



An educational Role Playing Game

in the context of the sustainable management on the island of Ouessant

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Plan

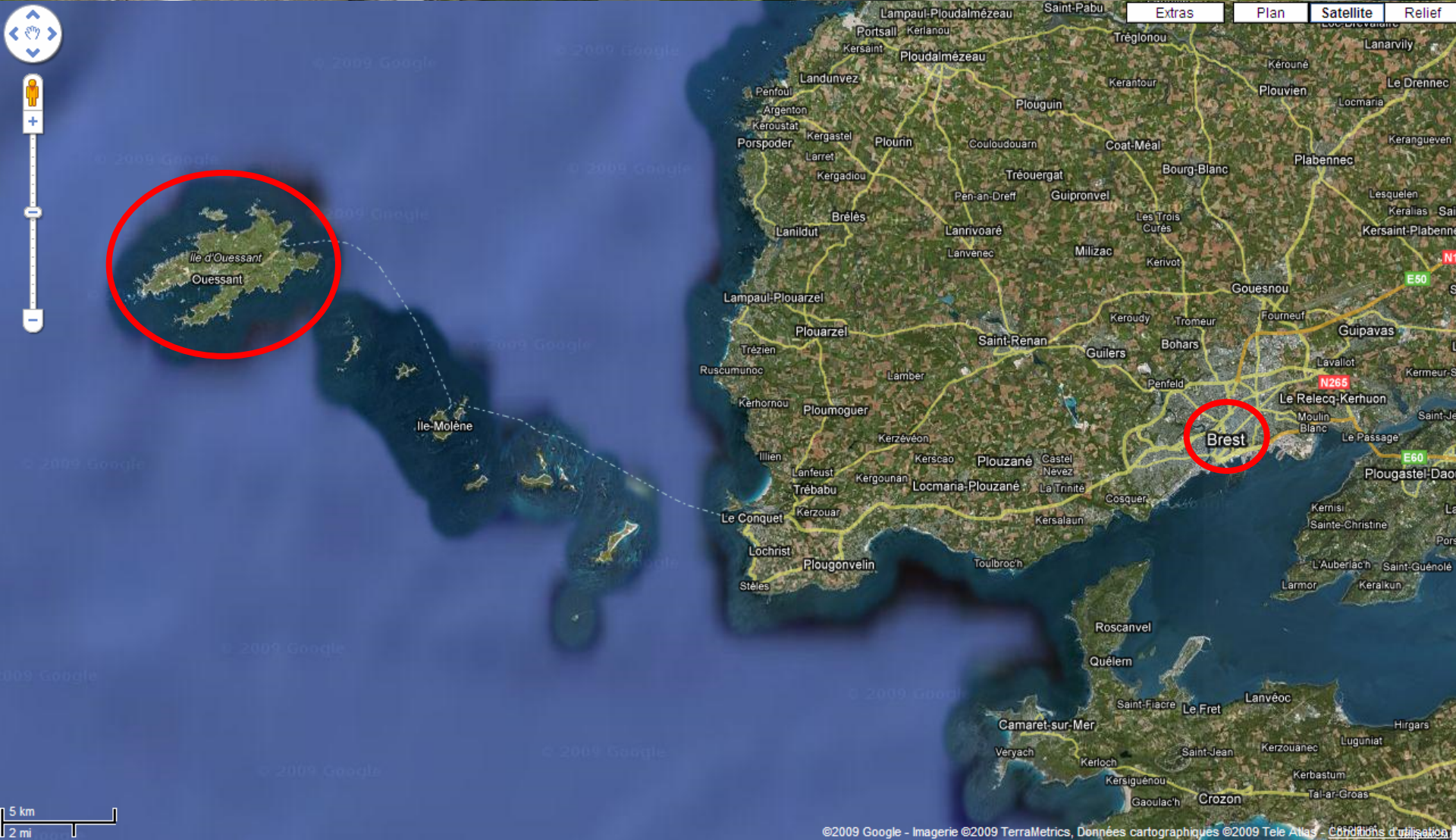
- **Background of the project**
- **Cormas simulation platform (VisualWorks)**
- **Role Playing Game « Mottes-Piquet »**



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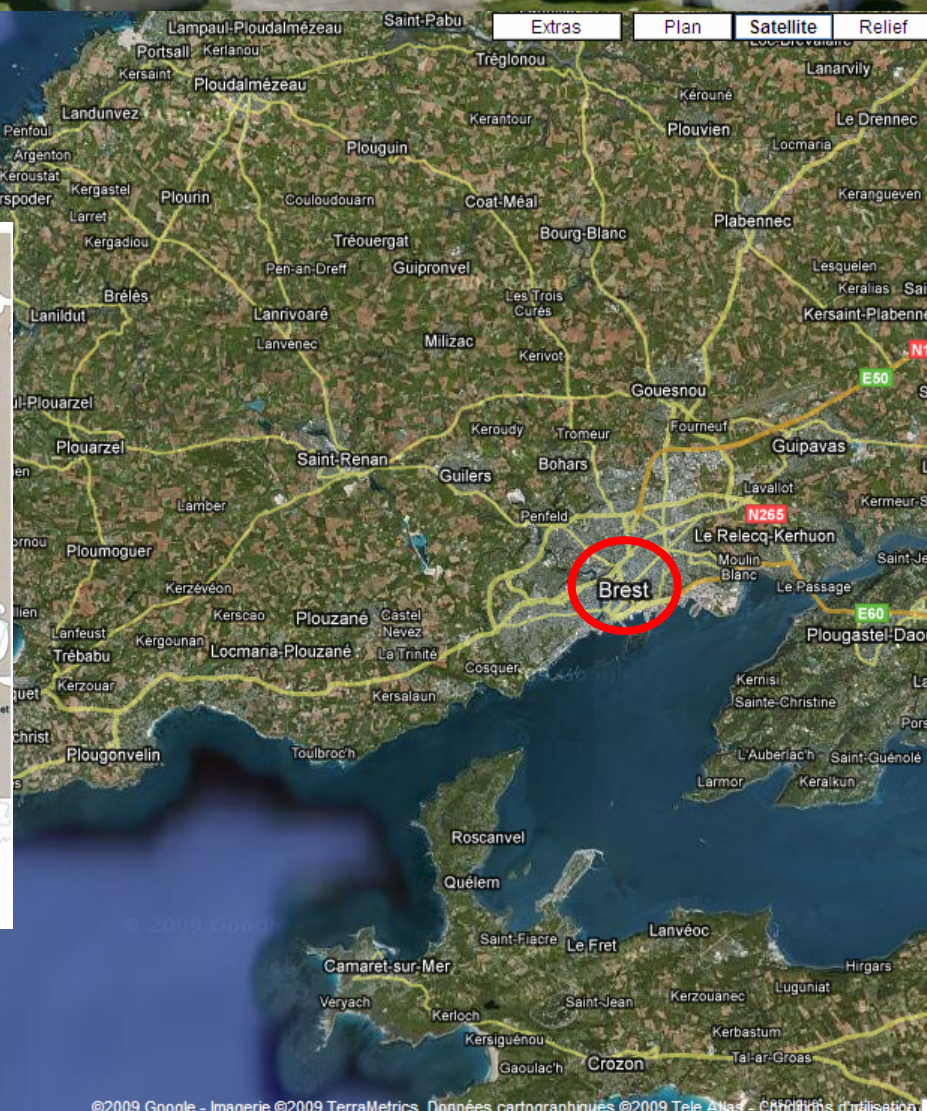
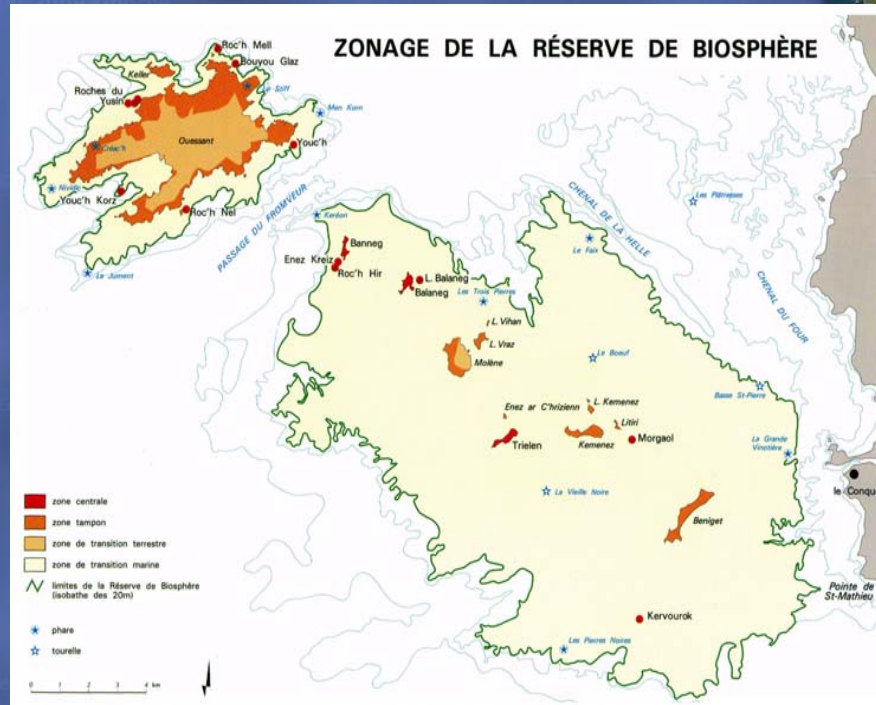
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Background of the project



ESUG 2009, UBO, Brest. Monday, August 31th 2009

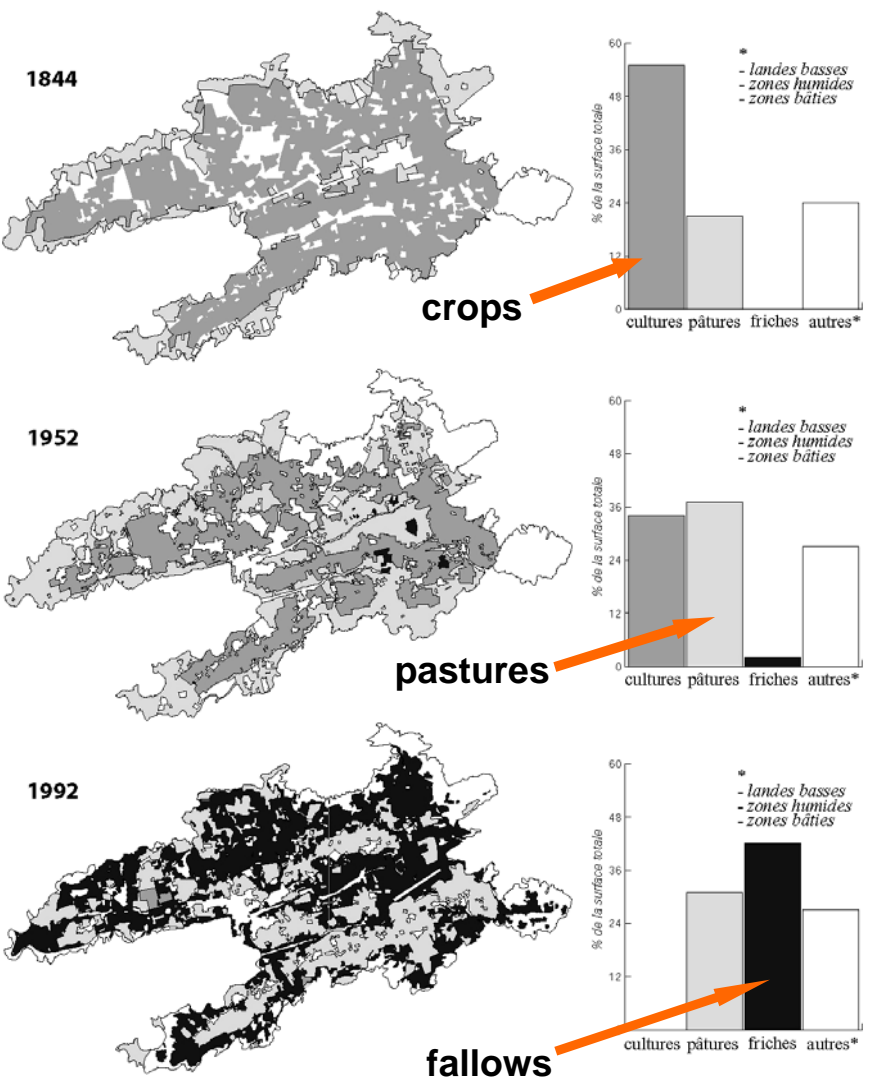
Background of the project



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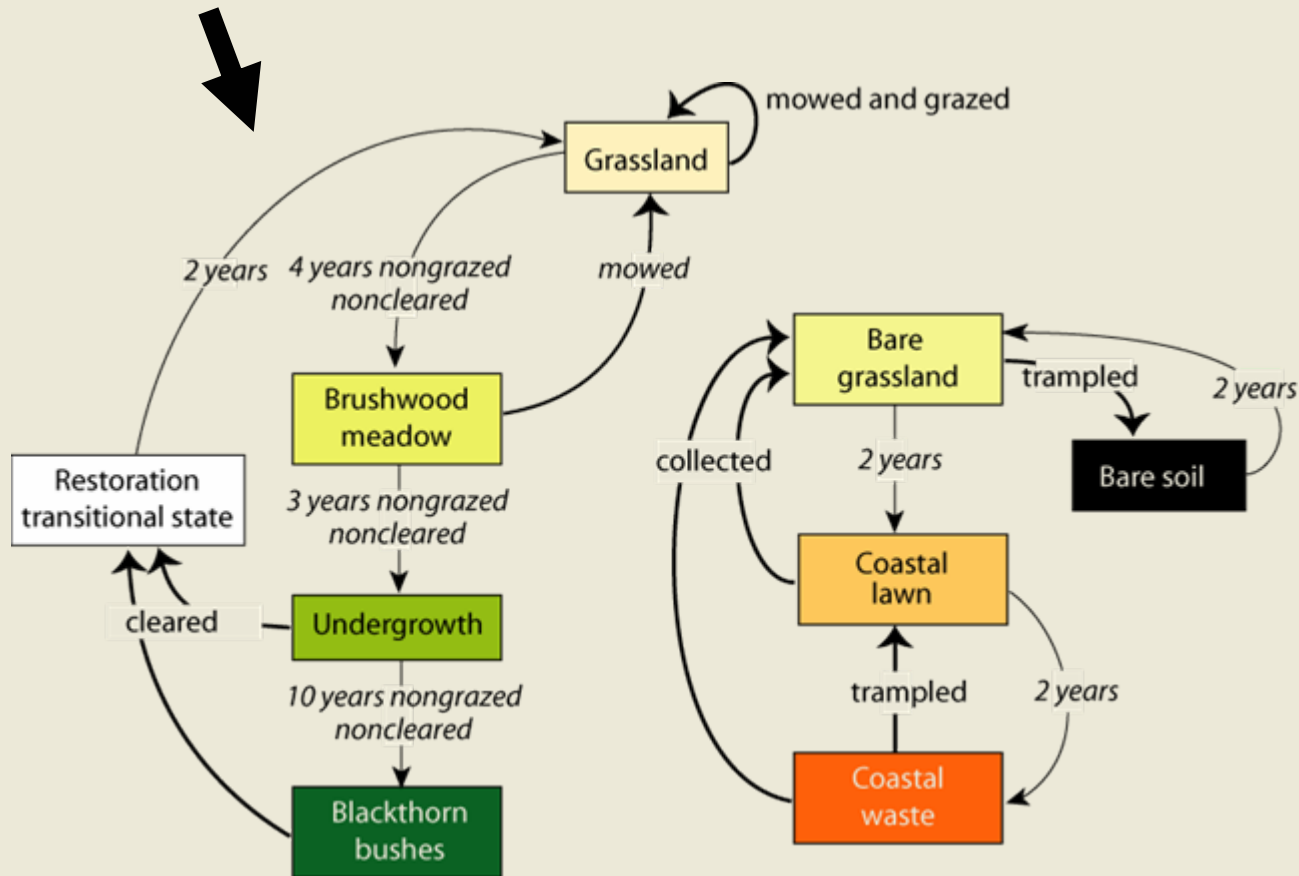
Background of the project

The isle of Ouessant, concerned with shrub encroachment, consequences of a weakening agriculture .



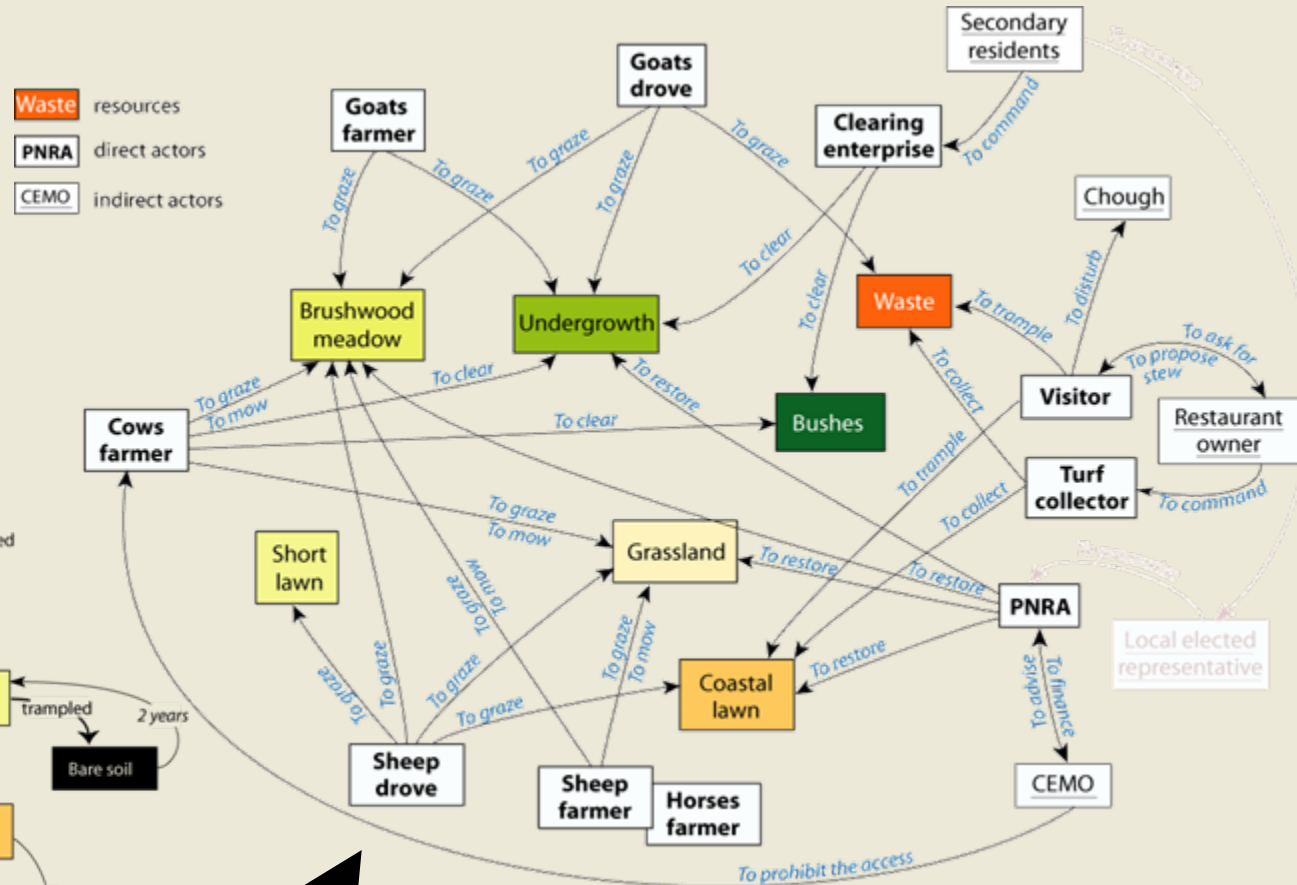
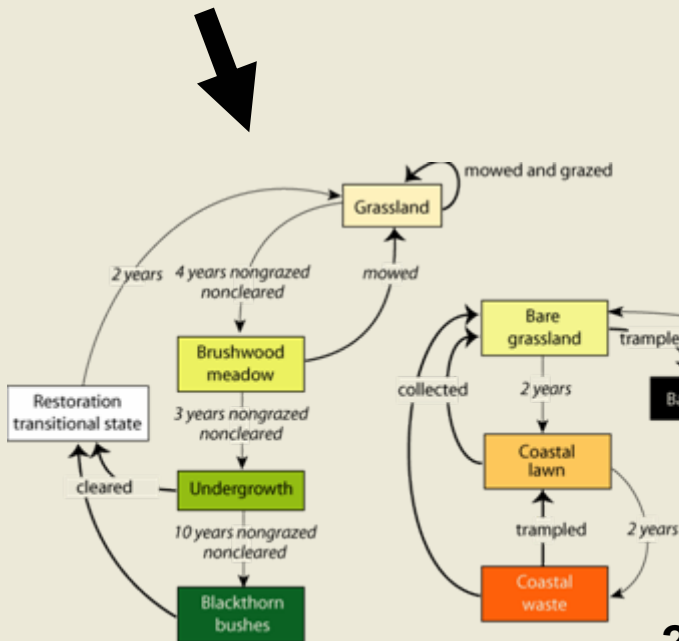
Background of the project

1) understand former vegetation dynamics

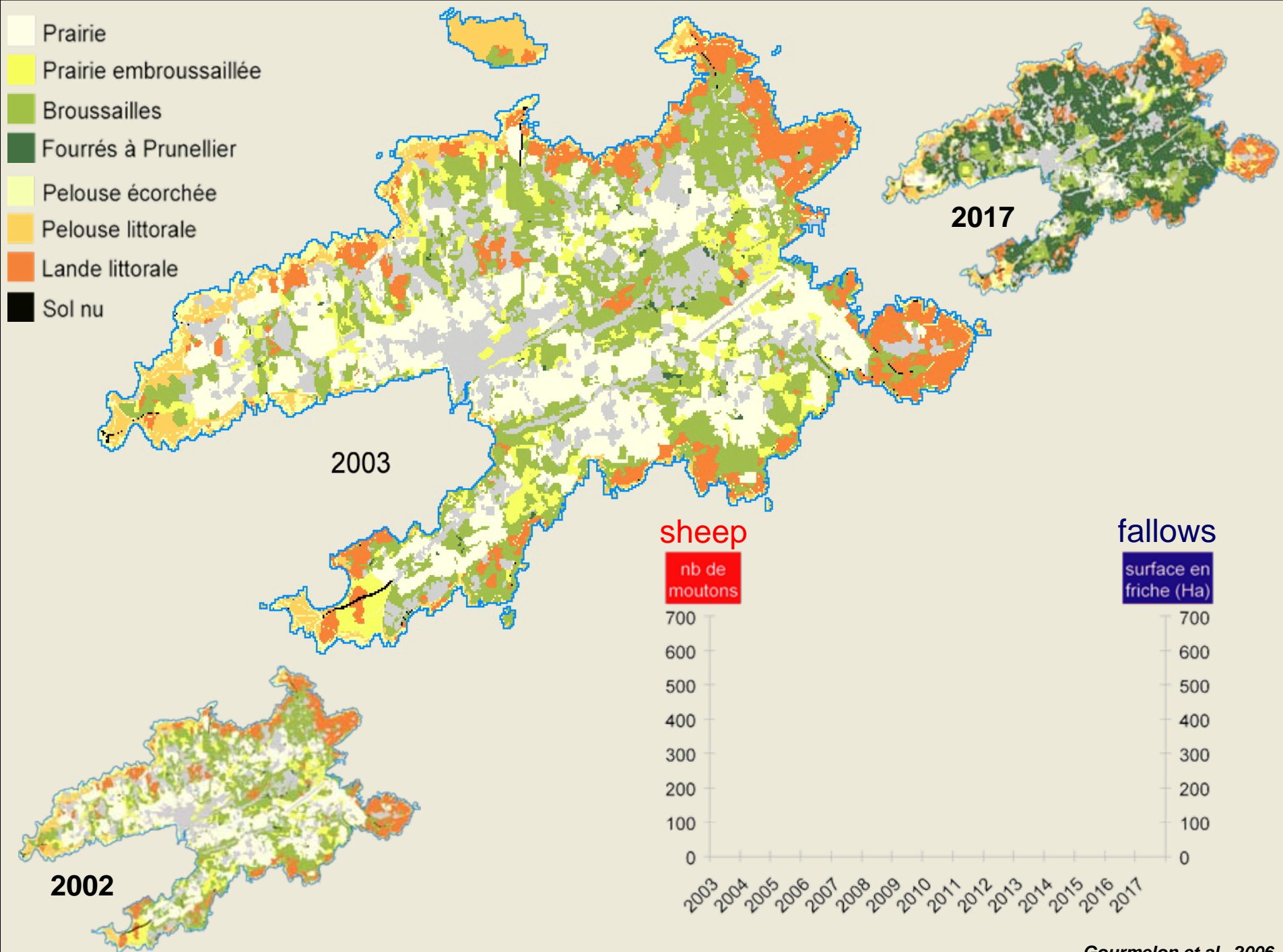


Background of the project

1) understand former vegetation dynamics



2) represent the main actors' view of natural resources and their dynamics in relation to their own practices.



Background of the project

An aerial photograph of a coastal village. The buildings are white with grey roofs. In the background, a lighthouse is visible on a small island or headland. The foreground shows a stone wall and some greenery.An aerial photograph of a coastal village, similar to the one above. The buildings are white with grey roofs. The foreground shows a dirt road and some greenery. The text "ESUG 2009, UBO, Brest. Monday, August 31th 2009" is overlaid at the bottom.

ESUG 2009, UBO, Brest. Monday, August 31th 2009

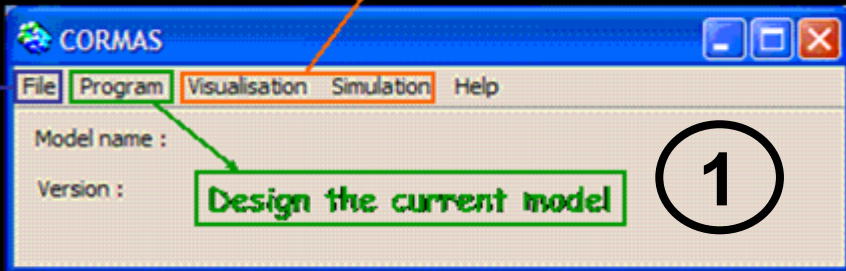


Plan

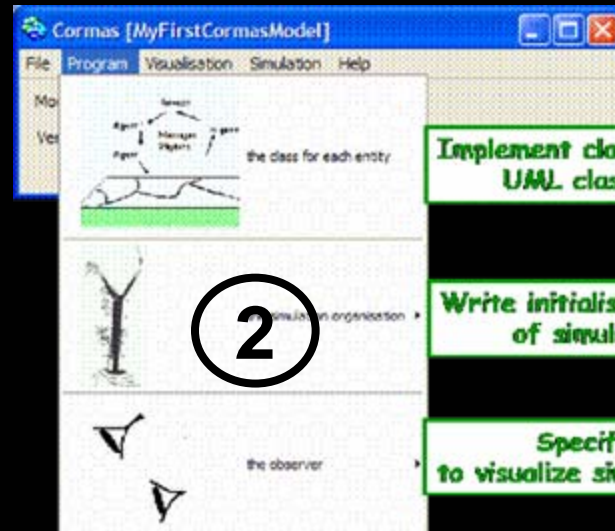
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Cormas

Run the current model



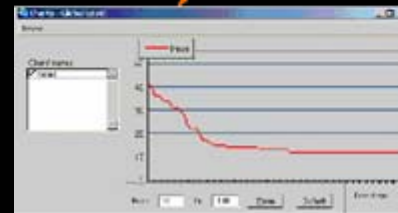
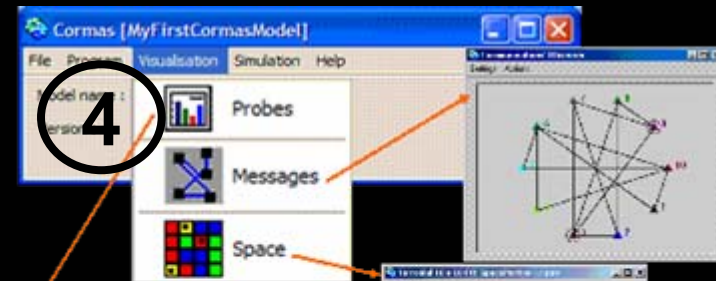
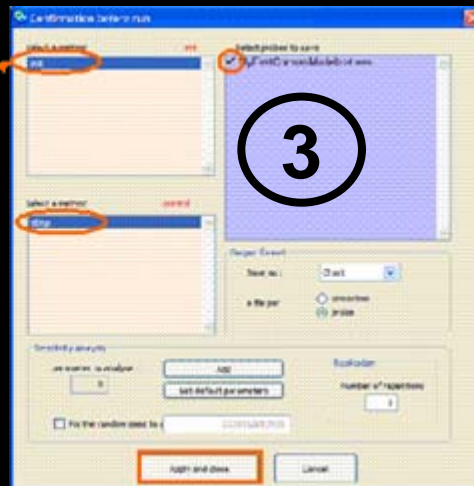
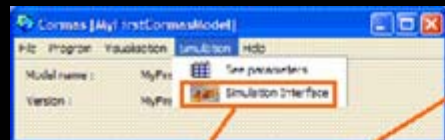
Create, load and save models



Implement classes from your UML class diagram

Write initialisation and scheduling of simulation scenarios

Specify means to visualize simulation scenario



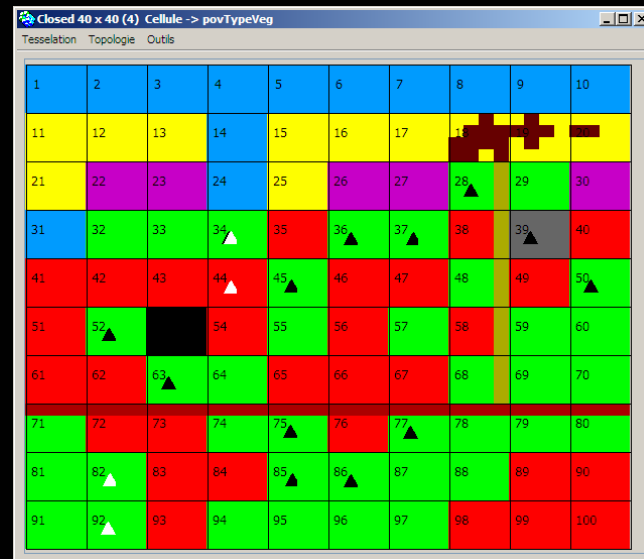
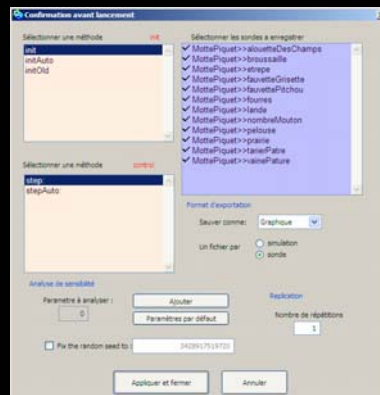
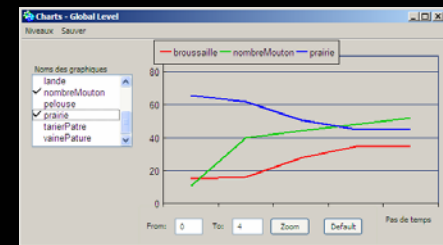
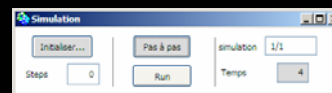


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Role Playing Game « mottes-piquet »

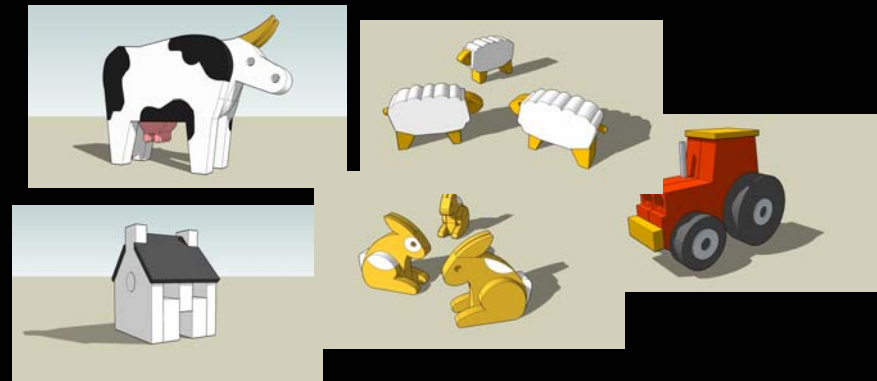
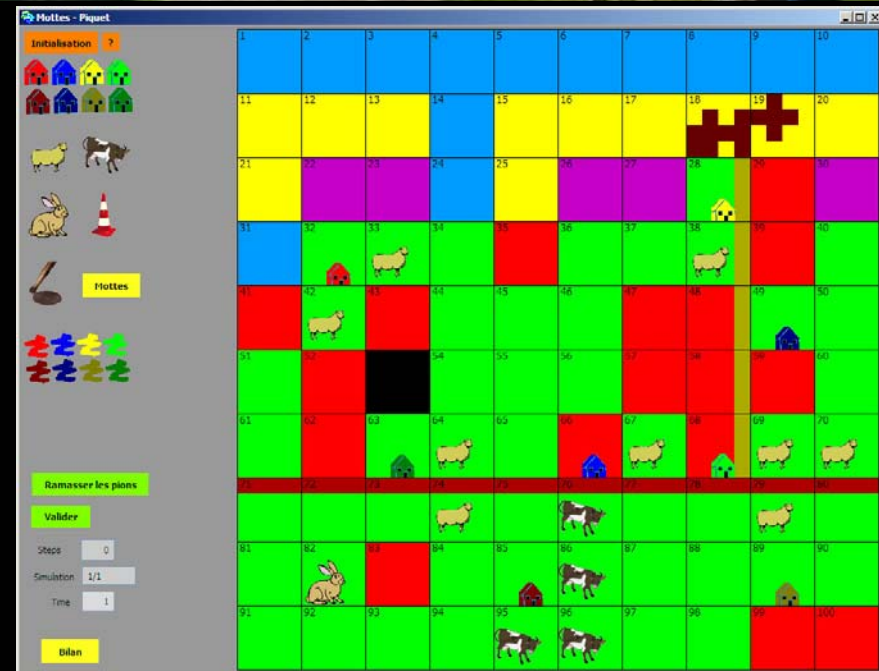
- Limits of the actual RPG
 - 3 persons are mobilized
 - Complicated Human Machine Interface
 - Prototyped gameboard



saisie1.txt - Bloc-notes																
Fichier	Edition	Format	Affichage													
Numéro	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Moutons	63	75	85	36	37	28	39	50	34							
Vaches	69	70	32													
Mottes	231	191	237	238												
Chasse	58															
PNRA	29	68														

Role Playing Game « mottes-piquet »

- Constraints imposed by Oceanopolis
 - 1 person to manage the game
 - User-friendly Interface
 - Consumer gameboard



Role Playing Game « mottes-piquet »

Live demonstration !

It will work...
It will work..



Don't worry buddy,
Smalltalk's always working !

