







SIMULATION GAMES FOR AGRO-ECOLOGY TRANSITION

Promoting agro-ecology transition via enhancing farmers' analytical and decision making capacity through application of simulation games

Thuy Thu Doan., Patrick D'quino., Can Truong Quoc

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PART 1. SIMULATION GAME IN VIET NAM

PART 2. WHAT WE DID

PART 3. RESULTS

SIMULATION GAME IN VIET NAM

Project: "Enhancing farmers' analytical and decision making capacity through application of simulation games" supported by ALISEA - ACTEA & BftW

Objective: Provide the tool for improving decision making capacity and the implementation of adaptive measures.

<u>Partner</u>: Consultative Institute for Socio-Economic Development of Rural and Mountainous Areas - CISDOMA



TerriStories Simulation Game-Innovated approach

Rainbow Spiral framework (Patrick D'Aquino and Papazian, 2014)

QUESTIONS

- 1. What do you want to ARCHIVE as regards these targets?
- 2. What **ELEMENTS** of the context you want to highlight?
- 3. What are the priority constraints?
- 4. What are the "other" farmers' difficulties (taking account farmers' constraints)?
- 5. And what are the stakeholders of the context which should be involved to achieve the solutions scenarios?

Platform, stickers & Nuggets



We need seating together to solve our difficulties!

KEY FEATURES OF THE GAME

Rules

□ Biophysical dynamics

- 1 game period = 1 year
- 1 crop (rice /maize field)/ 1-2 livestock (pig, chicken, fish). Development = bank note 100 000
 VND
- ☐ Land uses and their impacts on bio. dyn.
- Soil of an used: 2 cycles
- Unused plots after each cycle
- Imply a land uses competition: bank note 100 00

VND

- Farmers not enough for all, fall back to other uses
- Social organization
- Traders : material provider and hirer
- Bank
- NGO project
- > Farmer's communication with their funding resources





ACTIVITIES DURING THE GAME SESSION?

1. Negotiation

- Bargain with the traders
- > Talk within the villagers
- Meeting with representative of Gov' officer and NGO'sproject

2. Analyse & Decision

- > Crops
- > Fertilizers & pesticide
- Livestock
- Waste management
- > Risk of climate change





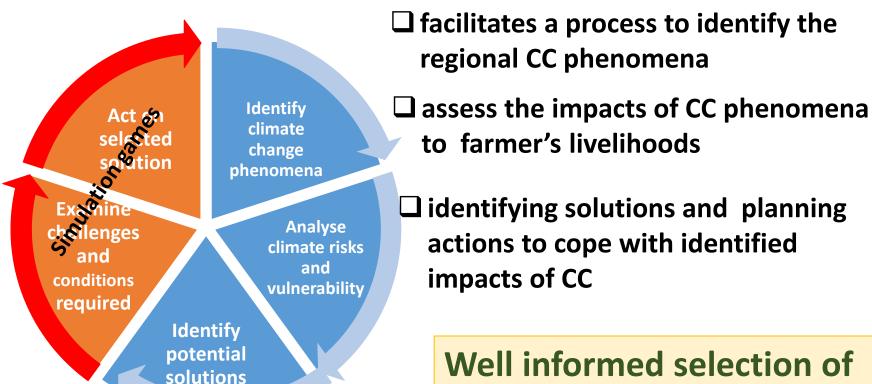




PART 2. WHAT WE DID...

SIMULATION GAME for PARTICIPATORY CLIMATE VULNERABILITY AND CAPACITY ANALYSIS

WHERE WE APPLIED THE GAMES



Participatory assessment of climate risks and adaptive livelihoods.

Well informed selection of climate adaptive livelihoods of the farmers.

SCHEME IMPLEMENTED...

Tam Duong, Lai Chau province

Nga Nam, Soc Trang province

CISDOMA office Ha Noi

- ☐ Orient training workshop/ at with the international expert
- ☐ Field work with the self-management Farmer groups with national and facilitators
 - ☐ Field work survey the with national facilitators

- ☐ Documentation, case stories, and final report .
- ☐ Organize the
 National
 workshop and
 sharing at
 regional forums







PART 3. RESULTS

SIMULATION GAME for PARTICIPATORY CLIMATE VULNERABILITY AND CAPACITY ANALYSIS

24 key trained facilitators



08 villages

- 200 peoples
- 71% women

Communi ties identified

- 03 phenomena of harsh weather
- 09 models of agrictr livelihoods

solutions & actions

- Biosafety chicken farm
- Ecological Rice production

FOR AGRO- ECOLOGY TRANSITION...



87% of farmers

 games help understand better on the challenges and solutions in pursuing agro-ecological friendly practices.

44/185 farmers

 committed to apply the Bio-safety chicken farm after the games

Publishion: videos and articles

Open-up the following activities

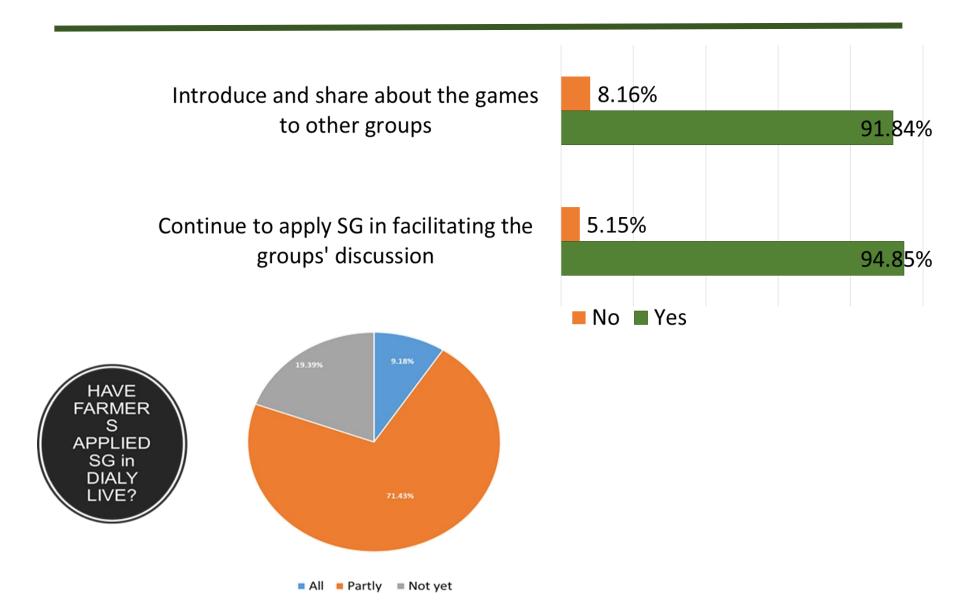
 30 farmers trained; 02 pilot-Vermifilter systems (Ecological filter) set up for animal waste treatment at household level

FEED BACK ON THE GAME

BENEFITS of THE SIMULATION GAMES

□Improve analytical skills & solidarity among community members members and with local authorities ☐ Well informed solutions and measurements ☐ Promote communities' collective actions ☐ Mobilize local resources and capacity for resilience

HOW WILL YOU APPLY SIMULATION GAME?



Lessons Learned

- 1. Simulation games proved to be a **effective tool** in Agro-ecology transition
- 2. Integration/adoption of simulation games in to **on-going project** helped promote better adoption of agro ecology friendly practices by the farmers.
- 3. The partnership of various stakeholders from different nature of work (development project, scientists, local technicians and community facilitators) brought about valuable added value







"Through this simulation, I learned new techniques to sensibly calculate costs and breed poultry. The integrated chicken farm model (chicken – earthworm – crop) not only helped reduce pollution, greenhouse gas from livestock breeding but also generated organic fertilizer that can be used for crops, improved soil quality and increased cropy yield and income for the farmers.

Ms. Lo Thi Anh, Na Phat Commune, Tam Duong, Lai Chau





"The simulation was highly interactive and sparked interests among the participants, with a board game.

This is also an excellent training tool in increasing the application of technology in the focus areas."

Ms. Pham Thi Xuyen, Vice head of Crop management and protection division, Nga Nam, Soc Trang

I am interested in the **simulation games** that you mentioned in the fact sheets.

I can also highlight which of the games I found the most inspiring, giving the most insight to the community members and the NGO.

Ellen Kalmbach, BftW

Simulation game introduced at the regional workshop of BftW partners







Thank you