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**OECD WGI workshop
on advanced participation
for water governance**

CoOPLAaGE
With A-Games and its family

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UMR/JRU G-EAU Managing Water, Stakeholders & Uses
IRSTEA : French National Institute for Research and Technology
on Environment and Agriculture - Montpellier, FRANCE

OECD
WGI
2015

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Aims of the workshop

- Address practice, impact, challenges and constraints of multi-level participation for water governance
- Introduce new methods or tools for Participatory WG, including participatory modeling.
- Assess needs, options and expectations from participants
 - ➔ Using practical, efficient and stimulating methods (self-demonstration in small groups)
 - ➔ Foster real outcomes, projects, plans for participation

Topics addressed

- Role and conditions of multi-level participation. Pros & cons.
- Navigating step by step through the WG cycle : how to ? Why ?
 - Addressing *Participatory*... modeling, simulation, planning, evaluation, implementation...
- Discovering advanced / innovative methods or tools
 1. How all stakeholders can model and simulate simply their own water management situation
 2. How can they co-design a plan and the related rules for decision and participation

Schedule and organization

14:30-14:50 Welcome and workshop introduction

14:50-15:45 Approach of participatory methods for modeling and simulation

15:45-16:40 Self-design of a participatory process, for a set of reference case study

16:40-16:50 Individual feedback

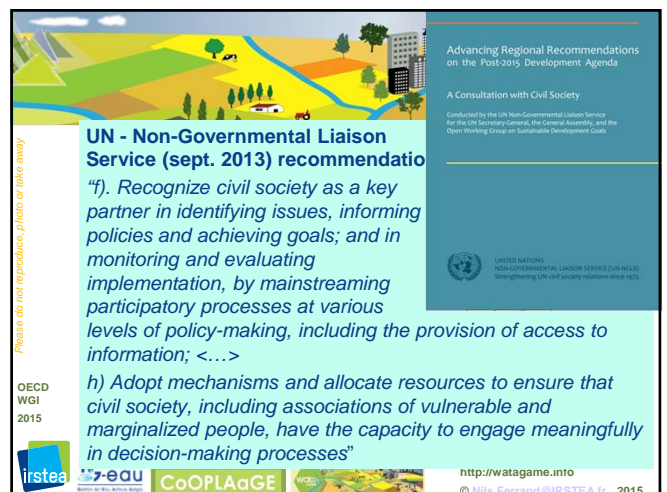
16:50-17:30 General discussion (structured) & Wrap-up toward synthesis document


+ Facilitation by a group of 7 specialists from Irstea, using the CoOPLAaGE participation toolkit. Results public inside WGI.

If you want to learn more, comment or propose, please access:

<http://ocde-wgi.watagame.info> or mailto: contact@watagame.info

⇒ INTRODUCTION available on attached document.





An innovative participation strategy and toolbox from Irstea : CoOPLAaGE
E.g., in a catchment, a group of water users would like to act to improve their situation and the socio-environmental viability. Guided by a process manager, they cycle with various tools.

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- 1 PrePar** **Preparing a governance protocol**
Decide the principles and rules of the emerging participation process.
- 2 Just-A-Grid** **Exploring Justice**
Discuss the social justice principles for sharing land and water.
- 3 Wat-A-Game** **Creating a playable model**
Prepare a local model for participatory simulations of local situation and new options.
- 4 Cooplan** **Elaborating an integrated action plan**
Propose and structure actions, and then assess their coherency, feasibility and efficiency.
- 5 Wat-A-Game** **Testing and discussing plans**
Experiment the plan with the role playing game and validate a joint adaptation strategy.
- 6 Encore-Me** **Monitoring and evaluation**
Learn about the changes in knowledge, preferences, actions and relations.

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Example of Ugandan process in the AfroMaison project (2011-2014)

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- 1 Procedural agreement**
- 2 Focal issue**
- 3 Actions identification**
- 4 Planning**
- 5 Resource allocation**
- 6 Modeling & plan testing through game**
- 7 Implementation plan**

Monitoring & Evaluation

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