



Pre-Congress Workshop 29th August 2023, morning

Congress venue Couvent des Jacobins, Rennes

WS06 – An introduction to the “Co-shape the Agriscape” game

General information

Full title: An introduction to the “Co-shape the Agriscape” game: A hybrid agent-based role-playing game model

Length: 2 hours

Workshop attendees need to bring their own laptops.

Organiser(s)

Mostafa Shaaban (Leibniz Centre for Agricultural Landscape Research, ZALF)

Objectives

The model is an extension to the Viability of the Social-Ecological Agroecosystem (ViSA) model (<https://doi.org/10.25937/6cea-b617>), which simulates the decision behaviors of different stakeholders showing demands for ecosystem services (ESS) in agricultural landscape. The lack of sufficient supply of ESSs triggers stakeholders to apply different management options to increase their supply. However, while attempting to reduce the supply-demand gap, conflicts arise among stakeholders due to the tradeoff nature of some ESS. ViSA investigates conditions and scenarios that can minimize such supply-demand gap while reducing the risk of conflicts by suggesting different mixes of management options and decision rules. The hybrid model is an application of the Companion Modelling, which will allow actors to interact directly with the model in a way similar to real life with an objective of supporting collaboration between them in shaping the agricultural landscape. Further, we can get from such game the decision behavior with regard to their preferences that can be fed into the model simulation.

Format

A presentation followed by interactive computer-based game

- Introducing the model (45')
- Open discussion (15')
- Interactive game (45')
- Feedback and discussion (15')

Potential/confirmed speakers

The organizer and the Gamemaster