

FIELDS of VIEW

OUR GOAL

Can policymaking be made more relevant to the lives of people affected by it? Can policymaking be more responsive to the constantly changing social-economic-environmental context? Can we reduce the time taken for a policy to go from the drawing board to implementation? The answer to all these questions is yes, provided we have the right set of tools. Our goal thus at Fields of View is to undertake research at the intersection of technology, social sciences, and art to design these tools for policymakers and people. We are a not-for-profit group based in Bangalore.

HOW DO WE GO ABOUT IT?

Our work involves three inter-related threads in order to make better policy:

Policy Lab

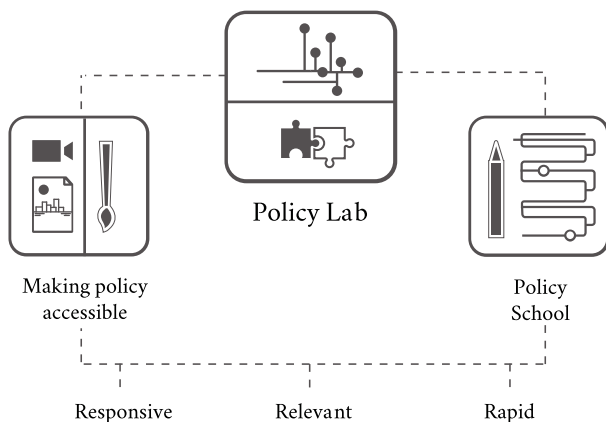
In the Policy Lab, we undertake research at the intersection of technology, social sciences, and arts. We work in the areas of urban poverty, energy, disaster management, transportation, and water. Our research involves creating and designing new methods and tools in the areas of simulations and games.

School of Policy

Training programmes and workshops for government agencies and civil society organisations across South Asia on these new tools and methods.

Making policy accessible

Artifacts, which include graphic novels, games, and videos to make policy more accessible and actionable.



FIELDS OF VIEW OFFERINGS FOR POLICY INSTITUTES



Making research actionable through games and simulations

MODULE ON AFFORDABLE AND SUSTAINABLE HOUSING

There is an acute shortage of housing for lower income groups (LIG) and economically weaker sections (EWS) in India. According to the MHUPA (Ministry of Housing and Urban Poverty Alleviation), Government of India, at the beginning of the 12th five-year plan (2012-17), the housing shortage in the country was estimated to be 18.78 million units, and 96 per cent of this housing shortage pertains to households that fall in the LIG and EWS segments (Annual Report of MHUPA 2016-17). Given this massive shortage, any project that attempts to look at affordable housing has to take into account the environment too, but the discourses around affordable housing and environmentally sustainable housing remain divorced. Using a simulation-based tool, this learning module introduces students to different dimensions of what it means to build sustainable, resilient, and affordable housing.

TOOLS USED

Pucca House

MODES OF ENGAGEMENT

Half-day workshop

DURATION

4 hours

DISASTER MANAGEMENT TRAINING

During disasters, various actors need to come together to create ad-hoc networks, and the resilience of these networks both in terms of information and material flow is essential to timely and adequate disaster response. In this learning module, using a combination of a game and a simulation, students engage with the need, design, and deployment of information protocols and institutional structures that are needed for effective disaster management.

TOOLS USED

PIEMAC

MODES OF ENGAGEMENT

Half-day workshop

DURATION

4 hours

USING DSS FOR INTEGRATED URBAN PLANNING

India has a complex governance structure with functional overlaps and interlinkages between different government departments. Though these interlinkages can be of an advantage it often hinders the development process as each government agency creates their plan in silo as per their roles and functions for the development of the city. In this learning module, through simulations and participatory exercises students engage with the complexities of such a governance system in creating an integrated plan for their city.

TOOLS USED

Simulogue, Map my city

MODES OF ENGAGEMENT

Half-day workshop

DURATION

4 hours

