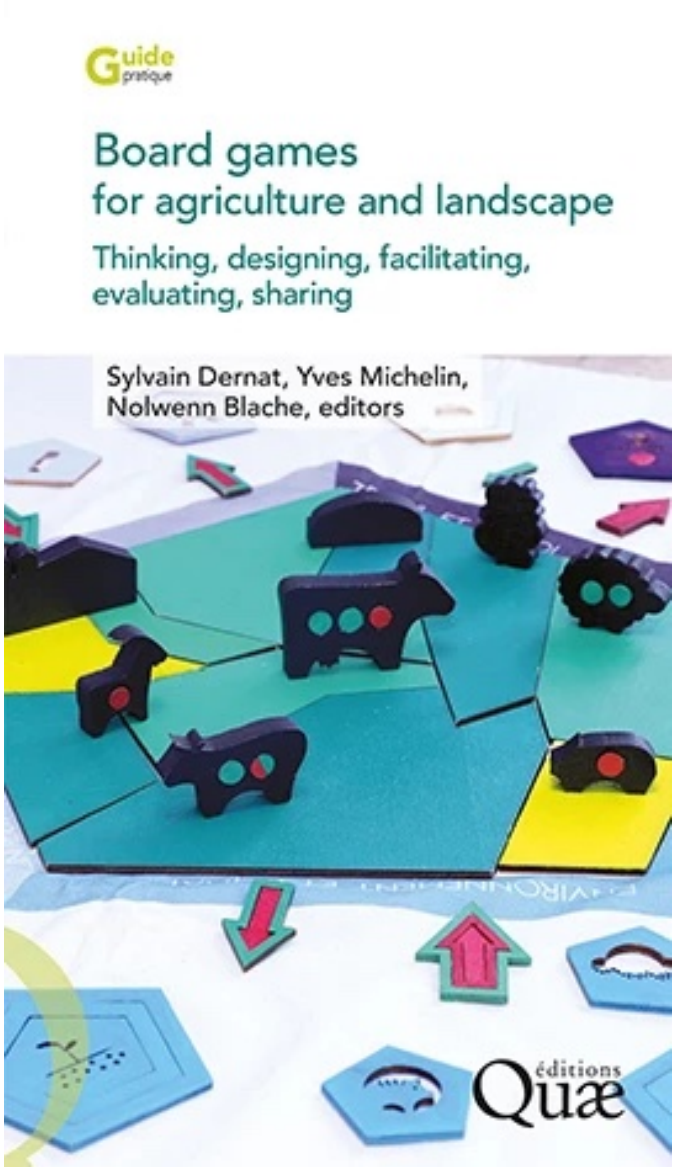
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#animation #environment #evaluation

Publication: Board Games for Agriculture and the Landscape: Thinking, Designing, Facilitating, Evaluating, and Disseminating

Structure : QUAE Publishing



Currently, in France and around the world, there is a significant rise in the popularity of board games centered on agriculture and landscaping. This enthusiasm usually takes the form of isolated initiatives—some successful, others not—involving trial and error. Designing such games can indeed pose numerous challenges for beginners.

This guide aims to build on these lessons to support the design, facilitation, and evaluation of new games in the fields of agriculture and landscape management. The social environment is at the heart of this approach, serving as the driving force behind the game's mechanics, the learning it facilitates, and the changes in attitudes and actions it generates.

The authors propose a highly practical, methodical approach to designing a game based on an agricultural or landscape issue, covering everything from theoretical concepts to the evaluation of the final product. Each chapter details a concrete case study to provide a better understanding of the design process. The authors' decades of experience inform the development of this methodology, ensuring that this guide can be used in the field by as many novice designers as possible.

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Publisher: Editions Quae

Series: Practical Guide

Publication Date: August 31, 2023

Liens

https://www.quae.com/produit/2051/9782759242825/board-games-for-agriculture-and-landscape