



Frank Burgdörfer

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Professional experience:

- since 2007 Owner and manager of *polyspektiv - Burgdörfer & Ness GbR*
- since 2007 Member of the expert pool „Team Europe“ of the European Commission
- 2003 - 2006 Freelancer at the visitors' service of the German federal parliament
- 1998 - 2002 Researcher at the Centre for Applied Policy Research, Munich

Civic activism:

- since 2014 Board member of the *European Movement Germany*
- 2002 - 2012 Chairman of the NGO *Citizens of Europe*
- 2002 - 2007 Member of the Commission for International Affairs of the German Rector's conference
- 2000 - 2002 Member of the Higher Education Working Group for Southeast Europe of the European Rectors' Conference

Studies:

Hochschule für Politik, München

February 2000: *Diplomaticus scientiea politicarum Universitatis* (Political Scientist)

Thesis: "The European Community and the dissolution of Yugoslavia"

Justus-Liebig-Universität, Giessen

October 1997: *Diplom-Ökonom (Dipl.-Ök.)* (Economist)

Thesis: "Central Bank interventions at the foreign exchange market"

Handelshögskolan vid Göteborgs Universitet (Sweden)

August 1996: *Master of Science in International Accounting and Finance*

Thesis: "Management Accounting in Learning Organisations"

Project Experience (Selection):

since 2017	Concept and development of educational material for the Gesellschaft für Internationale Zusammenarbeit (GIZ) in Albania
since 2016	Responsibility for presentations and role play games in the information centre of the European Parliament in Berlin
since 2016	Seminars courses of the International Academy of the German Ministry of Foreign Relations
since 2015	Development and implementation of the “Ambassador School Project” of the European Parliament in Germany
2015/16	Concept and development of a role play game for the parliament of the German state Brandenburg
2015/16	Concept, development and implementation of a role play game about measures against youth unemployment and teacher trainings for the European Commission
since 2014	Realisation of annual scenario workshops on European-Russian Relations
2013 – 2014	Concept, development and implementation of a role play game for the parliament of the German state Rhineland-Palatinate
since 2012	Concept, development and implementation of role play games in the German federal ministry for Nutrition and Agriculture
since 2012	Concept, preparation and realisation of 4 Youth Fora annually on European politics in German state parliaments
2012 - 2015	Concept of materials (Video, Slideshow, iPad-App, Quizz) for the Greenlandic Parliament Inatsisartut
2011 - 2012	Concept and development of the role play game „An der schönen blauen Donau“ for the state agency for civic education Baden-Württemberg
2011	Concept of the online platform „Ask Jean“ for the European Parliament
2009	Concept of the online game „parlamentsprofi.de“ for the German federal parliament
2009	Concept and development of role play games on climate policy for the federal garden exhibition on behalf of the European Commission
since 2008	Concept, development and implementation of an annual role play game about global climate negotiations for young managers of the international Pro Credit Bank
since 2008	Concept, annual preparations and coordination of the large scale role play game “Jugend im Bundesrat”
since 2007	Regular presentations about the European Union (basics, foreign- and security policy, as well as on policies regarding economics, the Euro, and refugees) for the European Commission
2007, 2009, 2014, 2016	Concept, preparations and content responsibility for the German-Russian Youth Parliament
2006 - 2010	Concept, development and implementation of a role play game for the parliament of Bavaria
2006 - 2009	Concept and implementation of the series „Training for Europe“ (Combination of trainings on civic activism, project management and inter-cultural work), implemented at various locations all over Europe
since 2003	Concept and development of the role play game „Parlamentarische Demokratie spielerisch erfahren“, since 2004 also annual preparations and coordination of the large scale role play game “Jugend und Parlament” for the German federal parliament