

Using Games to Trigger Collective Changes in Natural Resource Management: Conceptual Foundations for Behavioral Change by Thomas Falk¹, Wei Zhang², Ruth Meinzen-Dick² (*presenter*), and Lara Bartels³

Abstract

Behavioral experiments have been used extensively to study factors affecting collective action, including for resource governance (Poteete, Janssen, & Ostrom, 2010). Framed field experiments provide opportunities for dialogue with community members regarding collective action, and the exercises and discussions may offer a safe environment to experience a shared challenge so they can discuss and ponder the significance of the situation. This may lead to changes in community members' views on the valuation and management of the resource. This presentation will provide an overview of the conceptual foundations for how games and related tools for experiential learning can affect natural resource outcomes, through the following channels: 1) Action resources and mental models, 2) Mode of decision making, 3) Behavior or action, 4) Outcomes, and 5) Impacts.

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