

ecoOcean - how to use a relatively simple game for stakeholder communication and dissemination

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Abstract

One of the major tasks within the SOCIOEC project is the investigation of the incentive structure and associated behavioral responses of fishers related to specific management measures. To analyze the incentives several methods will be used, including a novel approach using the game ecoOcean. EcoOcean is a graphical interface presenting a cellular based projection of an ocean with fish stocks, where up to four players/users (representing different stakeholders) can navigate their vessels and trawls. With simple modifications of the game mechanics, we will investigate the effect of, among others, changes in price, different gear technology or changes in total allowable catch on the behavior of stakeholders and students as a control group. The set up of a focused group like situation will allow the researchers to observe behaviour in a different context than a one-to-one interview. We plan to use this game table additionally to simulate management measures fishers propose for the future and to simulate results. This presentation will show the basic game design and exemplifies an experiment on changes in fuel prices.