



# Step by step through a Cooplage process

In a catchment, a group of farmers would like to act to improve their situation and the socio-environmental viability. After discussing with technicians, they are guided toward the CoOPLAaGE web site. They discover the method and decide to enter into it. They ask the local water agency to animate and supervise the process. One animator is selected.

**0**  **Attending Schoolplage**  
 The animator follows the SCoOL-PLAaGE course online and attends a 3 days setting seminar. Based on this, he/she can start animating

**1**  **Preparing a protocol**  
 With a group of delegates of different stakeholders, they engage in the PRE-PAR protocol, discuss the principles and participants of the future decision and participation process. They test it by a simple role playing game where they check commitment and motivation for all. This "participation plan" is accepted and starts, under supervision of the elected warrant.


**2**  **Exploring Justice**  
 Using Just-A-Grid they discuss the social justice principles for sharing land and water. They come to a shared vision of the "fair allocation" rules.

**3**  **Creating a model and game**  
 Some representatives engage in the CREA-WAG process and using INI-WAG they start preparing a local model and game representing their own situation.

They are supported by the online tools of INFO-WAG & INTER-WAG.

**4**  **Elaborating an action plan**  
**Cooplan** In a first instance this local game is used to open a large discussion among all stakeholders. This raises awareness. An exchange can start with them to start a COOPLAN process. They start proposing and structuring actions (with the help of experts), and finally gather action plans, for which they assess coherency, feasibility and efficiency. They evaluate them with the principles raised by JUST-A-GRID.

**5** **Testing and discussing plans**  
 These plans are tested and discussed with the role playing game. Finally they come to an agreement on a joint regional strategy, for which they can build an implementation plan.

**6**  **Monitoring-Evaluation**  
**ENCORE-ME** The whole process is monitored and evaluated using the ENCORE-ME framework, which tells them about the changes in knowledge, preferences, actions and relations.

# CoOPLAaGE

Wat-A-Game and its family



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## Trainings available now!

Find out more about Wat-A-Game and CoOPLAaGE by attending to one of our ScoolPLAaGE-trainings, available on:  
<http://agenda.watagame.info>

Coupling innovative tools for sharing change in socio-environmental systems

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# ? What is CoOPLAaGE

→ CoOPLAaGE is an integrated set (suite) of participatory methods, tools and protocols designed to support all stakeholders' groups, from citizens to policy makers, in discussing and engaging really into change strategies in socio-environmental systems, through :

- design of an acceptable decision procedure
- modeling of the joint situation
- framing of shared social justice principles
- simulation (role playing game) of change pathways and policy impact
- planning to build coherent action plans
- evaluation of the process and outcomes
- implementation pathway.



## For whom?

→ A transfer approach towards all users

CoOPLAaGE is designed to support ALL stakeholders at all levels –from lay people in rural communities to the uppermost policy makers- in collaborating around action plans and change together (the « shared room principle »).

It especially targets conditions where resource users must adapt their behaviors while policies are adapted coherently, through a dialogue ("two-levels processes"). CoOPLAaGE is fully transferable, robust (no computer), and can be self-animated within groups with limited pre-training. Most tools are simple and accessible to illiterate people.



## Why using CoOPLAaGE?

### CoOPLAaGE...

- provides a coherent set of tools which covers together the needs of a usual process: Organizing / Mediating / Diagnosis / Design / Integration / Choice / Implementation / Evaluation
- fully respects all stakeholders' inclusion
- is entirely transferred, hence adaptable
- is innovative and attractive (e.g. game)
- is research based
- is public and independent – no consultancy
- is robust and accessible
- tools have been tested internationally
- is low cost: training and research partnership



## Overview of CoOPLAaGE tools

10 participatory tools for...

Learning by doing

Scoolplaage



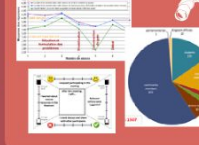
Preparing design of the decision process

PrePar



Evaluating impacts

Encore-Me



Discussing justice principles

Just-A-Grid (JAG)



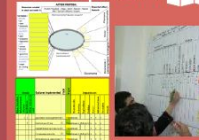
Modeling & role-playing-games

Wat-A-Game



Building action plans

Cooplan



frames

instruct inform

test in

feeds



Integration: You can...

- test COOPLAN strategies in Wat-A-Game (WAG)
- use WAG to invent COOPLAN strategies
- discuss justice principles in JAG and explore them through WAG
- validate COOPLAN in front of JAG principles

### Fromaison and Mpan'Game: an applied case study of Scoolplaage

The European Project Fromaison has developed a multidisc tool-box for Integrated Natural Resource Management. In Uganda, the local stakeholders have used WAG to develop the model and game Mpan'Game, representing the catchment and its socio-environmental stakes. Coupled to COOPLAN it has been used by more than 2000 people to explore and discuss a joint regional strategy submitted to the authorities.

<http://www.afromaison.net>



### Wat-A-Game

Wat-A-Game (WAG) is an open toolkit and a method based on simple bricks and a supporting software for designing and using participatory simulations (i.e. role playing games) for water management, policy design and education. It can be easily used for your own cases, at different scales and for various water related issues.

WAG can be used in any place, with, and for, all stakeholders, farmers, citizens, experts, administration, policy makers...

WAG is a suite of tools and methods including: INI-WAG, Crea-WAG, WAG-LIB (library of WAG case-studies), INFO-WAG and INTER-WAG.

<http://watagame.info>

