clarify all organizational matters for this activity before playing so that the participants can focus on the game.

You should clarify and communicate the following points:

- 1) Introduce yourself
- 2) Context and background of the workshop → Why is this workshop taking place?
- 3) What can participants expect? → Show schedule and objectives of the workshop
- 4) Attendance record if required
- 5) ...

You can adapt this list according to the context and the needs of the workshop.

General Remarks:

This part usually takes longer than you think, but it is still important not to spend too much time on organizational details here. It is helpful to think thoroughly in advance about what information is needed. Furthermore, it might be beneficial to prepare visualizations of the timetable, the workshop objectives etc., to make it easier for the participants to follow the given information.

Remarks for Online Implementation:

If you conduct the workshop online, you should clarify any relevant technical issues, how to use the chat, etc. You can find a suggestion for chat characters to moderate discussions in the virtual space in Appendix 1. Instead of flip-charts, you can prepare a simple slide show.



Activity 2: Introduction to the Content

Overview	Through short video input, we learn about the concept of a Just Transition, its core ideas and what it could look for the field of aviation.
Time	15 minutes
Material	<ul style="list-style-type: none">• Projector• Speakers• Laptop

Step 1: Show the video „Just Transition of flying“. The video is available in English with German, Italian and Croatian subtitles. It is available on YouTube. Link: <https://www.youtube.com/watch?v=yAm8jPA1XY4>

In the video, Nina, a campaigner of Stay Grounded, explains the concept of Just Transition and what a Just Transition means for the aviation industry. Furthermore, she shows some facts and figures about the social and climate impact of aviation.

Step 2: Answer open questions from the participants regarding the video.

General Remarks:

You find recommendations for additional material on the concept of Just Transition and the climate impact of air traffic in Appendix 2.

Remarks for Online Implementation:

If you conduct the workshop online, you can either share the screen to show the video or send out the link so that the participants can watch the video separately. We recommend the latter because sometimes the video quality is affected by sharing the screen. If the participants watch the video separately, agree on an exact time to continue the workshop.



Activity 3: Introduction to the Simulation Game

Overview	We learn about the structure and sequence of activities as well as the rules of this simulation game. Furthermore, we become familiar with the general idea of simulation games. Finally, we decide who is going to play what role.
Time	15 minutes
Material	<ul style="list-style-type: none"> • General remarks on simulation games (see step 1) (e.g. written on a flip-chart/ in a slide show) • Sequence of activities during the role game (e.g. written on a flip-chart/ in a slide show) • result table (e.g. written on a flip-chart/ in a slide show) • 2-3 cards/ role (for role assignment)

Step 1: Start with an introduction of the general idea of simulation games. You can include the following points:

- A simulation game is meant to experience - not only discuss - different perspectives on a contested topic. Such a game allows for experiencing dilemmas and power dynamics that also exist in the real world. However, notice that simulation games always simplify reality!
- The roles and the setting in the simulation game are fictional. The simulation game is set in the future and for the sake of the game, we assume that politics will be committed to a socially just transition including a significant reduction of greenhouse gas emissions.
- It is a role-playing game – please allow yourself to get caught up in your role and argue from the perspective of your role, not your own personal opinion. At the same time, however, let your role be convinced by good arguments.
- If you don't feel well during the game, please approach the external moderator(s) (EM), who remain outside of the game and serve as an awareness person during the game. *[You will find more information on the different roles of the moderator in the section „general remarks”]*
- At the end of the workshop, we will have a debrief to talk about the experiences and observations you make during the game.
- Two to three people will have the same role (=1 delegation) and work together but can move and act independently during the game.
- You will receive role descriptions. However, you don't have to stick to it completely – it's totally fine to invent things around your role.

Step 2: Present the background story of the simulation game in keywords. You find the background story in appendix 3 and in the printing guide. At this point, the participants don't have to understand the entire background story but just get a general idea of the game's setting. Later, they will have the



chance to read the story themselves.

Step 3: Present the sequence of activities so that the participants get a rough idea of what is expected of them. You can use the following timetable:

25 minutes	Starting the Game	<ul style="list-style-type: none"> Familiarize ourselves with the background story and the material provided for your role. Prepare an opening statement. 	Together with your team of delegates.
5 minutes	Break		
10 minutes	Opening Round	Each team of delegates presents an opening statement.	Plenary
25 minutes	Negotiation Phase 1: Bilateral	Negotiations at different tables.	Open
20 minutes	Negotiation Phase 2: Official	Moderated negotiations and adaptations of initial statements.	Plenary
10 minutes	break		
10 minutes	Final Round	Voting for or against the proposal presented by the moderator(s).	Plenary
25 minutes	Debrief of the Game		

Step 4: Shortly present the roles for the game:

- CEO of the airport
- CEO of a freight company based at the airport
- Head of research project "climate fit working world"
- Climate NGO
- Mayor of the city of Landington
- Head of the workers' council

Step 5: Present the object of negotiation by showing the result table (see activity 5a/ printing guide). Mention that during the game, the moderation will fill out this table with the information provided by the roles. In the opening statements, the participants are asked to address all the criteria (in the rows) that seem important to them.

Step 6: Questions?



Step 7: Now, the moderator assigns roles to the participants. Depending on the number of participants, put two or three cards per role in the middle of the room. Now, the participants randomly pick up a card with a role.

If you need to choose which role gets three (or more) delegates, go for the “powerful” roles to mirror uneven power relations in the real world.

General Remarks:

For the Moderator(s): Ideally, you facilitate this role-playing game in a team of two. If possible, you now split up into two different roles:

- External moderator (EM): The external moderator outside the game. It is the EM who gives the instructions for this activity, keeps track of the time, makes notes in the result table and serves as awareness person, for people who have concerns outside their roles.
- Game moderator (GM): The game moderator plays a role within the game and stays in the game while it is being played.

You are the moderator of the Transformation Commission. As such, it is your responsibility to guide the commission through the process of negotiations and finally come up with a first proposal for a joint agreement. Make sure that every role-delegation gets the chance to speak and plays to the rules of the game. You can be funny or strict, calm or extrovert - Fee free to act your role and find your place in the game, as long as you don't lose the game's goal out of sight.

Remarks for online implementation:

Step 6: You can prepare an online whiteboard with all the roles listed, and the participants write their names under the position they want to play.



Activity 4: Starting the Game

Overview	We familiarize ourselves with the background story and the material provided for the role. Each team of delegates prepares an opening statement.
Time	25 minutes
Material	<ul style="list-style-type: none">• 6 tables with table cards and enough chairs• instructions for the opening statement (see printing guide)• For each participant:<ul style="list-style-type: none">• Backgroundstory (see printing guide)• Role description (see printing guide)• Empty name badge

For this activity, the participants sit together as team of delegates to read the background story (Appendix 3 and printing guide) and descriptions of their roles (printing guide). Then they can discuss their opening statement (1 minute max.!) and their strategy for the game. Each team should choose one person who will make a statement in the opening round.

The opening statement should include:

- Who are we and what's our general position concerning the deconstruction of the airport?
- What are the most important conditions for us to agree to a deconstruction? (think about the rows in the result table!)
- How much binding reduction of air traffic do we propose for 2030 and 2035? -> concrete numbers.

General Remarks:

Each participant gets a name badge, where they can write down a fictive name and their function in the game (= their role).

Remarks for Online Implementation:

- Provide six break out rooms for the different teams.
- Ask the participants to change their names according to their roles.

Break 5 minutes



Activity 5a: Opening Round

Overview	Each team of delegates makes a first statement on their position regarding the dismantling of the airport in Landington.
Time	10 minutes
Material	<ul style="list-style-type: none">• Timer to keep track of the length of the statement (for the GM)• result table

GM: You welcome all members of the transformation commission and say a few sentences about the setting (where are we/ what is the purpose of this meeting etc.) Then you invite the teams of delegates to make their opening statement.

EM: You write down the information you receive from the opening statements concerning the proposal for the reduction of flights by 2030 and 2035 respectively, as well as the conditions for meeting flight reduction goals. It is helpful to use a large piece of paper/poster paper during the game, where you can write down all important points to be used by all commission members during the negotiation rounds.

For structuring this information, use the following result table:



		mayor	CEO Airport	CEO Freight- Company	scientist	Trade Union	NGO
Reduction of Flights [in %]	Opening statement	2030: % 2035: %	2030: % 2035: %	2030: % 2035: %	2030: % 2035: %	2030: % 2035: %	2030: % 2035: %
	Adaptation after negotiations	2030: % 2035: %	2030: % 2035: %	2030: % 2035: %	2030: % 2035: %	2030: % 2035: %	2030: % 2035: %
Further Measureme nts to Reduce Emissions	Opening statement						
	Adaptation after negotiations						
(Re)training and Compensati ons for Employees	Opening statement						
	Adaptation after negotiations						
Compensati ons for Companies at the Airport	Opening statement						
	Adaptation after negotiations						
Public Investments in Other Branches in the Region	Opening statement						
	Adaptation after negotiations						

General remarks:

None of the statements should take longer than 1 minute. GM: After 50 seconds, you can give the speaking person a sign; after one minute, you politely interrupt the person giving the statement and hand it over to the next person.



Activity 5b: Negotiation Phase 1 - Bilateral

Overview	The delegates start to negotiate with each other based on the opening statement by moving freely between the tables.
Time	25 minutes
Material	<ul style="list-style-type: none"> Pens and paper for the participants to take notes during the negotiations

The delegates begin negotiating with each other based on the opening statements. They can split up and find members of from other delegations to negotiate over concrete issues by moving freely between the tables.

Before the next phase begins, each team should briefly discuss their strategy for the next negotiation phase, based on the negotiations from this round.

General remarks:

GM: Let the participants know when there are only five minutes left so that they can come together as a team and discuss their next steps.

Remarks for Online Implementation:

Choose a video conference software that allows the participants to switch between break out rooms independently!

Activity 5c: Negotiation Phase 2 - Official

Overview	The second part of negotiations is a plenary discussion. During this phase the players can adapt their initial statements.
Time	20 minutes
Material	<ul style="list-style-type: none"> Result table

GM:

Step 1: Welcome the players in this official round of negotiations.

Step 2: Ask if any commission member wants to adapt the initial statement based on the first round of negotiations. A

Step 3: After every commission member that wishes to adapt the initial statement has spoken, you can open the room for further negotiations.

Step 4: Before closing the negotiation session, make sure that all adjustments requested by the Commissioners have been entered in the table. Mention that this is now the basis on which a proposal for a final Commission recommendation will be developed.

EM:



record all changes to statements in the result table so that changes are transparent to everyone

General Remarks:

MiS: Make sure that each role gets the chance to speak and remind the players to keep their statements short and simple. Simple moderation rules are beneficial for this discussion, e.g., participants raise their hand if they want to say something. You can introduce these rules at the beginning of this activity after greeting the participants.

It is easier to prepare the final statement, when the game's moderator asks here for concrete numbers for eg, compensation payments.

Remarks for Online Implementation:

You find a suggestion for chat moderation rules in appendix 1.

Break 10 minutes

After the second round of negotiations, the participants take a 10 minutes break. During this break, the EM and GM prepare a proposal for a final statement. To do so, you use the template in appendix 4 and insert the reduction targets and side conditions based on the results of the negotiations.

- For the flight reduction, you just calculate the average of the final statements (collected in the result table).
- For the rest, you need to decide which claims and ideas you will include in this proposal for a final statement. Make compromises, where possible.

This can be a challenging task. Be aware that you don't have to come up with the perfect proposal – it probably isn't possible. Keep in mind that the results are not a decisive factor but the process of the game. Here it is very helpful for voting purposes, if you can write down the central recommendations that are to be voted upon on a flip-chart/ in a slide show

Activity 5d: Voting

Overview	The delegates vote for or against the proposal for final recommendations of the transition commission
Time	10 minutes
Material	<ul style="list-style-type: none"> • (key aspects of) final statement on a flipchart/ in a slide show • Flip-chart for the result of the vote

GM:

Step 1: Read the final statement you have prepared during the break aloud. Make sure that everyone understands the proposal correctly (A flip-chart/ slide might be helpful here). This text is a proposal



for the official recommendation of the Transition Commission.

Step 2: Explain the voting modalities:

- Each person has one vote
- Delegates of the same delegation can vote differently
- If more than 60 per cent of the delegates vote for the proposal, it is deemed accepted
- abstention is no option

Step 3: Have all participants who accept this proposal raise their hands. Next, have all participants who are against the proposal raise their hands.

EM:

Count the pro voices and contra voices and write down the result on a flip-chart

Step 4:

- If accepted: Congratulate the commission on the successful process
- If not accepted, announce a fictive next round of negotiations next week.

Remarks for Online Implementation:

The delegates can simply write down "accepted" or "not accepted" in the chat if conducted online.

END OF THE SIMULATION GAME

Activity 6: Debrief

Overview	The debrief consists of two basic steps. First, the participants describe and reflect on their experiences and observations. Second, we evaluate these experiences and search for insights that can be generalized and bridge the experiences of the simulation game to the real world.
Time	25 minutes
Material	<ul style="list-style-type: none"> • Flip-chart with guiding questions for the debrief • Paper and pens for all participants to make notes

Step 1: It is important that there is a clear cut between the end of the simulation game and the debrief. ask the participants to take off their name badges. Then, invite the participants to stand up and make some movements to shake off the role physically.



Step 2: Three minutes of individual reflection: Each person gets time to write down some thoughts on the following questions:

- How did I feel in my role/ during the game?
- What happened during the game/ what did I observe?

Step 3: Sharing and exchanging experiences in groups of three for seven minutes. Assign the participants to groups of three so that they get the chance to exchange with people in other roles.

Step 4: The last step is a discussion with the entire group on the following questions:

- What general insights did you gain from the game?
- What would have happened if...? What conditions would have had to be different for the game to end differently?

General remarks:

An extensive debrief is crucial in simulation games. Make sure that there is enough time left to go through these two steps.

Generally, it is vital to notice that there is no wrong and right in this debrief or pressure for a specific outcome. Each simulation game is different and there should be space for discussing whatever is important to the participants.

Remarks for Online Implementation:

At step 1: Instead of taking off the name badge, the participants can rename them again.

Activity 7: Closing and Feedback

Overview	A final round allows the participants to conclude the workshop and is already first feedback for you in how the workshop went. In addition, you should give time for anonymous, written feedback.
Time	10 minutes
Material	<ul style="list-style-type: none"> • Feedback forms • Pens • One object which can be passed in the circle, e.g. juggling ball

Step 1: Make clear that you now zoom out and reflect the workshop in general.

Step 2: Give the participants one minute of silence to review the whole workshop and reflect on the question: "What am I taking away from this workshop?"

Step 3: Make a short round and invite the participant to briefly share one thought on the question of step 2. You can pass an object, which indicates who speaks. The participants can also pass the object without saying something if they don't like.



Step 4: Close the workshop. If you have anonymous feedback forms, distribute them.

General Remarks:

An anonymous feedback questionnaire might include the following questions:

- What was my "aha- moment"?
- What am I taking away from this workshop?
- What could be done differently next time?
- Was I able to contribute in the way I wanted? Why?
- What else do I want to say?

Remarks for Online Implementation:

Step 3: The participants could also answer the final question in the chat.

Step 4: There are different options for simple online survey tools, which you can use for the feedback form, e.g. Survey Monkey or Qualtrics.

Appendix

[Appendix 1: Chat characters for moderating discussions virtually](#)

- + Consent
- Disapproval
- * Request to speak
- ** Direct answer to what has just been said
- # I have technical problems, I need help

➔ Participants can write these signs into the chat to notify moderator they have something to contribute

[Appendix 2: Additional materials on Just Transition and the climate impact of air traffic](#)

- <https://stay-grounded.org>
- <https://climatejusticealliance.org/just-transition/>
- <https://transformation-haus-feld.de/>
- https://digitalcollection.zhaw.ch/bitstream/11475/23559/3/2021_Rohrer_Wirkung-von-Eigenverantwortung-und-politischen-Massnahmen.pdf
- https://www.transportenvironment.org/wp-content/uploads/2021/07/EC_report_Taxes_in_field_of_aviation_and_their_impact_web.pdf



[Appendix 3: Background story](#)

A fictitious airport in 2025

We find ourselves in the year 2025 in Landington, a small town with about 25,000 inhabitants close to an important metropolitan area (about 2 million inhabitants). In recent years, political efforts for more climate protection have increasingly intensified. Landington is home to an airport that is important for the region. 4,000 people are directly employed at the airport, and another 60,000 jobs are indirectly related to the airport, according to the airport, for example, in supplier companies or as a result of increased tourist traffic in the region. In particular, the air freight company freightplane24 is an important employer and economic factor in the region. Since its inception, the airport operator itself has been in the red and has to be subsidized by the public sector. There are long-standing civil society protests against the airport based on noise and climate protection arguments.

A year ago, a law was passed at the national level. It requires all municipalities to submit effective strategies for reducing their greenhouse gas emissions by 2035 to the level needed to meet climate targets. This is mandatory! In response to this law, there were surveys in the Landington region in which a majority favoured focusing on a reduction of flight traffic at the local airport, since this is where the most significant savings potential exists without restricting the quality of life of the population. An accompanying study showed that airport employees have qualifications that could be applied in other sectors of the economy, provided that appropriate conditions are created for this industry change.

Environmental groups and trade union representatives demanded that the dismantling of the airport is approached in a planned and socially just manner. As a result, under pressure from the public, the local government convened a so-called transformation commission in cooperation with the Ministry of Climate Crisis to develop this plan. The plan calls for a gradual reduction in the airport's capacity by 2035 without any lasting loss of jobs in the region. So there is no question that the airport's capacity will be reduced, but the commission is to discuss how much and how fast this capacity reduction will take place and what accompanying measures and investments are needed.

A Just Transition Fund will finance the reconstruction. It will be financed 20% by municipal funds and 80% by national funds. The condition for the funding is to find an agreement among the members of the transformation commission. The development of the dismantling plan is to take place with the involvement of the relevant stakeholders. The superordinate goal is to use this planned dismantling to encourage the sustainable development of the Landington region and, at the same time, to achieve the emission reductions required by law. The commission is now developing recommendations for this dismantling, which will then go to the relevant political decision-makers for final decision and implementation. If the commission cannot find a solution in this first round of negotiations, they need to assemble again.



[Appendix 4: Template for Final Statement](#)

-> *Feel free to adjust this template*

"Based on the new climate protection law, which requires the reduction of greenhouse gas emissions in the Landington region, the Landington Airport Transformation Commission comes to the following recommendations:

The Transformation Commission recognizes that to achieve the necessary reduction in greenhouse gas emissions, flight capacity at Landemünden Airport must be reduced. Flights are to be reduced by ____% by the year 2030 and by ____ % by the year 2035. In addition, the Transformation Commission proposes the following greenhouse gas emission reduction measures:

When dismantling the airport, the impact on employees working in different sectors at the airport must be taken into account. Therefore, creating a mandatory/voluntary social plan,

(e.g., with the involvement of the works councils, for all employees working directly at the airport/...) is recommended.

The companies located at the airport will be compensated as follows:

In order to ensure an ecologically as well as economically sustainable development of the region, the Commission advocates that the money from the fund is invested in particular in the economic sectors _____."