

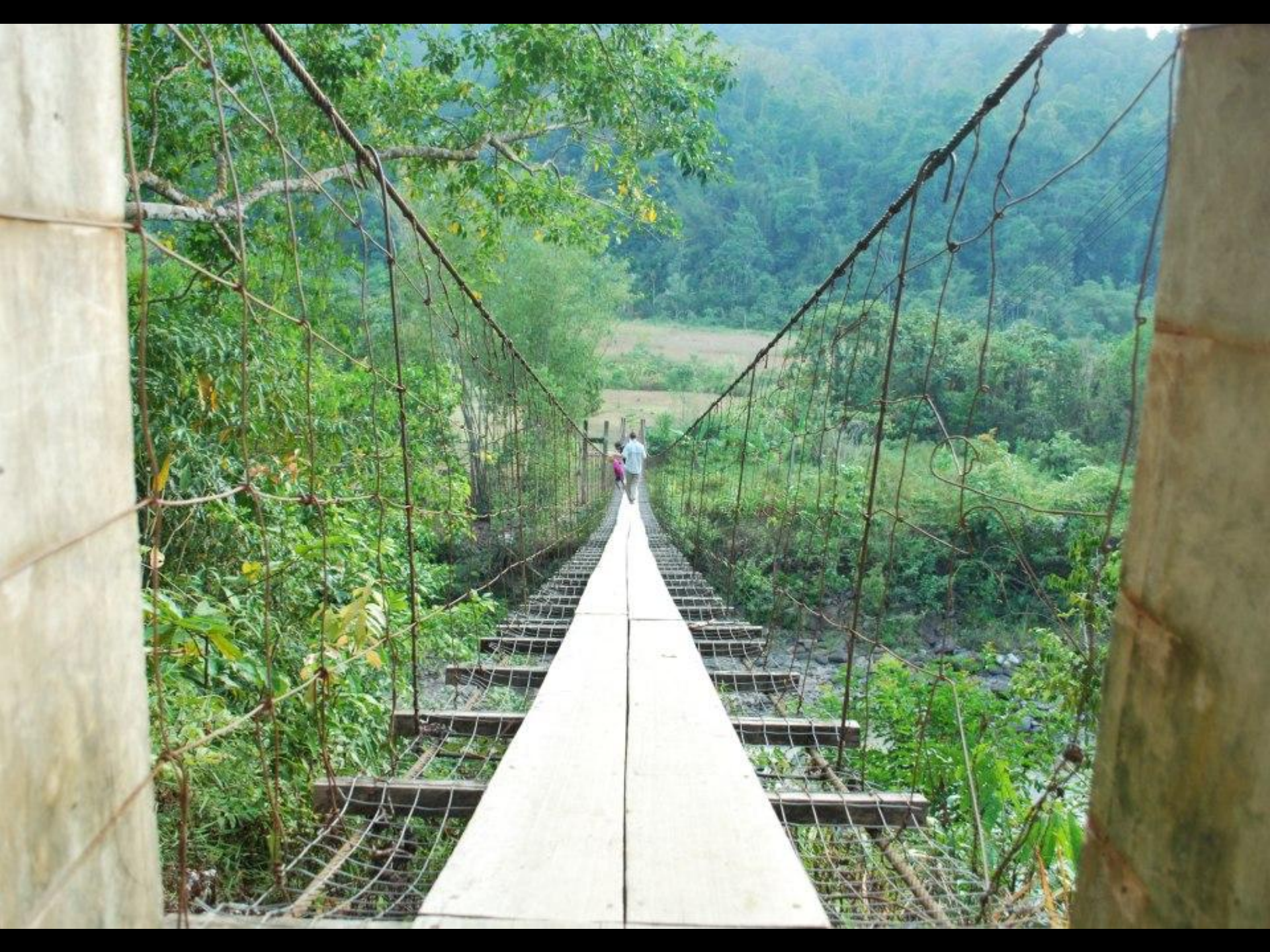
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# Participatory Approaches to Implementing ABS through Community Empowerment

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# We know the importance of working with communities...

- UNDRIP
  - ILO No. 169
  - UN CBD/ABS
  - UNFCCC/REDD
  - etc...
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... but how to do it?



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# Inclusive Processes

- Participation from beginning
- Accessible approaches/resources
- Reflective and constructive
- Representation of multiple voices
- Independence and ownership
- Visible influence on decision-making

(Rowe and Frewer, 2000)

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# Raising Awareness

- Implementation of environmental law and policy must occur at local level
  - Communities must be informed about international and national laws and policies
  - Key: awareness of how these laws can impact their daily lives
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# Tool: Role-playing Games

- Well-being Game
  - Players as communities
  - Each player starts with a few stones that represent types of resources
  - You win when you reach a balance in resources
  - Encounter different “situations” that can affect your community in either negative or positive ways...
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# Tool: Role-playing Games

- Raises awareness about various issues the community may face
  - Encourages measured decision-making based on principles of well-being
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# Tool: Role-playing Games (cont'd)

- Role-play Scenario
  - Fictional scenario describing an issue related to the community, e.g. exclusion from a forest reserve
  - In small groups, play one of several stakeholder roles
  - Negotiate towards consensus based on your role's priorities and interests
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# Tool: Role-playing Games (cont'd)

- Raises further awareness about specific issues the community may face and the various stakeholders involved
  - Encourages reflection on community priorities and interests and how they interact with those of other stakeholders
  - Promotes communication skills, constructive dialogue, and collaborative decision-making
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# Gathering & Communicating Information

- Once communities are aware of some of the issues and decisions that impact their lives, they want to be involved in gathering and communicating information
  - e.g. data on plant and animal species, demography, natural resource use patterns
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# Tool: Participatory Mapping

- GPS, GIS, 3-D modelling
  - Used by many communities and NGOs in South Africa, Australia, Congo, Malaysia, etc.
  - Communities gather GPS data themselves – location of cultural and sacred sites, human settlements, dispersal of fauna and flora populations
  - Make 3-D models with contour maps...
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# Tool: Participatory Mapping

- Can be used to identify communal lands, exact locations of culturally important sites, etc.
  - Provides concrete data to other stakeholders such as national parks authorities
  - Bridges the “language” barriers between traditional knowledge and Western science and between communities and government/conservation agencies
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# Tool: Participatory Video & Photo

- First done by Don Snowden – Fogo Process
  - Increasingly used by communities and NGOs such as Insight UK and Global Diversity Foundation all over the world as a training tool and process for community empowerment
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# Tool: Participatory Video & Photo

- Enables variety of voices to be represented, including those typically marginalized
  - Narrative, visual, and oral illustrations – sometimes more appropriate for communities than scientific studies
  - Promotes dialogue with other stakeholders across “language” barriers
  - Promotes inter-generational TK transmission and engagement
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