An educational Role Playing Game

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

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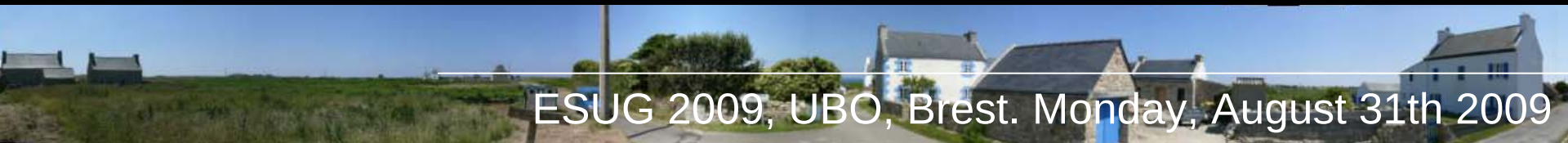
Plan

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



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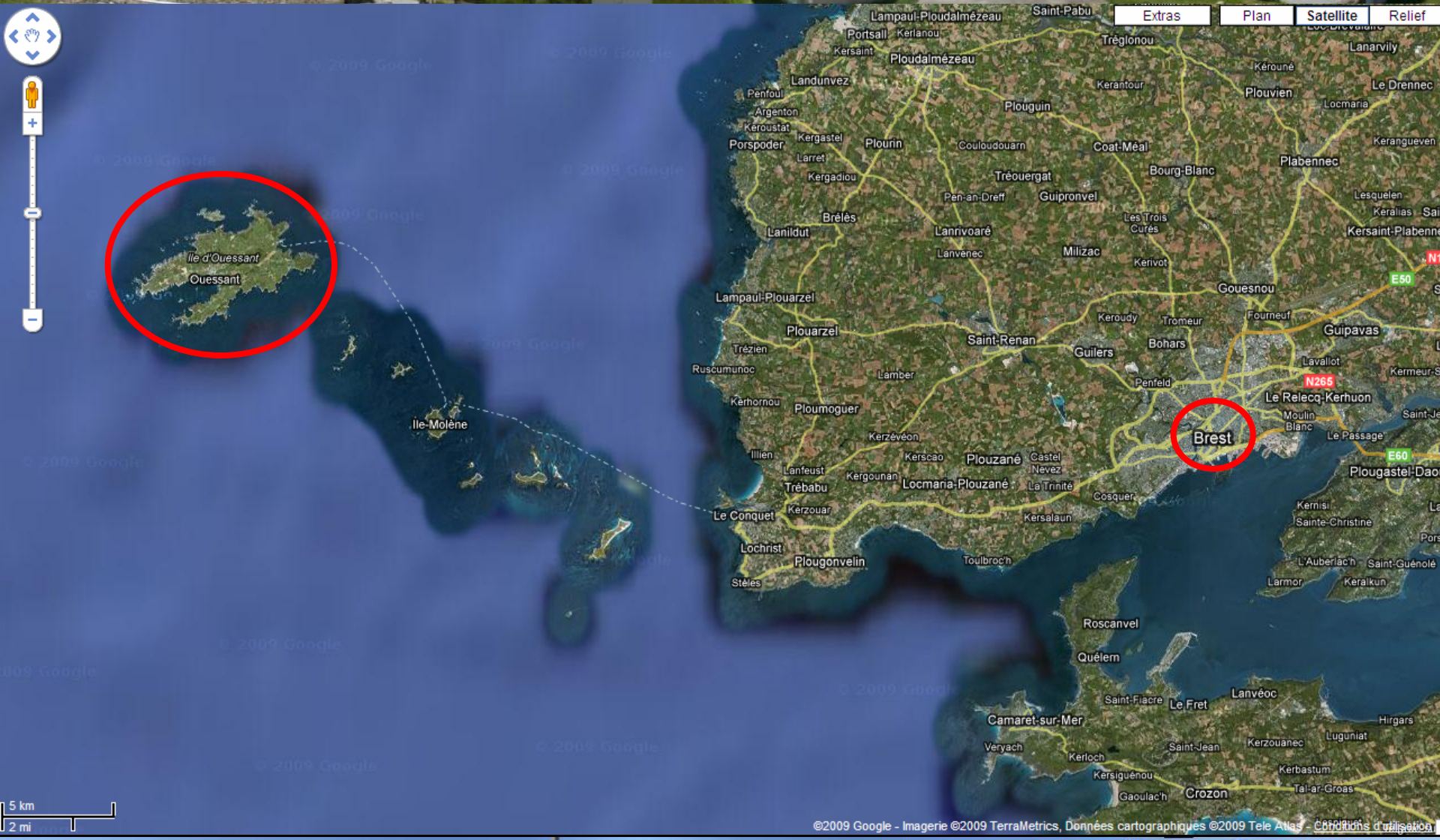

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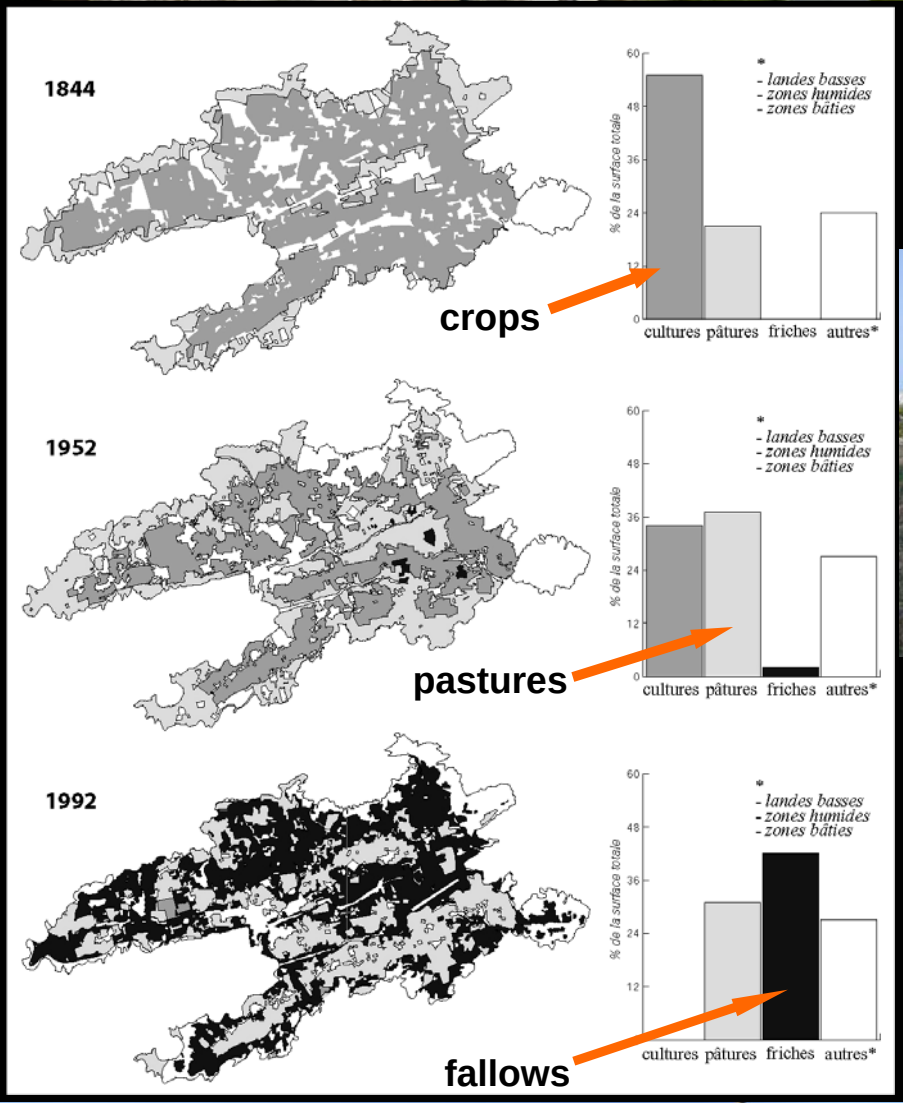
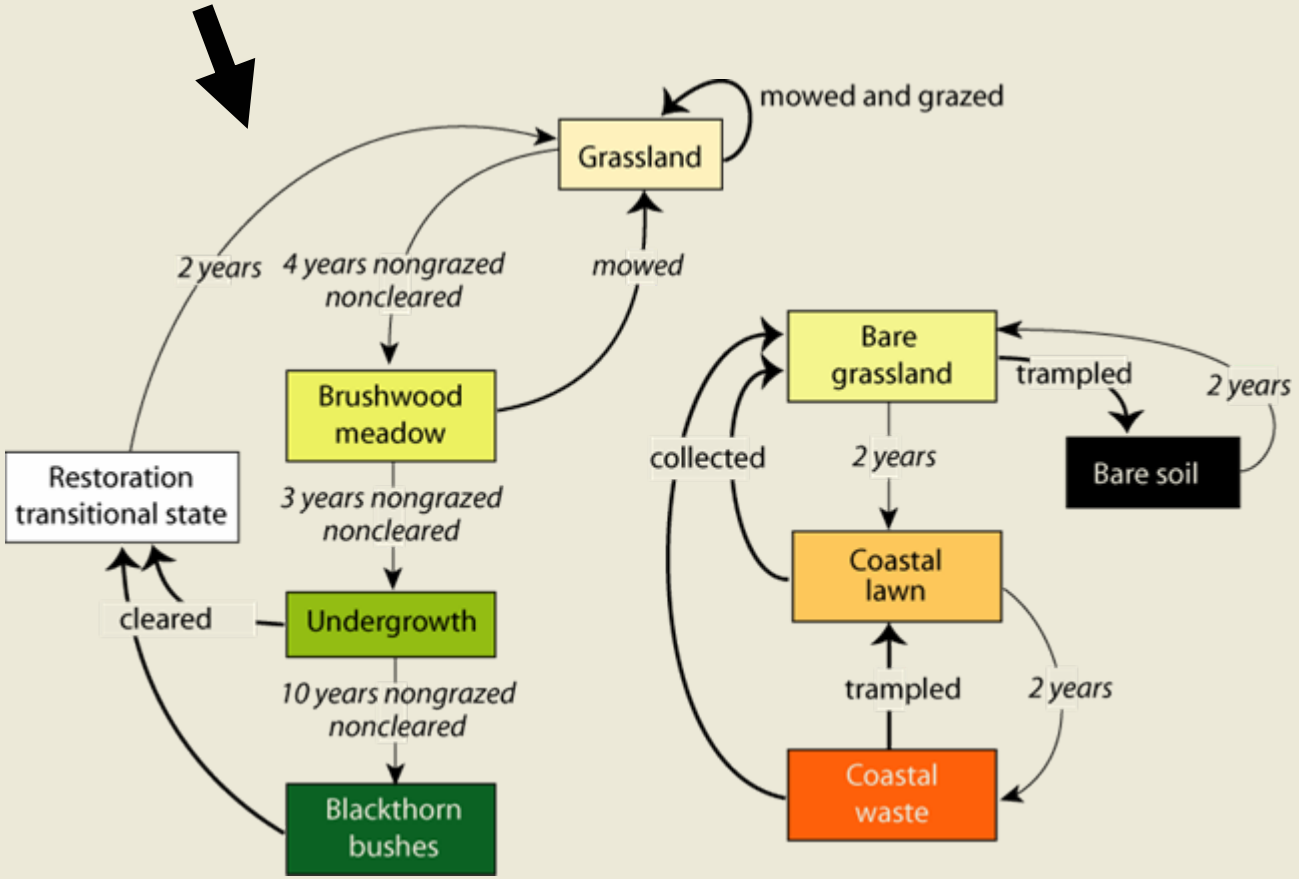


The isle of Ouessant, concerned with shrub encroachment, consequences of a weakening agriculture .

Background of the project

1) understand former vegetation dynamics



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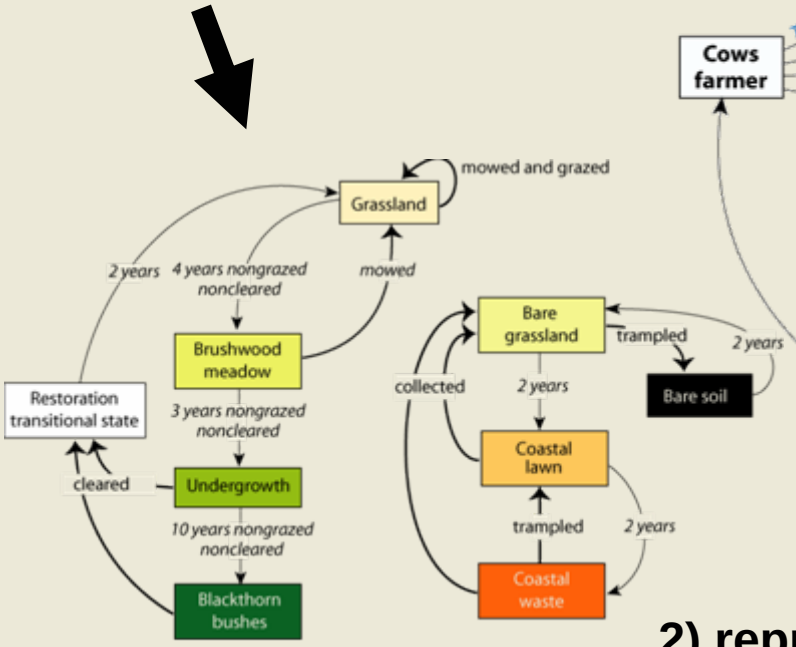
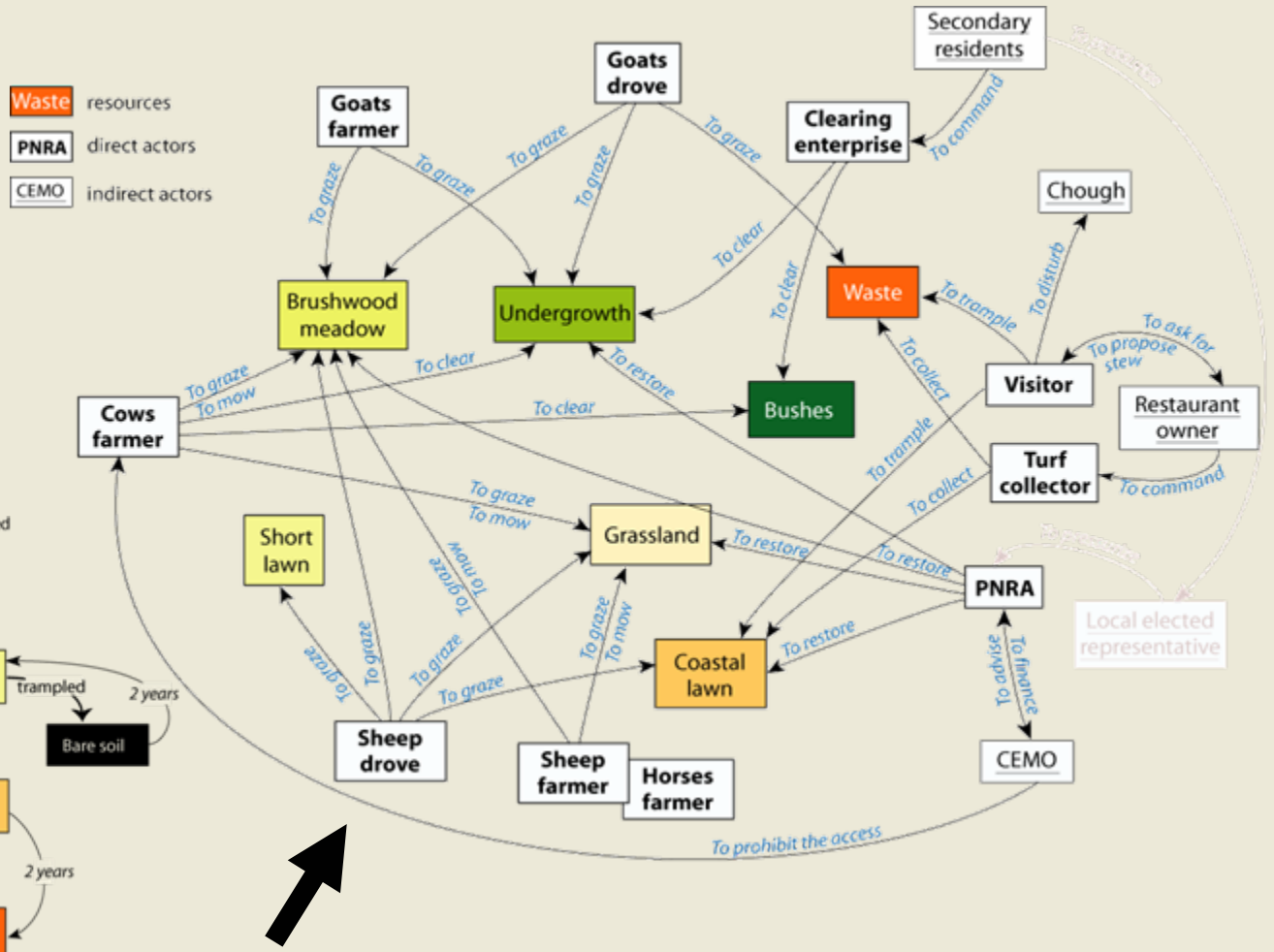
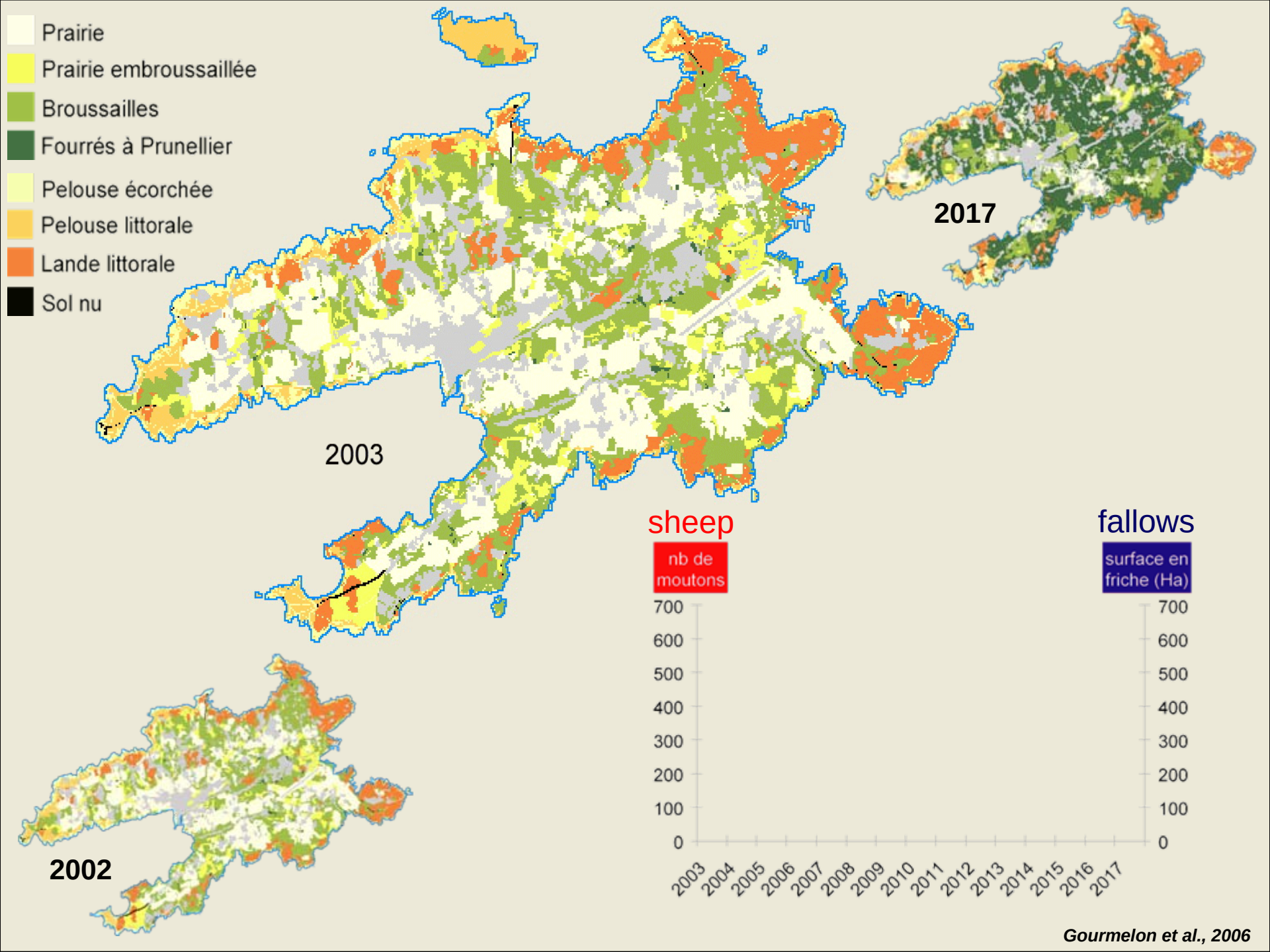




2) represent the main actors' view of natural resources and their dynamics in relation to their own practices.



Gourmelon et al., 2006

Background of the project

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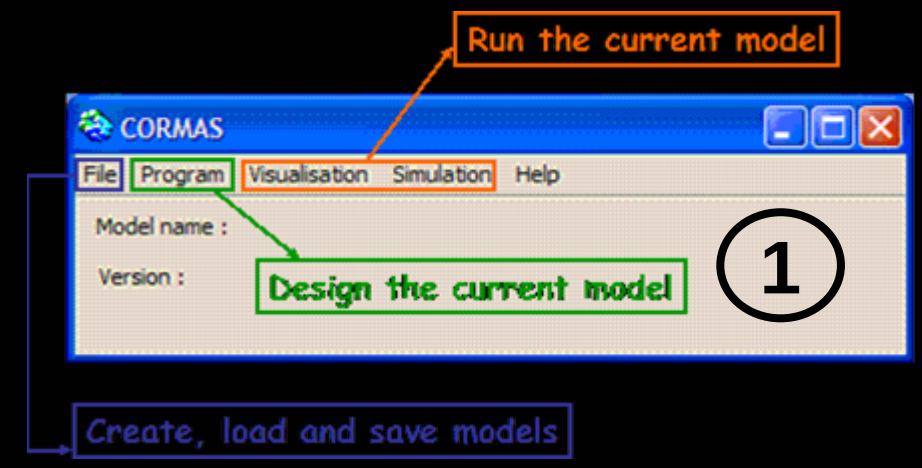
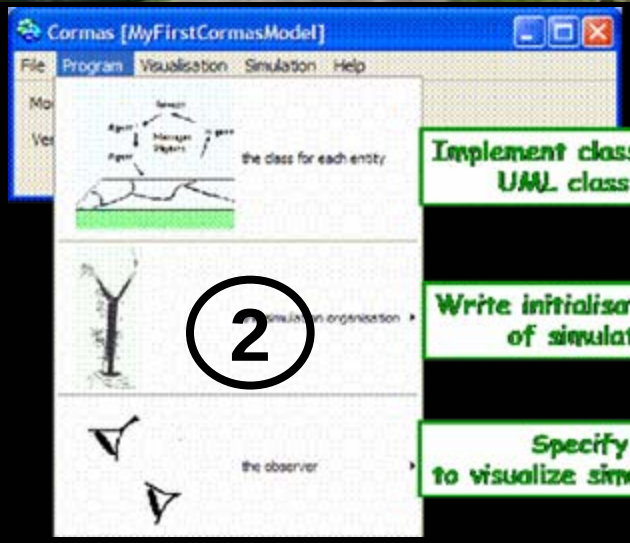
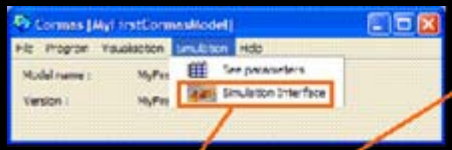
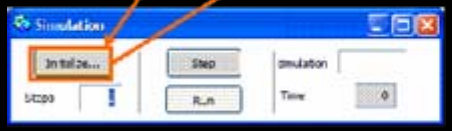
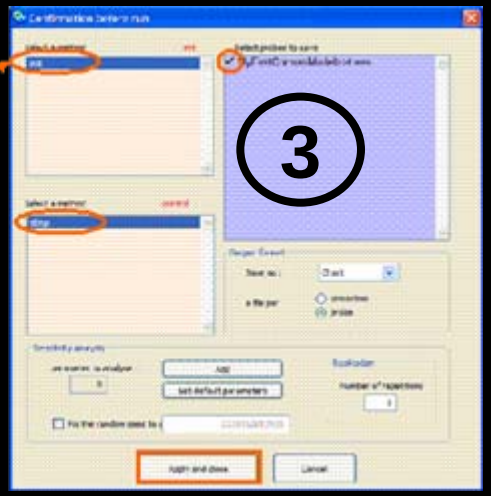
Cormas


Run the current model
CORMAS
File
Program
Visualisation
Simulation
Help
Model name :
Version :
Design the current model
1
Create, load and save models


Cormas [MyFirstCormasModel]
File
Program
Visualisation
Simulation
Help
the class for each entity
2
the observer
Implement classes from your UML class diagram
Write initialisation and scheduling of simulation scenarios
Specify means to visualize simulation scenario


Simulation Interface


Initialize...
Step
Run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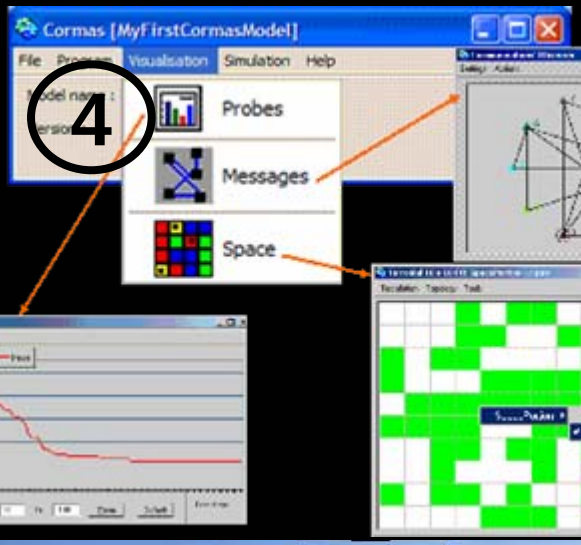
Cormas [MyFirstCormasModel]
File
Visualisation
Simulation
Help
4
Probes
Messages
Space

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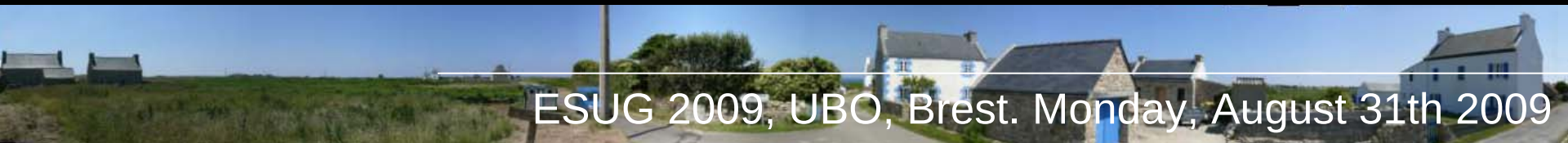
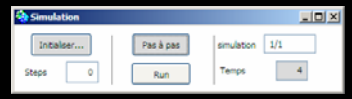
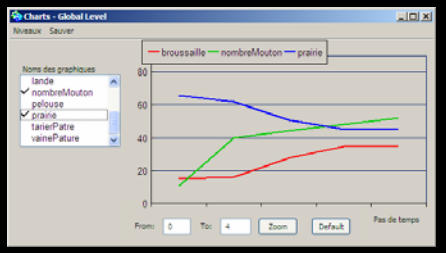
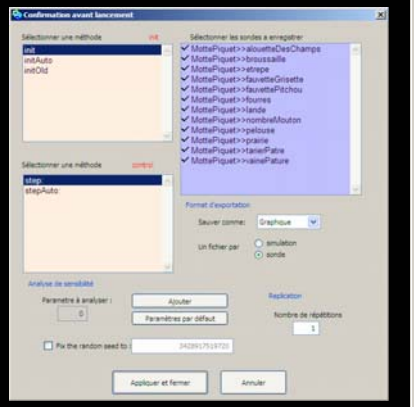


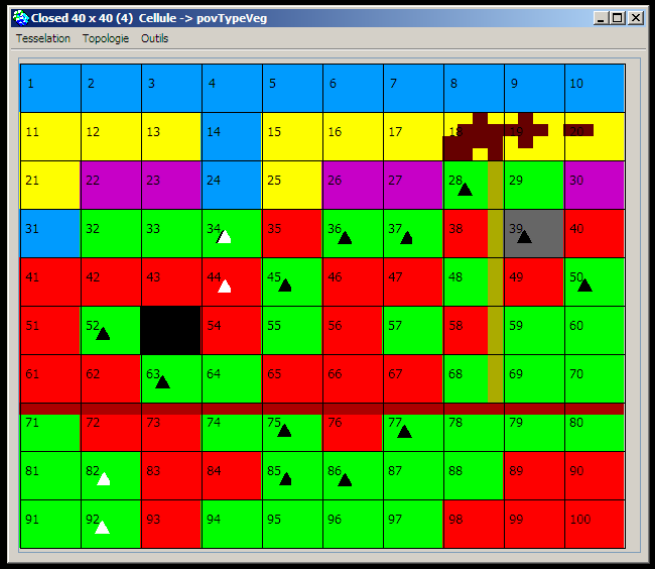
Role Playing Game « mottes-piquet »

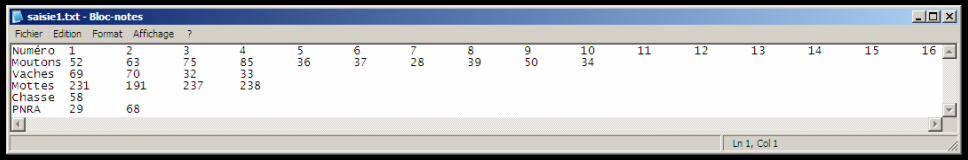
- Limits of the actual RPG
  - 3 persons are mobilized
  - Complicated Human Machine Interface
  - Prototyped gameboard





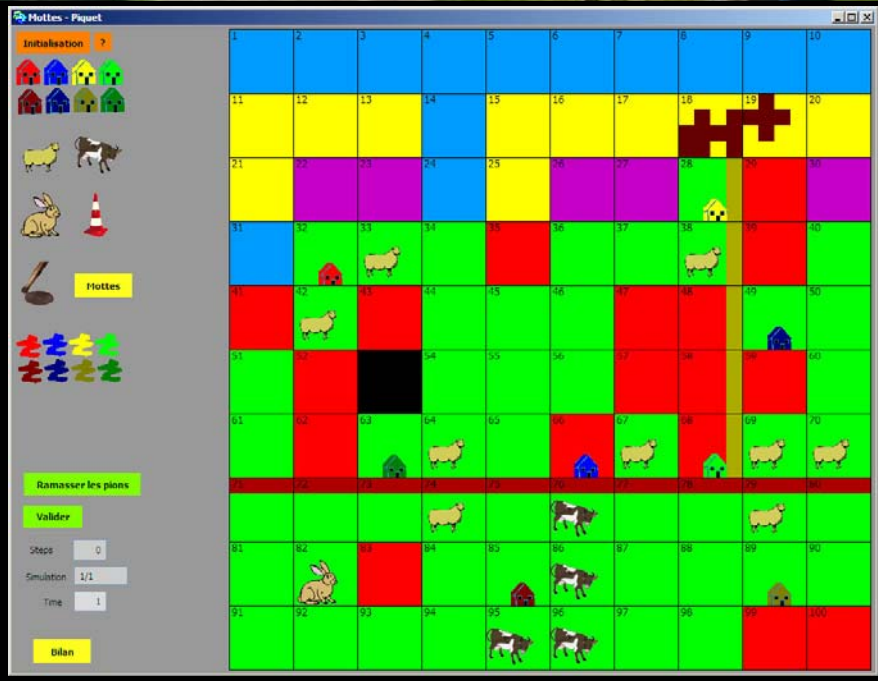


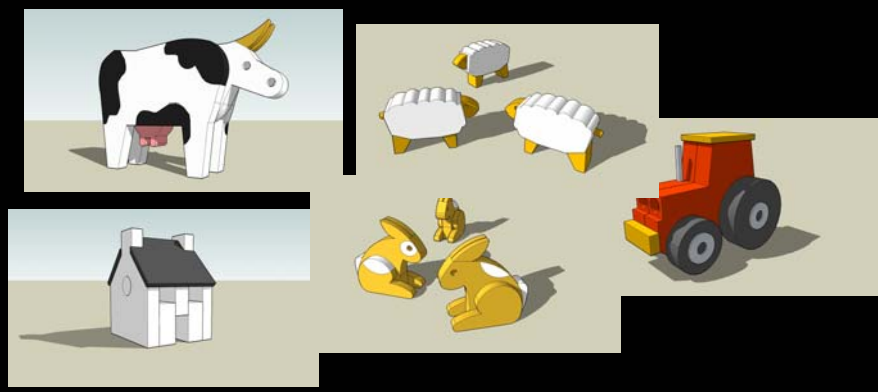




Role Playing Game « mottes-piquet »

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





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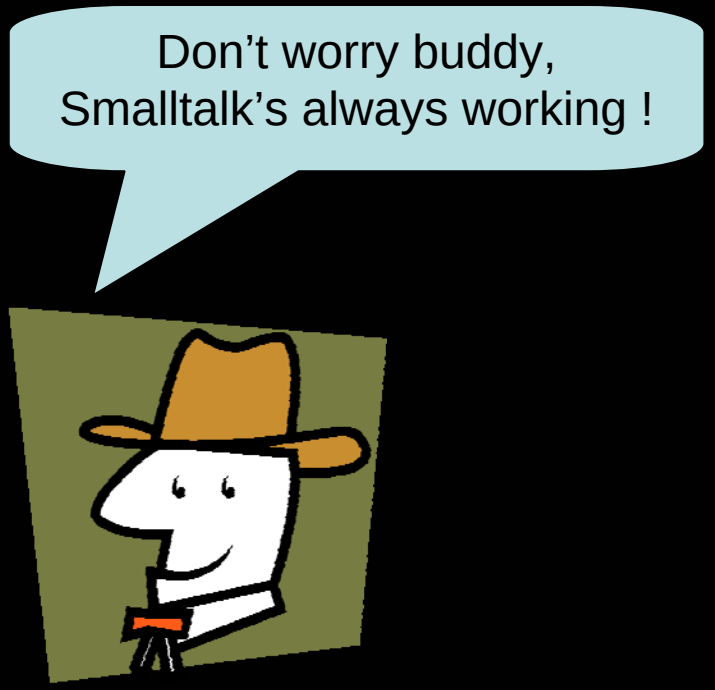
Live demonstration !