

A participatory game for resource and territory management

TerriStories®

A generic simulation method to support the establishment of collective natural resource, land, territory and supply chain management rules



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> ISSUES

While participatory approaches are increasingly acknowledged to be necessary for involving local people in resource and territory management, their impact is often limited in the long term, on both a local and a wider level. This observation prompted the development in Senegal of a method using a specific board game, TerriStories, which is still having effects on both a local and national level some fifteen years after its launch.

> AN INNOVATIVE, EFFECTIVE SOLUTION

A proven track record for a wide range of applications

- TerriStories can be used for natural resource management, conflict prevention and resolution, with the definition of collective rules, launch of collective operations, coordination between stakeholders, etc..
- It is the fruit of CIRAD's **20 years of experience** of participatory simulation methods (cf. commod.org).
- **A simulation method and game** that introduces environmental, economic and social uncertainties aimed at prompting participants to come up with operational management rules that meet their needs.
- Already tested **successfully on a large scale** (nationally) in Senegal, Burkina Faso, Ivory Coast, Laos, Cambodia, etc.

Key aspects of the success of the TerriStories approach:

- A board game designed for complex future simulations, using simple, universally accessible modelling elements.
- Major priority is given to improvisation by participants (equivalent to "self-design" of the simulation) and to the collection, without discrimination, of all proposed solutions.
- The participants control the process, which ensures their commitment.

> CIRAD IN A NUTSHELL

CIRAD is the French agricultural research and international cooperation organization working for the sustainable development of tropical and Mediterranean regions.

With those countries, it works to generate new knowledge, support agricultural development, and contribute to the debate on the main global issues concerning agriculture, food and rural territories.

- 100 operating countries
- A staff of 1650
- 800 research engineers

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> A TEAM AND ACCREDITED GAME LEADERS

The researcher behind the approach, a geographer with the GREEN (Management of Renewable Resources and Environment) Research Unit, was one of the founders of the ComMod network (www.commod.org), and has some twenty years' experience of participatory approaches, land tenure and resource management in the South.

With TerriStories, he has designed an innovative, effective tool in which a pool of accredited leaders have had several years' training and which they are available to help you use.

> OUR SERVICES

NGOs, project design firms, government bodies and development donors can request tailor-made services from our experts and accredited leaders. Those services may include:

- ✓ Training in and presentation of/explanation of the approach and the game
- ✓ Diagnosis and adaptation of the game, if necessary, to any specific, local issues
- ✓ Organization of problem-solving workshops
- ✓ Training and transfer to project teams that, in turn, will rapidly be in a position to run project workshops
- ✓ Interdisciplinary scientific expertise that facilitates alignment of the rules established collectively, and their subsequent implementation.



From play to action: the operations simulated during the game are constructed autonomously on the initiative of the farmers involved, after the intervention is completed

www.terristories.org



[Du terroir au pouvoir.](#)

Short film (26 min)
Defalt Q., 2014.