



Course on participatory modeling





	Morning	Afternoon
Day 1	Lecture: Wicked problems and participatory approaches	Lecture: Introduction to Agent-based Model (ABM)/ Overview of NetLogo
Day 2	Lecture /exercise: Co-construction of conceptual model	Computer exercise: NetLogo tutorial/ model development
Day 3	Computer exercise: Grazing game	Computer exercise: ABM – spatial aspect

Course outline

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Group & hands-on exercises

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Co-construction of conceptual models: a role play





Conceptual model result presentation



Cali watershed
group





Gaming simulation: doctoral students pretesting and hands-on exercises on online grazing game

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