

“Cartes Outils” or “Mapping Tools”

What is Cartes Outils or Mapping Tools?

It is a game of choice.

The game was originally designed by Fanny Michaud of MEDEFI for issues of mobility.

It was later developed to use with governance issues.

The potential of this game is without limits.

“Cartes Outils” or “Mapping Tools” enables the players to consider choices, to arrive at solutions to challenges. This game promotes a great deal of discussion between the participants and an understanding that 'one size does not fit all.'

How it has been used to date

“**Mobility options**” considers mobility in the broadest sense, not simply that of transport but other issues which hinder the ability to work: issues of child care; getting children to school; household management; access to technical knowledge and equipment; new methods of communication and flexibility of working arrangements.

Green issues may also be solved by considering flexible working patterns and ways of living.

3 scenarios are available for discussion and all the solutions are offered; it is up to the players to consider the solutions and pick ones that may be relevant to solve the problems and to reject the ones that will not help.

“**Governance options**” considers the loss of services in rural area. New technology has made significant changes to the way we conduct business and our daily lives, providing opportunities for a diversity of businesses to be conducted in rural locations and at home; but a shrinking economy has threatened services to rural areas. These and other changes have implications on the rural way of life.

Issues such as transport, maintenance of services, loss of facilities, limited social services all cause problems but also present opportunities for the rural community.

It is up to the players to consider choices and to arrive at solutions, that through collaboration of businesses and communities these issues could be taken on and solved by local Alliances.

A quote from one participant:

"We realize how each citizen, and each community is reacting to his/his own mobility.

"This game invites us to rethink the role of local authorities in the global mobility system: the efficiency of each solution depends on the involvement of several communities as businesses or associations who are as responsible for the inclusivity of the territory as the local authorities."

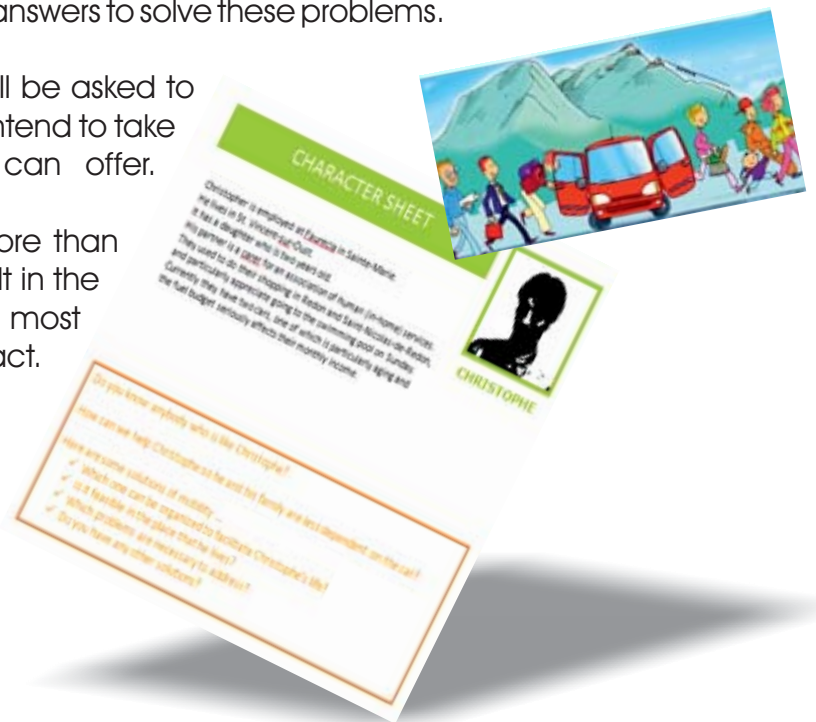
How does it work?

Delegates are divided up to represent Alliances, each alliance will have a name, the players will know the construct and strength of their Alliance, its aims, challenges, risks and the geographical area it operates in. The Alliance will be provided with descriptions of up to 12 rural issues. The challenge is for each Alliance to decide which of these issues they are prepared to take on.

Each Alliance needs to study carefully the risks and considerations and decide if they are able to take on the opportunity. It is anticipated that these opportunities will provoke a great deal of discussion between the players. It is expected that players will share their own experiences, to debate and offer advice to the team. There could be many answers to solve these problems.

At the end of the game each Alliance will be asked to inform the whole group of the issues they intend to take on and what solutions their Alliance can offer.

Some of the issues will be suitable for more than one of the Alliances; therefore it may result in the Alliances presenting their case and the most suitable Alliance being awarded the contract.



Future Challenges

Can this model be adapted to suit any issue your alliances might face, opening debate and discussion and the chance to share and learn from good practice both locally regionally and transnationally?