



Workshop / short course: Building dynamic human-environment games

4-6 June 2024 @ 09h30-16h00 SAST | Venue: STIAS

7 June 2024 @ 09h30-16h00 SAST | Venue: Neelsie Cinema, Stellenbosch University

TENTATIVE PROGRAMME

	MORNING BLOCK (09h00-12h00)	AFTERNOON 1 (13h00-14h15)	AFTERNOON 2 (14h30-16h00)
June 4	<ul style="list-style-type: none"> • Introductions • Workshop goals • Playtime: Playing NonCropShare, GreenReserve, FarmCards • Literature: Why do behavioral experiments (and other participatory methods) • Instruments: Core concepts <p>(Question -> model -> evaluate -> experiment (QMEE))</p>	<ul style="list-style-type: none"> • Basic concepts in Netlogo <p><i>Building a simple agent-based model, to learn about the pieces of the Netlogo platform</i></p>	<ul style="list-style-type: none"> • Small group activity <p>Defining human-environment dilemmas</p>
June 5	<ul style="list-style-type: none"> • Recap - environmental dilemmas in group activities • A look at the elements of NonCropShare (game), GreenReserve (game) and FarmCards (framework) • Playtime! A public goods game, using playing cards • Coding a public-goods game in Netlogo Part 1 	<p>[Plenary seminar on games for research and learning]</p> <p>Small group activity – From dilemma to game</p>	<p>Thinking about fieldwork:</p> <ul style="list-style-type: none"> • Planning • Designing and testing the instrument • Designing the experiment/intervention • Implementing • Analyzing
June 6	<ul style="list-style-type: none"> • Coding a public-goods game in Netlogo Part 2 • Small group activity - Exploring extensions (uncertainty, spatial spillovers, leader distributions, etc.) 	<p>Small group activity - describing your game</p> <p>Presentation and critique – current game ideas and (instrument + experiment) designs</p>	<ul style="list-style-type: none"> • Summary • Next steps • Further considerations
June 7	<p><i>Follow-up and optional in-depth work with participants who are keenly engaged in game design and can benefit from 1-on-1 assistance.</i></p> <p><i>Participants interested in developing out games research ideas can meet with facilitator for 30min-1hr sessions to work on design and concrete plans for next steps toward a games exercise/intervention.</i></p>		

REGISTER HERE: <https://forms.gle/w7XECxWTPkBTTrCG8>