

NomadSed: A board game on sustainable land use in drylands under global change

Learn, research, and cooperate playfully



In this board game, up to five players assume the role of nomadic herders and try to increase their livestock capital. They have to make decisions that do not only depend on the state of the pastures, but also on daily challenges related to life in the steppe. At times, it makes sense to invest money and buy extra fodder; at others, sheep have to be sold at the market; and sometimes, cooperating with your neighbours is the best choice.

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This game was jointly developed by the Helmholtz Centre for Environmental Research (UFZ), the Collaborative Research Centre 586 'Difference and Integration' (SFB), and the Berlin University of the Arts (UdK).

The conceptual lead was taken by project E10 of the SFB, 'Sustainability of (Post-) Nomadic Resource Utilization under Global Change - Conceptual Understanding through Ecological-Economic Modelling,' headed by Prof. Karin Frank, with Dr. Birgit Müller and Romina Martin (UFZ and SFB).

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Current cooperation partners:

- Vétérinaires sans Frontières (VSF)
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Which target group does the game address?

- students (aged 10+) in the context of environmental education
- scholars in interdisciplinary projects on land use
- decision makers and land users in the context of environmental management and development projects

The NomadSed game communicates insights into dynamic relations between the environment and human exploitation. Thus, it facilitates dialogue on management decisions based on actual experiences of nomadic herders.

How is the game played?

- in facilitated sessions of up to 90 minutes
- during classes, workshops, public events, and conferences
- with age- and issue-specific event cards
- enhanced by additional items to start discussion



A herdsman in front of the High Atlas, Morocco

Where can I obtain a copy of the game?

The board game can be borrowed for educational purposes in an easily transportable version. The design has been registered.



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