



Cordaid has developed two serious board games: the Collaboration Game and the Planning Game. These games are workshop tools for the facilitation of multi stakeholder processes. Stakeholders involved in a specific area are mobilized around a common agenda on the basis of their own interest. Action is cooperatively planned and agreed upon through the identification of win-win situations for all parties. There are two versions of the game: a planning and collaboration game specifically for urban and one specifically for districts.

### Why the need

NGOs and communities usually recognize their different roles and responsibilities, but are often not able to overcome their internal political contradictions and power relations with respect to the local authorities and private sector. This can interfere with the successful outcome of solutions that will be beneficial to all parties.

Multi stakeholder engagement is a complex process that goes further than consultation and participation. It involves stakeholders on the basis of their own interest to work together on a common agenda. It is recommended that multi stakeholder engagement processes are incorporated in local planning procedures.

The games are specifically designed to create a safe space where representatives of local authorities and other stakeholders, including community representatives, can sit down together and debate these issues. It is important that there is a political will from all sides to join the table. In the games stakeholders discover that only through cooperation they can achieve their own objectives.

### Key Aspects

- Facilitates discussions between stakeholders to identify opportunities to increase the resilience of communities.
- Gives communities a central role in development planning: New initiatives will be better tuned to the needs of slum dwellers or communities.
- Involves both public and private stakeholders in urban or district planning: The coordination of development initiatives and the synergy between these will improve.
- Keeps discussion between stakeholders constructive by using game elements rather than overly argumentative

## HOW IT WORKS

There are two versions: the Urban and the District Edition. Both include two games: planning and collaboration game. They have both been specifically designed to accommodate urban and district challenges. Each game takes one day for the participants; two days in total. There are six different stakeholder roles involved in each of the games. In urban these are: representatives of communities, private sector, local authorities, NGOs, project-developers and service providers. All stakeholders need to be present during both days, but it is also possible to play the game at different times in the process.

### Collaboration Game

The Collaboration Game is the first game and designed to make stakeholders aware of the power of collaboration in development. The game can only be won through cooperation. The players must jointly develop an area by realizing facilities such as housing, sanitation, electricity, employment, etc. The challenge for the stakeholders is to fulfill their individual mission, which can potentially clash with the mission of other stakeholders and the common goal to develop the area.

### Planning Game

The second game, called the Planning Game, is designed to support the joint identification and planning solutions for resilience. The players are stimulated to generate project ideas, but also to find innovative solutions. To realize the project, stakeholders need to pitch their ideas and acquire support from the other stakeholders.

The game can only be won if at least one common project is identified.

## OUR ROLE

**Cordaid strives to increase the resilience of communities that live at high disaster risk in rural and urban areas. We work in fragile contexts in Africa, Asia. Both games are facilitated by Cordaid experts who have experience in facilitating complex processes and are trained in using serious gaming tools as part of multi-stakeholder collaboration and planning workshops.**

What makes Cordaid Community Resilience approach exceptional is that we focus on specific neighbourhoods and districts (area based approaches) and bring key-stakeholders together to work on a common agenda for change and development towards increased community resilience. Cordaid actively seeks cooperation with local authorities, communities, NGO's as well as (engineering) companies and knowledge institutions. With these partners we seek resilience solutions to address the underlying problems related to high disaster risks. If you are interested and would like to receive more information on the games, please contact Inge Bouwmans or Karen Stehouwer.

## TRACK RECORD

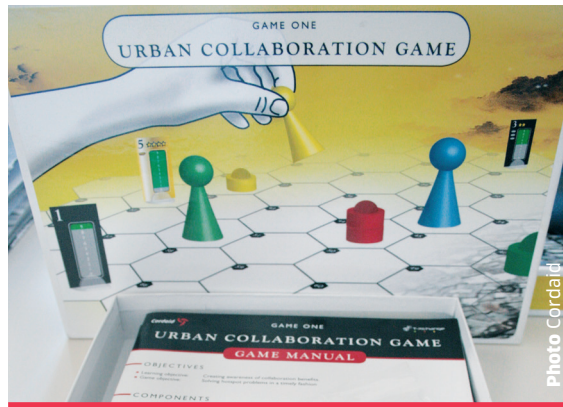
Cordaid has a track record in the facilitation of multi stakeholder processes in Africa, Central and Latin America and the Caribbean. The games have been extensively tested, e.g. at the Institute for Housing Studies in Rotterdam, UN-Habitat conferences and in stakeholder sessions in Nairobi and Cape Town in 2011. The Urban Collaboration Game is accepted by the European Union and GIZ as a multi stakeholder engagement tool.

### Urban collaboration and planning games

Have been used in various cities in Africa, Asia and Latin America (eg Guatemala City, Kisumu, Nairobi, Cape Town, Guiuan, Jakarta ) as part of various multi-stakeholder processes. Ranging from solving challenges on youth violence (Cape Town), enhancing dialogue and cooperation in urban planning (Guatemala), or collaborating in being prepared for the next super-typhoon (Philippines).

### District collaboration and planning games

Based on the urban collaboration and planning games the District collaboration and planning games were developed in 2016. The games were used as part of a District Planning process in Uganda on Integrated Resource Water Management, financed by GIZ, where the local government officials, politicians, community representatives such as the elders, ngo's and development partners joined the table for a constructive debate on collaborative planning and disaster risk reduction.



**“I find the serious gaming meaningful, I wish we had done this earlier in the process”**

**Rectito Melquiades,**  
Local Government Unit  
Coordinator, Guiuan  
Philippines.

## ABOUT CORDAID

Cordaid is based in the Netherlands and has country offices in 11 countries. It has been fighting poverty and exclusion in the world's most fragile societies and conflict-stricken areas for a century. It delivers innovative solutions to complex problems by emphasizing sustainability and performance in projects that tackle security and justice, health and economic opportunity. Cordaid is deeply rooted in the Dutch society with more than 324,000 private donors. Cordaid is a founding member of Caritas Internationalis and CIDSE.

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