Assessing the Effectiveness of a Role Playing Game as a Stakeholder Engagement Tool for Water Resource Management
Overview

- Stakeholder Engagement
- Tools
- Project and case study
- Tool development
- Application
- Effectiveness of the tool
Importance of Stakeholder Engagement

- Legal and policy framework requirement

- For effective Water Resource Management
  - ‘buy in’ from users
The Statements...

Lack of effective public participation

Effective stakeholder engagement is essential

Implementation lacks traction due to lack of ‘buy in’ from those on the ground
The Questions...

How do we engage with a range of stakeholders

How do we get users to understand system complexity

How do we get role players to realise the importance of water resources

How do we get critical mass citizens to understand resource complexity
The Challenges...

- Time consuming
- Organisation and logistics
- Terminology and language
- Diversity of stakeholders
- Tension and conflict
So what is the solution...?

**Stakeholder Engagement Tools**

- Suite of tools to promote and improve stakeholder engagement
- International Association for Public Participation (IAP2)
- Role Playing Game
  - Participatory tool for resource management
  - Enable stakeholders to ‘play out’ reality and self-analyse
  - Integration of project elements
Project and Case Study

- European Union (EU) funded project “Afromaison”
  - Meso-scale resource management
  - Develop tools and strategies

- Diverse characterises of case study

Africa at meso-scale: adaptive and integrated tools and strategies for natural resource management

UTOHUKELA DISTRICT MUNICIPALITY
Tool development

• Wat-A-Game (WAG) Guideline
  - 4 levels
  - Use of “Self-WAG”

• Abstracted simulation of system

• Workshops with WAG developers and other case studies
Tool development

- In depth assessment of the area
- Consultation with specialists and key stakeholders
Tool development

• Game Board

• Various Roles (players)

• Flow of game
Tool Development

• Land Plot Cards
  • Wetlands
  • Towns
  • Alien Invasive Species
Tool development

- Pebbles

Water Unit
Soil Unit
Money Unit

Cattle Herd
Labour
Dam
Borehole
Tool development

- Action Cards
Tool development

- Action Cards

- Event Cards

**GOVERNMENTAL OFFICIAL**
Grant: Unemployment

May be paid by government official to rural farmer if labour is unemployed

**ENVIRONMENTAL OFFICER**
Fine: Excess Organic Pollution

Paid by commercial farmer to environmental officer

**ENVIRONMENTAL OFFICER**
Stone Pack

Get card from facilitator, it can be reused once per round by the farmer

**EVENT CARD**

Good Harvest
Gain 1 extra Money Unit
Tool Development

- Rounds (scenarios)
- Monitoring and planning
- Game session
  - 3 or 4 hours
Application

Focus group workshops
- Local community
- DAEARD
- Local Municipality
- NGOs, environmental organisations, researches, rural developers

Outcomes
- Draft Afromaison Strategy
- Identified key challenge

Final game session
- Key stakeholders

Outcomes
- Afromaison Strategy
Effectiveness of the tool

- Focus group workshops
Effectiveness of the tool

- Brainstorming
Effectiveness of the tool

- Focus group workshop findings

Summary of Possible Solutions Identified

- Change of Mindsets (Culture, Race, etc)
- Education and Training for the Rural Community
- Education Interchange (Rural and Commercial Farmers)
- Encourage Employment Opportunities in other Sectors (Tourism)
- Identify Suitable and Productive Land
- Implementation and Monitoring of Law (Burning, Crime, Farming Practices)
- Integration of Actors
- Localised Decision Making and Planning
- Long Term, Sustainable Management Plan
- Planning of Developments (Roads, Dumps, etc)
- Single Farmers Association
- Strengthening of Government Structures (Training)
- Ongoing Training for Farmers (Extension Officers)
- Stock theft and criminal activities
- Supply and distribution of water
- Tribal Tension
- Unemployment and Poverty
- Land Degradation
- Water Quality
- Lack of Education and Skills (Farming)
- Lack of Coordination and Communication
- No Land Use Management Plan
- Incorrect government spending and corruption
- Historical tension (culture divides, stereotypes)
- Individual greed
- Ad Hoc Burning
- Access to and lack of general infrastructure
- Summary of Issues/Challenges and Drivers Identified

Effectiveness of the tool

- Focus group workshop findings
Back to Reality
Effectiveness of the tool

- Final workshop: addressing key challenge
Fun, interactive means of engaging stakeholders in a relaxed and comfortable environment that is void of tension and conflict experienced in reality.