

ROUND TABLE

-> Eveybody write donw on paper and then talks during a round table :

1. What was the most enlightening? Incl surprise
2. What was difficult / challenging?
3. Critics (during the last 2 days)
4. What you can do / what you intend to do ?

	Enlightening / surprise	Difficult / challenging	Critics during last 2 days	Intentions for future
John	playing game with community and having issues realized particularly in Mukami scheme	Calibration, much data is needed for relevance and specifying on specific agenda	Need for good background on community dynamics to avoid poking or waking animosity. Calibration can bring conflict rather than help so need to be careful	Improve on games then play with relevant actors. Do more with Tungu WRUA and Mukami scheme
Eng. Simon	Able to design game and play with communities which helped identify things to be included in action plan	Calibration of resources	Game design needs more time for communities to identify all issues. Calibration needed secondary data for verification	Involve all stakeholders to improve all games (irrigation, WRUA and river basin)
Paul Lugo	use of simple game to reflect reality in Mukami scheme	proper calibration when assigning values to resources	Lack of clear formula in calibration and can be complicated in including frustrating to design game and play	Sensitize community in Tharaka with assistance from administration Develop a design for the community
Nathan Njagi	Mukami understood fast the game process and helped in the design	Following game design sequence and calibration	Needs time and background knowledge of community	Facilitate the design process and use game to enlighten community on NRM and social development

ROUND TABLE – CONT'

	Enlightening / surprise	Difficult / challenging	Critics during last 2 days	Intentions for future
Carmen	Process of game design and interaction with community	Calibration of many activities / Game needs several tests to be good / Making sure all participants are involved / Debriefing		Preparation of training sessions with information and technical support
Agnes	Not so difficult to develop a game at this point	Calibrating game to bring out important issues	Game requires time/research and involvement of all stakeholders. Get the right people in the game process	Introduce INIWAG to colleagues and later develop irrigation game with Mukami among other target schemes Partner with colleagues in Tharaka Nithi to improve dissemination process
Isaac	Enthusiasm of community to game was impressive	Calibration took most time. Is there easier way to do it?	For new people to gaming, start from known (mpang' game) to unknown (development of own game)	Sensitize and train communities in game making Support county officers in their work with WRUAs and irrigation schemes
Jacob	Use of mpang game in NRM is also applicable in catchment protection - it involves all levels of stakeholders	Calibration to assign values involves data and is a systematic process – it requires a lot of time	Language barrier and culture system slow down identification of issues	Use games to raise awareness and improve them to use in current projects

ROUND TABLE – CONT'

	Enlightening / surprise	Difficult / challenging	Critics during last 2 days	Intentions for future
Paul Njuguna	Game simulations reflected reality	Calibration is very subjective, needs science to be more objective / Time consuming to develop game and test it	No direct transfer of one game to another due to group dynamics	Work with colleagues at county level to include environmental activities in implementation process, during and after game process Need to explore possibility of including forest communities/ecosystems
Simon	Reactions of community when game revealed their challenges	Calibration – timely and yet still not sure of how to go about it - use of estimates may have negative impacts on game output	Implementation process: availability of people? Time? Resources?	Documentation is important to refresh memory
Faith	Ease of game use in identifying issues. Good tool for strengthening teamwork	Not realistic due to lack of data for calibration. It should be able to tell truth to community about resources and activities hence convince them – should include experts such as agronomists	Requires time and money to build enough capacity. Few people per session so how to open eyes of many? Community not used to games, not in our culture, people came out of respect. What do they get at end of the day?? Needs time to understand and accept concept Game has no gender, culture or vulnerable people representation?	Support efforts of county officers to further their games Need for simplified game due to time and other challenges To experiment this process in FDAs development of action plans (simple game for identification of issues)

ROUND TABLE – CONT'

	Enlightening / surprise	Difficult / challenging	Critics during last 2 days	Intentions for future
Nils	Transfer of process in time frame preparation of irrigation game pararel to mpang' game	Still not clear what we have been doing Challenge is involving PCT in monitoring Not enough structure to game design because calibration design for good model is very complicated Not enough time for co-plan, reattach game to PRA process Missing participants in second training while others wanted to come?? Absence makes full engagement difficult	Focus on statistical dynamics rather than issues Not enough stepping out of zone to consider reality of issues e.g. material maintenance Having 1 community for two days was very good Important that all participants be present continually in the process.	Follow process form a far Supervise Christine Consider working possibility of PRA process Assess process afterwards and discuss with other organizations for international valuation Vision: scale higher than Uganda game in extension by different game design in addressing issues
Geraldine	Involvement of local stakeholders and their creation of game in short time Trusting and challenging people gives good results Difference in appropriation level in training and in field Team seems to be developing-good!	Calibration is challenging and difficult to transfer. Find right method to go about it	Time was very short and more preparation would better the process ?	Backing up work being done. Find ways to transfer information. Providing support material to all officials

COMMENTS

Nils commented on issues raised such as calibration, gender and development of simplified games to address such specific issues :

- Calibration is tricky but it is important to do it thinking what is what we really need?
 - If calibration is done during a workshop, it has to be animated carefully, and then it can become an activity where communities and experts can share their knowledge.
 - If there is a will to develop a game further, then calibration needs to be reviewed with experts, finalized in office and reviewed with communities in a further workshop
- Gender and power issues :
 - games may be used to tackle these issues through the design of specific roles – maybe simplified games can be developed specifically for these issues
 - If there are gender / power issues but the game is not specifically about this, then this is the duty of facilitators to take into account these issues in the organisation of the workshops : organize activities where women (or less powerful groups) can work together and prepare the presentation of their ideas to the others; during plenary discussion or games, be careful that thee people can give their voice (use round tables); tackle and challenge gently about these issues during debriefing