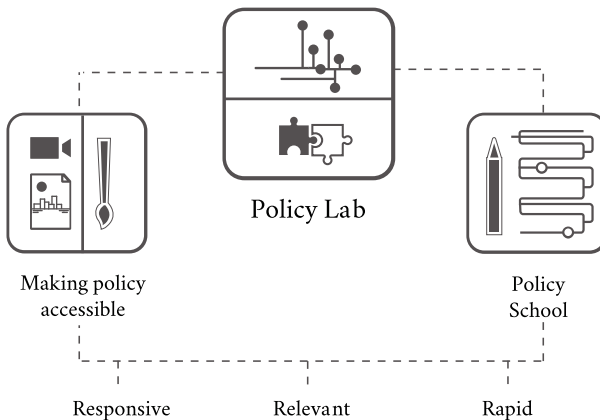


FIELDS of VIEW

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 UNIVERSITIES



Making research actionable through games and simulations

TRAINING IN ENERGY PRICE BIDDING, POWER PLANT CAPACITY PLANNING IN A ENERGY MARKET

An energy market is a complex, adaptive system, and understanding the interplay of energy price bidding and capacity planning in a power plant is not an exercise that can be done on a spreadsheet. Rather, what is required is a game that will simulate the complex dance of different parameters, and how people's choices impact the system. The game-based learning module lets students explore.

TOOLS USED

EM Game

MODES OF ENGAGEMENT

One-day workshop

DURATION

6 hours



MODULE TO TEACH ECONOMIC INDICES AND THE INTERPLAY OF ECONOMICS AND WITH CLIMATE CHANGE

What if we achieve 8 per cent GDP growth and our natural resources disappear at the same time? The complex interplay economic development has with climate change cannot be understood by just looking at graphs. Rather, what students need to do is to explore different economic policies and how they affect tomorrow's generations. Our game-based learning module lets students explore.

TOOLS USED

Cantor's World

MODES OF ENGAGEMENT

One-day workshop

DURATION

6 hours

IMPACT OF 74TH AMENDMENT ACT ON ASPECTS OF URBAN PLANNING FOR STUDENTS

In a democracy, it is imperative for people to participate in the planning process, and the 74th Amendment recognises the need for local governance and participatory planning. In this learning module, students engage with the 74th Amendment, its history, and its relevance and impact on both urban planning and democratic governance.

TOOLS USED

Activity-based workshops

MODES OF ENGAGEMENT

One-day workshop

DURATION

6 hours



COURSE ON WATER SECURITY AND RESOURCE PLANNING

In Indian cities, adequate and safe water is a critical concern, given the pressures of economic growth and climate change. In this learning module, students engage with the different challenges related to equity and sustainability in planning for water in cities.

TOOLS USED

Hanigalu

MODES OF ENGAGEMENT

Half-day workshop

DURATION

4 hours



MODULE ON WASTE MANAGEMENT FOR YOUTH

What are different kinds of waste? How are they disposed? What are the implications of not recycling a plastic bottle? A game-based workshop for students to become more conscious of the waste we generate, and understand and act on their role as environmentally conscious citizens.



TOOLS USED

Rubbish!

MODES OF ENGAGEMENT

Workshop

DURATION

3 hours

WORKSHOP ON URBAN COMPLEXITY

Cities are complex systems. Therefore, planning for cities needs to account for and cope with complexities. What then are the methods and tools that allow planners to embrace complexity? In this learning module, students engage with how cities are complex systems and learn about different tools and methods that help in planning for our cities.

TOOLS USED

Hanigalu, Transport Trilemma, Map my city, Thrift

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.



Total population of Chennai under Greater Chennai Corporation area

(From the India 2011)

Year	2001	2006	2011	2016	2021	2026	2031	2036	2041	2046
Population	4,65,10,000	5,07,00,000	5,48,00,000	5,89,00,000	6,30,00,000	6,71,00,000	7,12,00,000	7,53,00,000	7,94,00,000	8,35,00,000

Total population of Chennai under Greater Chennai Corporation area



TOOLS USED

Simulogue, Map my city

MODES OF ENGAGEMENT

Half-day workshop

DURATION

4 hours

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