PLANET4B Research Brief

understanding **P**lural values, intersectionality, **L**everage points, **A**ttitudes, **N**orms, behaviour and social l**E**arning in **T**ransformation for **B**iodiversity decision making

PLANET4B

One hundred ways to transform biodiversity prioritisation in individual, community, and institutional decision-making

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Keywords

intervention methods, creative, art-based, deliberative, framing, nudging, experiential game, transformative change

How to transform biodiversity prioritisation?

One of the overall arguments in the literature on social transformations is that change in deeper-level leverage points such as paradigms, mindsets, norms, and alike, have greater potential for transforming the social systems at more fundamental levels.

But is there any link between mindfulness meditation and stream-side wildlife populations, a poetry-walk and urban bee-keepers, or role-playing and presence of organic farming in a certain area? The PLANET4B project investigates whether these popular, widespread or less-known, recently developed intervention methods can be useful in improving biodiversity prioritisation in individual, community, and institutional decision-making contexts.

In our latest analysis[1] PLANET4B experts have brought together a unique collection of 100 different methods for improving biodiversity decision-making: a Directory of Intervention Methods.
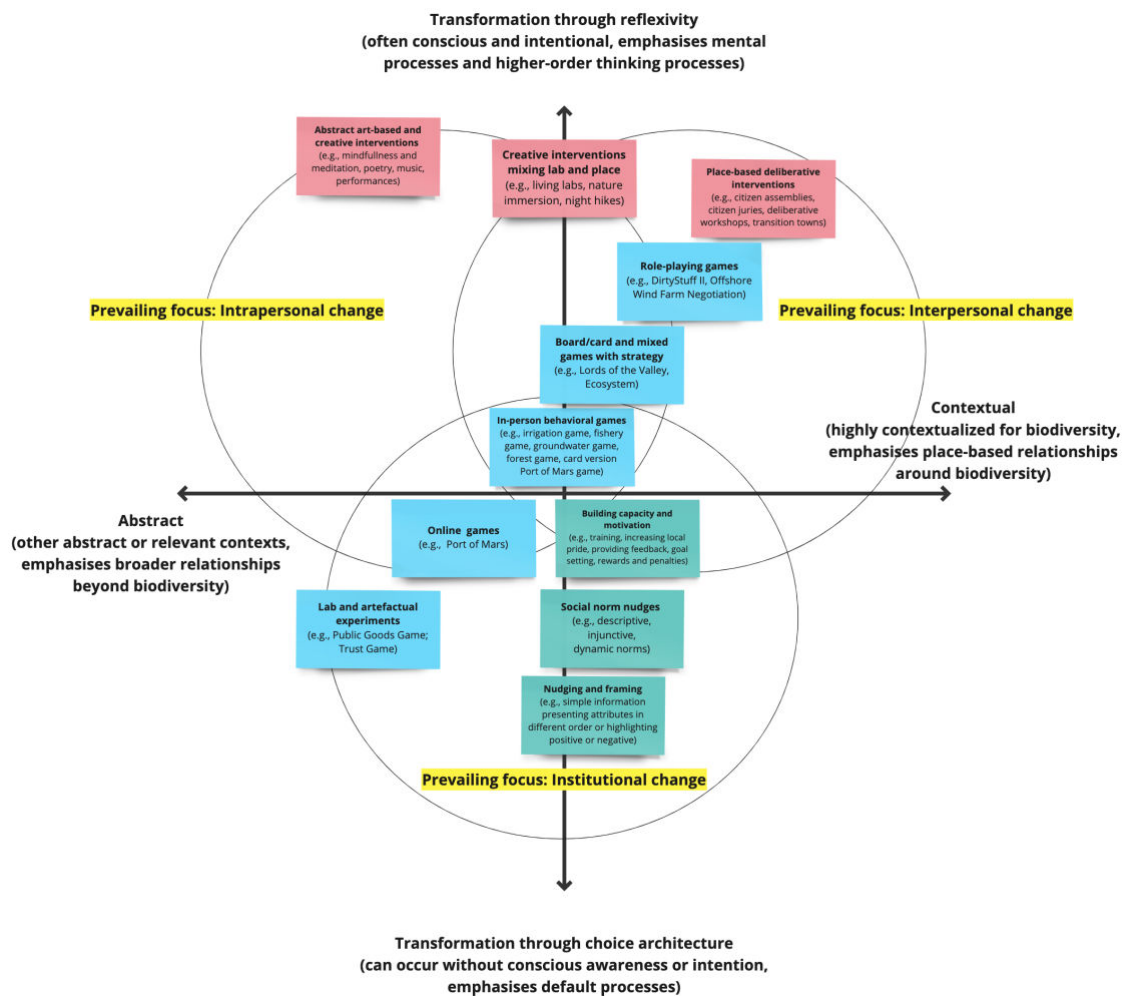
Key findings

- The report introduces a directory of 100 key intervention methods[1] most suitable for biodiversity decision making contexts. The methods are organised across three main categories:
  - **29 experiential games**; e.g., the public goods game, the Port of Mars experimental game, Lord of the Valley board game, Offshore Wind Farm Negotiation role playing game;
  - **11 types of framing and nudging experiments**; e.g., providing information and directing attention, developing incentives through rewards and penalties, and training and capacity building;
  - **60 creative, arts-based and deliberative methods**: e.g., mental map, collage making workshop, transition towns, living labs, and citizen assemblies.
- Prioritisation has been given to methods capable of triggering change at the 'deeper' levels of worldviews, values, beliefs, norms, and attitudes.
- The authors propose a Reflexivity-Contextualisation matrix to facilitate understanding of the contextualisation of interventions and how social transformations can occur in broader terms.
- PLANET4B will continue to explore intervention methods and the authors welcome inputs and feedback from anyone interested (see contacts).

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[1] Directory of key methods most suitable for biodiversity decision-making contexts

Developing the Reflexivity-Contextualisation Matrix

The elements of the directory have been processed, categorised, and evaluated according to their potential to trigger transformations with the help of a new Reflexivity-Contextualisation Matrix (Figure 1).

Transformation through reflexivity
(often conscious and intentional, emphasises mental processes and higher-order thinking processes)

Abstract art-based and creative interventions (e.g., mindfullness and meditation, poetry, music, performances)

Creative interventions mixing lab and place (e.g., living labs, nature immersion, night hikes)

Place-based deliberative interventions (e.g., citizen assemblies, citizen juries, deliberative workshops, transition towns)

Role-playing games (e.g., DirtyStuff II, Offshore Wind Farm Negotiation)

Prevailing focus: Intrapersonal change

Prevailing focus: Interpersonal change

Board/card and mixed games with strategy (e.g., Lords of the Valley, Ecosystem)

In-person behavioral games (e.g., irrigation game, fishery game, groundwater game, forest game, card version Port of Mars game)

Contextual (highly contextualized for biodiversity, emphasises place-based relationships around biodiversity)

Abstract (other abstract or relevant contexts, emphasises broader relationships beyond biodiversity)

Online games (e.g., Port of Mars)

Building capacity and motivation (e.g., training, increasing local pride, providing feedback, goal setting, rewards and penalties)

Lab and artefactual experiments (e.g., Public Goods Game; Trust Game)

Social norm nudges (e.g., descriptive, injunctive, dynamic norms)

Nudging and framing (e.g., simple information presenting attributes in different order or highlighting positive or negative)

Prevailing focus: Institutional change

Transformation through choice architecture
(can occur without conscious awareness or intention, emphasises default processes)

Figure 1. Reflexivity-Contextualisation Matrix for conceptualising transformative interventions. Source: Authors' own illustration.

On the one hand, transformations can be achieved through reflexivity – that is, by consciously and intentionally considering our relationship with others and with the issues at hand and in turn the potential impacts of our behaviour, decision-making, and daily actions, or through altering default choices – that is, changing the order or appeal of available options, which in turn nudge one towards certain choices, not necessarily consciously or intentionally.

On the other hand, the interventions vary in terms of their focus which can be more abstract – that is, addressing broader individual and social issues such as how we organise ourselves as a society, for example, in an equitable way, or more

contextualised – that is, addressing specific questions such as how we address very particular biodiversity related challenges in particular areas and with particular actors.

Such an analysis provides a valuable new framework for selecting interventions better matching the desired change – either at individual, community, or institutional levels. It helps us understand to what extent we would like to emphasise, as our entry points, internal reflexivity, place-based relationships, or institutional choices as a part of any intervention.

What is next?

As a next step, some of the methods featured in the Directory will be tested in practice during the PLANET4B case studies. Our ambition is that the directory becomes a useful and inspiring resource for a wider audience: community developers, practitioners involved in preparing local decisions, social inclusion organisations, researchers.

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RESEARCH DOCUMENT