

A GAME TO FOSTER COMMUNITY DIALOGUE TOWARDS WATER REUSE.

B.Noury¹, N.Ferrand², G.Abrami³

1 Independent consultant, Tunis (Tunisia), bjm.noury@gmail.com

2 INRAE, 500 Rue Jean François Breton, Montpellier (France), nils.ferrand@inrae.fr

3 INRAE, 500 Rue Jean François Breton, Montpellier (France), géraldine.abrami@inrae.fr

Water reuse is a multidisciplinary topic. Projects design requires covering multiple themes such as health, technical, regulatory, economic, environmental and social issues. To ensure the social acceptability of projects, guides and reports recommend setting up awareness campaigns. However, psychological studies have shown that is not enough to communicate for people to understand and finally accept Water reuse. Citizens and users are not just passive receiver. Social change needs a more comprehensive reflection on public engagement. It has become an imperative to plan and manage in the water sector since the Aarhus Convention.

As part of the Read'Apt project in the Luberon, we had the ambition to involve citizens in the emergence of water reuse projects. We have developed a game following the Wat-a-Game methodology for this purpose. It features mayors and farmers facing a decline in the availability of water resources in the river they share. Water reuse is one of the options available to the participants to deal with this lack of water. The game therefore tackles a problem rather than focusing on a solution. It puts the participants in a management situation in which they forget certain ideological postures. The game also proves to be an interesting learning tool on water management and governance as well as on the functioning of sanitation. During the game sessions, the participants discovered by themselves that there is a de facto water reuse via a natural channel called river.

There are two versions of the game with different degrees of complexity. Depending on the audience, it can be used as an awareness-raising tool or as a planning support tool.

Keywords: Social acceptability, communication, public participation, game, planning