



MEES718K

Sustainable nitrogen management with a transdisciplinary approach: Co-developing science communication products with stakeholders

PES ACTIVITY: Integration of board game dynamics in fostering dialogue across stakeholder types with regards to sustainable nitrogen management.

Kevin E. Jackson

- The pursuit of sustainability urges actions by all stakeholders, but conversation and coordination among stakeholders remain challenging as they may have diverging, sometimes conflicting, interests.
- We will provide the Sustainable Agriculture Matrix (SAM) report card for countries of interest (e.g., Panama or other countries in Latin America & the Caribbean and beyond) and facilitate gameplay and discussions focused around sustainability performances and options for improvement.

Through this workshop, stakeholders will:

1. Learn and practice approaches for engaging constructive conversations among stakeholders with the assistance of sustainability report cards,
2. Gain fresh perspectives from a wide range of stakeholders with diverse backgrounds, &
3. Provide invaluable input that will directly influence subsequent improvements to the report card and its associated tools.

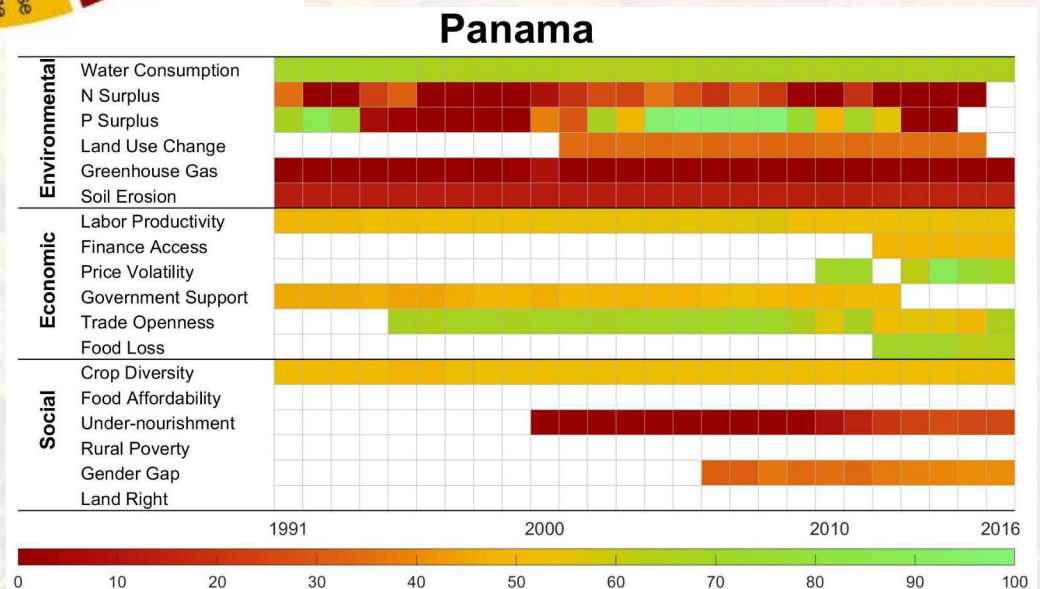
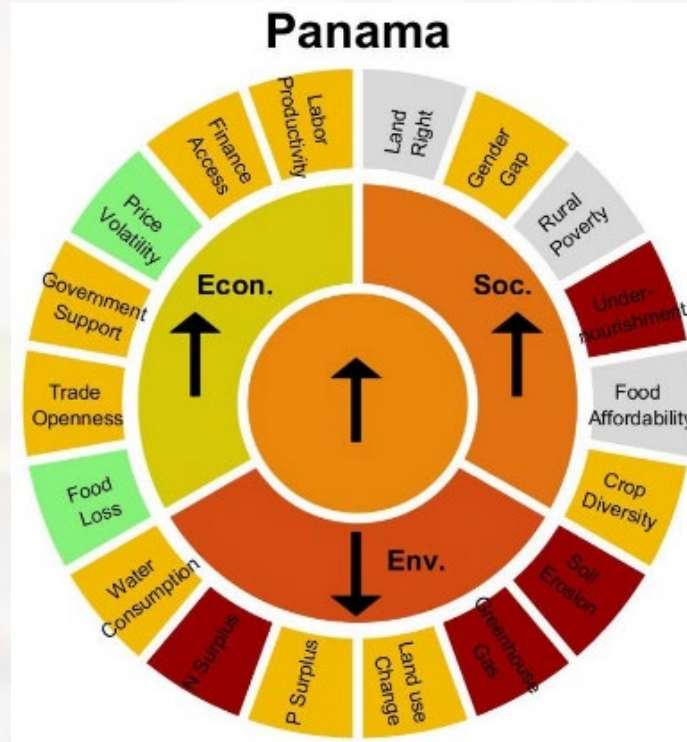


GOAL that we seek to *contribute* to through our Strategic Public Engagement activity:

- Perceive specific scientific research efforts as a legitimate use of societal resources

Description:

Have regional stakeholders in Latin America and the Caribbean view our management tool as legitimate to ensure ongoing dialogue between local and regional policymakers moving forward.



Audience: *who we will engage in dialogue via our engagement activity.*

- *To be hosted at Sustainability Research & Innovation Congress in Panama City June, 2023.*
- *Attendees are a mixture of stakeholders but share interest in ag. sustainability in Latin America and the Caribbean.*

More Specific attributes/characteristics of the *targeted* stakeholders:

- *Multilingual*
- *Non-academic*
- *Local/Regional Interests and Concerns*



Audience: *Potential Challenges based on this audience type.*

Three characteristics of this audience that will make it **challenging to encourage** them to change their behavior:

- *Language barrier*
- *Hybrid Event will require remote accessibility (potential technical illiteracy)*
- *Influx of Non-academic participants will require that material not be overly technical*



Audience Outcome 1:

Audiences believe scientists are competent.

Why this outcome is appropriate for your intended audience?

- Potential aversion of Non-academic audiences towards academia & the potential for our international perspective to conflict with their perceived regional expertise, necessitates that we convince them of our common motivation to help society and competence.



Audience Outcome 1:

Audiences believe scientists are competent.

How this outcome supports your goal?

Their belief in our competency is paramount to their decision to adopt our framework (something expanded upon through our own research efforts).



Audience Outcome 1:

Audiences believe scientists are competent.

What are your primary engagement tactics?

Ensuring:

- *Time for dialogue/listening*
- *Optimized event structure/type (e.g., where you position chairs)*
- *Appropriate tone/style/intensity (how you say it)*
- *Event is facilitated by the appropriate members (who is leading the engagement)*



Audience Outcome 2:

Audiences believe scientists are willing to listen.

Why this outcome is appropriate for your intended audience?

The board game format adopts a role-playing element. Their expressed opinions will only be said in earnest if they feel we are willing to listen to their concerns.



Audience Outcome 2:

Audiences believe scientists are willing to listen.

How this outcome supports your goal?

Their belief in our listening ability will likely impact how much they enjoy and engage with our activity which is necessary for them to see the full value of the score report framework for fostering cross-stakeholder dialogue and effective action in nutrient management.



Audience Outcome 2:

Audiences believe scientists are willing to listen.

What are your primary engagement tactics?

Ensuring:

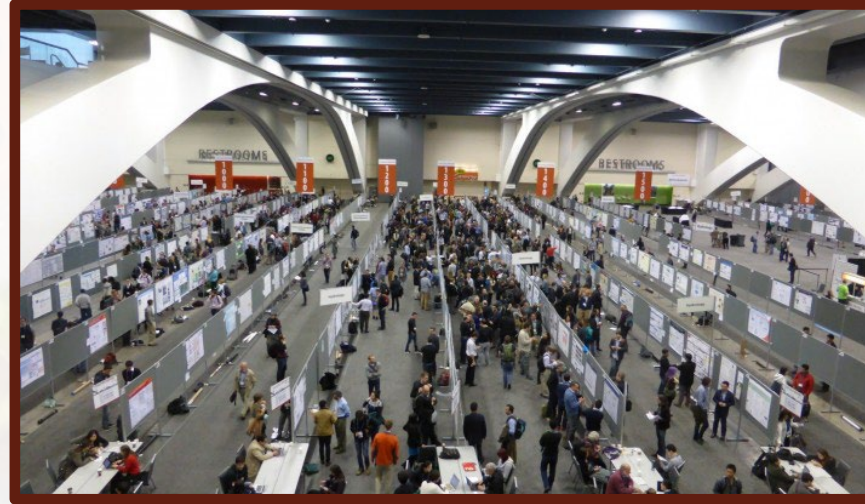
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Section 4: Description of Evaluation



- *Whether gifts to participants are voluntarily taken*
 - *We can further track engagement based on website activity before and after Session (QR code available for zine handouts)*



- *Attendance at Session II (Mini Poster Symposium)*
- *Metrics derived from collation of participant responses (during session) and facilitator write ups after session*

VISIT THE MURAL BOARD FOR MORE INFO ON THE ROLE-PLAYING GAME



Gameplay Cheat Sheet!

Playing the game: *get the GRADE*

- Each player chooses a character, reads their role card, and then plays the game as that character.
- Players act out their characters as they play.
- Players with the same GRADE sit next to each other to form teams. Teams discuss and only have one player speak at a time. They take turns speaking and listening to each other.
- Each role card has a set of instructions and a set of questions. The instructions tell you what to do and the questions help you think about the game.

GOALS

- Play the game for 15-20 minutes.
- Listen to each other.
- Work together to solve the problem.
- Share your ideas and listen to others.

Time to Vote!

YES

NO

Our Board

Our Deck

Vote	Vote	Vote	Vote	Vote	Vote
Vote	Vote	Vote	Vote	Vote	Vote
Vote	Vote	Vote	Vote	Vote	Vote
Vote	Vote	Vote	Vote	Vote	Vote

Get to Know the Cards!

Partnership Cards

Event Cards

Decision Cards

Vote Cards