# PLAYINGTHE GAME?

# 1. What's the Problem?

### PROBLEM 1:

- Complex interactions between society, ecology, and economy, especially within the context of sustainability shed light on a particularly challenging set of "wicked" problems.<sup>1,2,3,4</sup>
- "Wicked" problems are complex! They involve a variety of stakeholder perspectives and are associated with high degrees of uncertainty.
- Scholars call for "new Social Contract for science" that addresses societal needs<sup>5,6</sup> and these "wicked" problems. That's were Sustainability Science (SS) comes in!
- **Sustainability Science** problem focused and use inspired<sup>7,8,9,10,11,12,13</sup>
  - Links knowledge with action
  - Co-production of knowledge
  - Stakeholder engagement
  - Place-based
  - o interdisciplinary integration & organizational innovation
  - But, how do we apply SS to water resource management?

## PROBLEM 2:

- Dams are "wicked" problems!
- ~14,000 dams in New England<sup>14,15</sup>
- Full of tradeoffs (e.g. fish passage vs. hydropower production vs. historic preservation vs. property values)
- Many over 100 years old and pose safety risks
- Many stakeholder perspectives and interests
- Decision-making over water resources is often contentious and arguments about what to do with existing dams are polarizing

### PROBLEM 3:

Marginalization & limited use of science in decision-making<sup>6,16</sup>

# 2. Addressing Knowledge Gaps

- To support complex water negotiations we need process tools that:
  - provide safe spaces for stakeholders<sup>17</sup> to <u>collaborate</u> and innovate
  - enable use of robust & "usable" science in decision-making
- Science-based role-play: In a role-play simulation, stakeholders play an assigned role & engage in a mock decision-making process around complex "dam" issues for a set period. System dynamics models are visual tools used to simulate the interactions and feedback within a complex system.



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# EVALUATING THE SUITABILITY OF SCIENCE-BASED ROLE-PLAY SIMULATIONS AS **TOOLS FOR LEARNING ABOUT SUSTAINABLE WATER FUTURES**

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# 3. Research Question

How do science-based role-play negotiation simulations impact learning, use of science in decision-making, and innovative problem-solving around management of dams in New England?

# 4. Design Methods

To answer this question, we developed a science-based role-play negotiation simulation and tested it via a series of two workshops (Table 1) with stakeholders in New England. Stakeholders in attendance represented diverse sectors and dam-related interests.

**Table 1.** Role-play negotiation workshop characteristics.

	Workshop #1		Workshop #2	
State	New Hampshire (NH)	Rhode Island (RI)	New Hampshire (NH)	Rhode Island (RI)
# of Participants	25	14	21	7
Date	Jan 2019	Jan 2019	May 2019	May 2019
Role-playing	Stakeholders play same roles		Stakeholders play alternative roles (different from their real-life roles)	
Purpose	Inform role-play & model design		Test role-play & model	



### References

1. Rittel & Webber (1973); 2. Batie (2008); 3. Balint et al. (2011); 4. Kreuter et al. (2014); 5. Lubchenco (1998); 6. Lubchenco (2017); 7. Clark and Dickinson (2003); 8. Hart et al. (2015); 9. W. C. Clark & Dickson, (2003); **10.** Kates et al. (2001); **11.** Meyer et al. (2016); **12.** Miller (2013); **13.** Miller et al. (2014); **14.** Gold et al. (2016); **15.** Magilligan et al. (2016); **16.** Karl et al. (2007); **17.** Rumore et al. (2016); **18.** Diessner et al. (2019) - link to role-play negotiation introductory video: <u>https://scholars.unh.edu/nh\_epscor/3/</u>; **19.** Song et al. (forthcoming) – link to model web-based user interface: <u>https://ddc.unh.edu/dam-system-dynamics/</u>; **20.** Haug et al. (2011); 21. Cash et al. (2003); 22. Morine-Dershimer (1993).

Coming soon: public release of our science-based role-play with teaching instructions!

- n=23 map pairs)

**Table 3.** Shifts in cognitive, normative, and relational learning indicated by participant responses to propositional





- to dam decisions
- normative learning (this is in contrast to Haug et al., 2011)
- participants' norms and beliefs related to important of scientific models and need for new policy options shifted after the workshops
- Some evidence of relational learning (in the QL data) Different process design elements have different impacts on learning (e.g. role-switching vs. vs. model)

## Use of Science in Decision-Making

- But recognize its limitations in terms of political, regulatory, & site-specific constraints • Participants are interested in new policies and process
- approaches
- Holds promise for supporting more collaborative and sciencebased decisions concerning water resource management



• Participants find the role-play a salient and somewhat legitimate product, and envision using it in their work