Experience-based learning in the geo-information science: 15 years of Nuts Game

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## What to expect?

- Trends in the surveying profession
- Experience-based learning
- Spiral Model of Learning Methodology
- Examples of typical exercises, one in particular, the so-called "Nuts Game"
- A promising approach for training of land professional?

## Introduction

## Experiences

- Spiral Model of Learning Methodology
- Natural Resource Management Module
- Experience-based learning methodology, particularly developed for adult education



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## Trends in the surveying profession

- Changing nature of the surveying profession
  - From an engineering and technical discipline surveyors

#### measurement

 Towards a more managerial and multidisciplinary profession
land professionals

management



#### Trends in the surveying profession Trends in the surveying profession Enemark (2007, 2009): • University and training institutions Management skills, versus specialist skills looked for new ways to respond to these Project organized education, versus subject trends and the challenges they based education represent Flexible curriculum, versus fixed course Problem-based learning structure Blended learning Virtual academy, versus classroom lecture Body of Knowledge courses Quality assurance, versus fixed standards Research-based education Lifelong learning, versus vocational training Distance Education 6 0 **Experience-based learning** Trends in the surveying profession The Case of the NRM Module 1 But, what I am doing for more than 15 years... Introduction to Natural Resource Management ...isn't this typical an educational Master of Science Degree and Postgraduate approach with a potential for training Diploma Course in Geo-information Science of future land professionals? and Earth Observation for Natural Resources Management Let's explore more these experiences!

ITC, Enschede, The Netherlands.



## **Experience-based learning**

## Why?

- Mid-carreer professionals
- Adults students
- Mainly from developing countries
- Wealth of knowledge and experience
- Organisation and working situation
- Multi-disciplinary teamwork

## **Experience-based learning**

## Why?

- Problem solving
- Critical thinking
- Independent learning
- Presentation and communication skills
- Reading and writing skills

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## **Experience-based learning**

#### What?

- Experiential Learning is the process whereby knowledge is created through the transformation of experience (Kolb, 1984)
  - Professional experience
  - Experiences in individual and group work
- Systematic exchange, analysis and reflection of experiences

## **Experience-based learning**

Kolb (1984) describes a four-stage cycle involving four adaptive learning modes:

- concrete experience
- reflective observation
- abstract conceptualisation
- active experimentation



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## Step 2. Description of experiences

#### Aim

To systematize present knowledge on Natural Resource Management of students within their working context

#### Learning tasks

- knowledge and ideas/perceptions
- working experience and practice
- regular working behaviour or attitude
- working or institutional context

## Step 2. Description of experiences

#### Activities

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- "Seeing" Natural Resource Management
- Definition of NRM
- Participants' Contributions to NRM
  - 'How does your own work contribute to NRM?'
- Institutional Objectives in NRM
  - "What are the objectives/mission of your own organisation in Natural Resource Management?"
- Success and failure in NRM

## Step 2. Description of experiences

#### Success and failure in NRM

The focus in this exercise is on success stories (what went good and why?) and the failures (what went wrong and why?)

## Step 2. Description of experiences



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As Formu Implement policies	lation and Fation of NRM	13. Good colabo- ration between political & technical actors	K
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2.4. The po	por legislative 2	2 NO funding 4-21 No political good will	
		dination SMIT	



#### Step 3. Diagnosis and reflection Step 3. Diagnosis and reflection Aim **Activities** Comparison of a priori ideas of their situation Compare outcome of tasks and exercises in with the emerging picture of actual practices earlier steps and conditions under which these practices Various rounds/iterative develop "Awareness" The identification of gaps between their Enables students to evaluate their role in the actual work practice (what they really do) past and motivates for further learning and desired situations (what they think they do) 6 Step 3. Diagnosis and reflection Step 3. Diagnosis and reflection The village sketch map Sketch maps are used to discuss: The natural resource areas Students are asked to draw a sketch map of a Location village they know very well Trends (increasing/decreasing area) The actors involved in managing the natural They are asked to include aspects of build up area, different land uses, infrastructural Issues of resource tenure features, water ways, elevation and other Importance of geo-spatial information for relevant aspects of the landscape. Natural Resource Management A legend is added to the map. G



Step 4. Conceptualisation and analysis

#### Aim

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To systematise and conceptualise explanations for the identified gaps and issues in NRM. Step 4. Conceptualisation and analysis

#### Learning tasks

- The key issues identified in earlier stages are now further studied
- The main elements for a framework for a multi-disciplinary approach in NRM are developed, the emphasis of which on the role of geo-information in NRM.

## Step 3. Diagnosis and reflection

Key issues in NRM

#### 1993

- Participation
- Multi-disciplinarity
- Sustainability
- Spatial variability

#### 2008

- Sustainability
- Actors and their objectives
- Competition and Conflicts
- International Context

Step 4. Conceptualisation and analysis

## Activities in the block Sustainability

- The Nuts Game
- Literature search
- Ecological Footprint



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### Step 4. Conceptualisation and analysis

#### The Nuts Game

- To reflect on stakeholder behaviour with respect to the management of natural resources
- To recognise the role of institutional mechanisms to ensure sustainable use of natural resources

Step 4. Conceptualisation and analysis

#### The Nuts Game

- Teams of 5-7 participants;
- Each team gets a bowl and a number of nuts
- A scoring table (Harvest Recording Sheet).

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Step 4. Conceptualisation and analysis

#### The Nuts Game

Each player's goal is to accumulate as many nuts as possible during a so-called life cycle. A life cycle consists of one or more seasons. After an explanation of the rules, the teams start the game 6

Step 4. Conceptualisation and analysis

#### The Nuts Game







## Step 4. Conceptualisation and analysis

#### The Nuts Game





## Step 4. Conceptualisation and analysis

#### The Nuts Game (students NRM 2000):

- People are "greedy"
- Powerful people profit most, others "hungry"
- Everybody for his own sake is not sustainable
- Rules needed for sustainable use of natural resources
- Control!
- Everybody supposed to follow the rules, if not it will not work
- Women are best resource managers: equal representation
- Democratic rule/decision maker

Step 4. Conceptualisation and analysis

## The Nuts Game



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Step 5. Analysis, experimentation and practice

## Aim

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Under field conditions students validate their new insights and approach, which contributes to further learning and consolidation of concepts

Students are responsible for the planning, organization and reporting of this one-day fieldtrip.





## Conclusion

#### Enemark (2007, 2009):

- Management skills, versus specialist skills
- Project organized education, versus subject based education
- Flexible curriculum, versus fixed course structure
- Virtual academy, versus classroom lecture courses
- Quality assurance, versus fixed standards
- Lifelong learning, versus vocational training

## Conclusions

Spiral Model of Learning applied in the NRM Module

- Sustainable curriculum
- Flexible
- Student-centred
- Life-long learning
- Continuous Professional Development
- Management skills

## A promising approach for education of the future land professional!











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## Education at ITC

A multicultural environment



INTERNATIONAL INSTITUTE FOR GEO-INFORMATION SCIENCE AND EARTH OBSERVATION



## Mission

- Provide international education through knowledge exchange
  - Capacity building
  - Institutional development
- For and in economically and technologically less developed countries

## Target group

- Primarily mid-career professionals and scientists from developing countries
- Increasingly professionals from industrialised countries

6 0 **Educational courses** ITC's core activities Diploma courses: 50% Education / training 9 months Postgraduate diploma Diploma course 9 months Diploma Postgraduate diploma Degree courses Degree courses: Short courses 12 months Master Refresher courses 18 months Master of Science Joint education courses Distance education courses 9 - 18 months Joint education courses In the Netherlands and abroad

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Language of instruction is English

## ITC's core activities

Research and Development

25%

- Research projects
- PhD studies

(O) ITC Visiting Scientists



## ITC's core activities

- Project services
  - Institutional development
  - Contract training
  - Contract research and development

25%

Advisory services



