

## Reporting template of Board/Fishing Game

Community: \_\_\_\_\_ Date: \_\_\_\_\_

Facilitator: \_\_\_\_\_ Total Participants: \_\_\_\_\_ / Female \_\_\_\_\_

Player behaviors	Questions asked	Response/quote with referenced name
A player buying flooded forest,	<b><i>Why you buy the community flooded forest?</i></b>	
A player buying a community stock	<b><i>Why you buy community stock?</i></b>	
A player buying a community conservation area	<b><i>Why you buy community conservation area?</i></b>	
A player putting their money in the saving group	<b><i>Why you put your money in the saving group?</i></b>	
A player selling their fish with any price	<b><i>why you sell out your fish?</i></b>	
When a player keeping their money without buying or investing in anything	<b><i>Why you keep your money? or Why you don't buy flooded forest, community stock, conservation area or putting the money in saving group like other player?"</i></b>	

**Wrap-up session:**

Guiding questions:	Answers/response with referenced names
If we leave this game with community, would you play this game in your community without our facilitation? Why or why not? How? when? Who in the community will you invite to play with?	
How does this game reflect or relate to your everyday life?	
What do you learn from the game? (new knowledge, change)	
Would they happy to pay US\$ 5 (\$ 5 per community) for seedling for reforestation in the community? (People have option to say yes/no to pay for seedling or planting flooded forest)	

**Key observation/game evaluation:**

Level the players (community) understand the rules and process of playing games	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	0	1	2	3	4	5	6	7	8	9	10
Response or behavior of players to the NRM (investment in flooded forest, conservation etc..)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	0	1	2	3	4	5	6	7	8	9	10
Level of understanding on the meaning of game reflecting the real life or NRM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	0	1	2	3	4	5	6	7	8	9	10
Level of satisfaction/ enthusiastic by the community on the game	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	0	1	2	3	4	5	6	7	8	9	10
Level of satisfaction/ enthusiastic by the community on contribution to buy seedling	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	0	1	2	3	4	5	6	7	8	9	10
Possibility that the community would play the game on their own	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	0	1	2	3	4	5	6	7	8	9	10