



Crea-WAG

Guidelines for designing a game with Wat-A-Game

6 – Organizing a game session



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Plan carefully workshops

- Invitation – may be « participatory modeling and simulation workshop »
- Depending on objective, participants, different activities may be combined within different groups settings
 - Going round each person / open focused discussion
 - Whole group / small groups
- Distribute roles within team : facilitator(s), assistant(s), observer(s)...
- The design of the workshop should take context and participants background into account (power issues, conflicts....)
- Write down guidelines to help team members
- Example of Fogera agenda and guidelines

Usual schedule for a game playing session

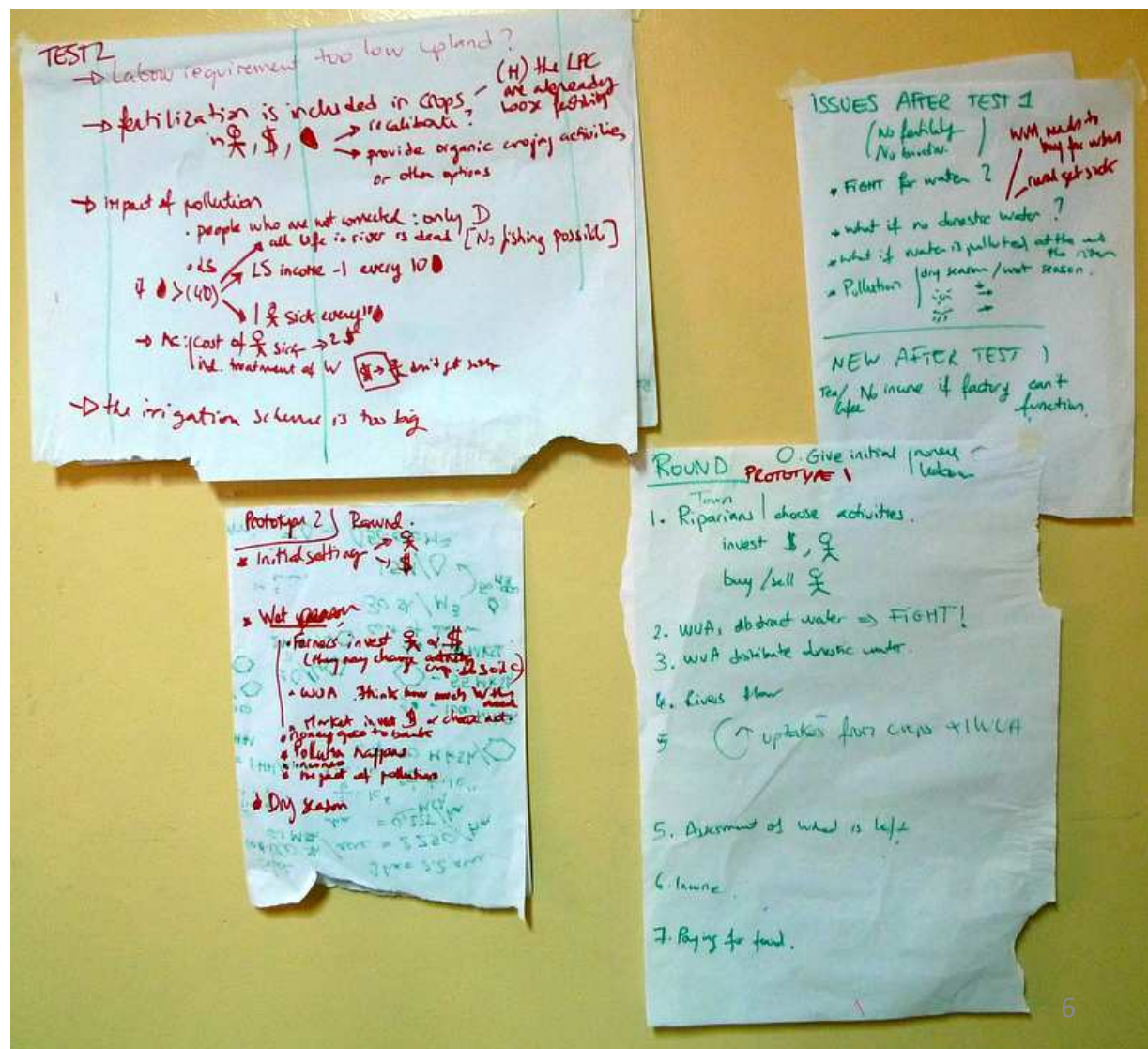
- Before the workshop :
 - installing game : at least 30 minutes
- Workshop :
 - Mutual introduction : 15-30 minutes
 - Explaining objective and rules : 30 minutes
 - 1st round incl debriefing : 1 hour
 - Other rounds : ...
 - Final debriefing : 1 hour
- After the workshop :
 - Take pictures of what was produced if necessary
 - Put everything back into place : at least 30 minutes
 - Team debriefing : at least 30 minutes

A particular type of workshop : testing workshops

- A test session will last 3-4 hours
 - Explain clearly why the context, objective and target of your tool / protocol : 20-30 min
 - Introduce and explain your tool / protocol : 20-30 min
 - Simulate your tool / protocols : 1-2h
 - Debrief : 1h-1h30
 - Discuss how / what participants felt : go round each participant
 - Discuss what was good / what was wrong
 - Discuss how it could be improved
- With all, often, everywhere!
- Community of practice !
 - Create your own network of practitioners of participatory approach
 - When someone in the network wants to test a new game / a new tool / a new protocol he invites the member of the community for a test session !
- Who else ?
 - Colleagues
 - Friends
 - Family
 - Any people around who is passionate about NRM

Testing workshop : manage information from the test

- Write down carefully issues and planned modifications
- Use logbook or ToBeDone file (see slides 4)

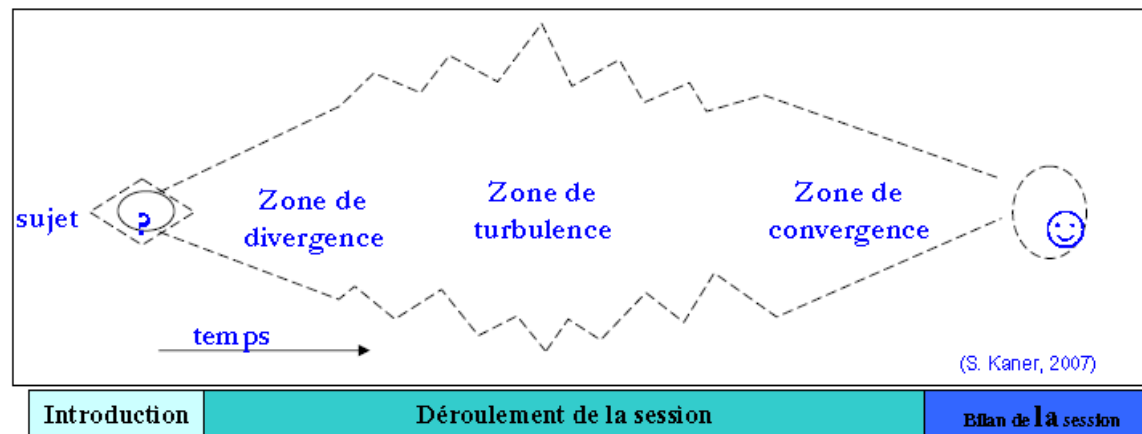


Team organisation

- Different roles are important in the workshop organisation team
 - Facilitator(s) : make the animation, manage the talking of the people, manage game regulation
 - Assitants / Regulators : help with monitoring, applying game rules, using pebbles....
 - Observers : take notes on what is happening during the game. This information is useful for the debriefing and for steering the process on a longer term One observer might facilitate the debriefing..
- Time-keeping is important if there are many activities planned. It should be done by an observer or an assistant. A bell can prove useful to warn there is only a few minutes left, and then that the activity is over
- The facilitator should have a very good knowledge of the background (issues in system; power, relationships, conflicts within community / participants)
 - And the planning / design should take these elements into account

Facilitation / co-design posture

- Before :
 - set up rules for the discussion (raise hand to talk...)
 - Mention clearly your intention (unless you have an agenda)
- Make things explicit : go beyond “umbrella” words
 - Challenge easy answer ... and be ready to be challenged
- Observe, be open, be empathic and acknowledge all perspective / view point / values without judgement even if you don't agree
 - participants / you might disagree and it can be acknowledged
 - Final decision might not be consensual
- Trust the group and be ready for unexpected things
- Chaos is fine and normal at some point but efforts should be made at the end to put things together



Facilitation / co-design good practices

- Write important things on board during focused discussions!
- Everybody should be able to give a voice in important moments (identifying issues, debriefing..) -> go systematically round the table, starting with the shyest
- Go beyond technical / political wording (efficiency) or easy equivalences (efficiency = food security)
- Do not bring solutions before the stakeholders / do not do the work behalf of them even if you think you know better!
- Do not mix facilitator / teacher posture : when you facilitate, do not comment when people take a position (saying something is good / bad, a solution / a problem), just write it down. Later on you can take back your position as teacher / stakeholder and comment / give your position on things that were said

REGULATION IN THE GAME

Why is regulation needed :

- To manage the system (manager / regulation)

- To create stress and tensions on the resources in the system(facilitator)

- To create fun and discussion (facilitator)

- To introduce qualitative impacts

Regulation may impact on :

- Resources (supply / needs / processes)

- Innovation (introducing new activities / equipment / practices)

- Game configuration (adding removing LPC / connections)

- Game session organisation (meetings and discussions)

MONITORING

Monitoring : collective / individual follow-up of key events in the game

- Collective monitoring :
 - Publicizing indicators
 - Support for debriefing
 - Generally with a prepared board
 - Monitor :
 - Scenario
 - users and manager requirements satisfaction
 - Resources
 - collective decisions
- Individual :
 - Needed if ex-post analysis of what happened in the game is planned
 - have players fill budget / decisions ...

Workshop debrief

- Always keep some time for debriefing activity within the workshop (playing or design)
 - How was your experience? How did you feel?
 - What future for what you have been doing? How to use it / transfer it?
 - Be precise on what you want to transfer ? The products or the processes?

Team debriefing

- Have a short debriefing session between the team members just after or in the evening
 - Round table on what was interesting
 - Revise next day planning or plan next steps
 - Reorganize team if needed



*Evening team debriefing session
during a 3 days workshop,
Ethiopia, 2013*

Monitoring and evaluation

- Useful for scientific purposes
- Useful for steering the process
- Make use of game monitoring information

WHAT DO WE MONITOR AND EVALUATE? (VARIABLES)

3 main selection criteria :

- Relevance in regards to the M&E objectives
- Recurrence in literature
- Identification by stakeholders

4 different stages to monitor outcomes and process variables:

- Initial situation (only for outcomes) (before the process)
- During the process
- Following year or 2 (?)
- Longer term (?)

