African Farmer

A FARMING SIMULATION GAME

OVERVIEW

www.africanfarmergame.org
African Farmer Game puts players in ‘realistic’ scenarios that require decision-making with limited resources, imperfect knowledge and chance events

- The weather is not known until all the farming decisions for a season have been made
- Crop hazards are an ever-present possibility
- Chance events (good and bad) may disrupt plans
- Market prices may vary, depending on community harvest yields and other factors
- The possibility of illness and death increases for individuals on poor diets
GAME OVERVIEW

- Players are given responsibility for a farming household comprised of a number of adult, child and infant characters.
- They must feed their household, educate their children and manage a small farm, buying crops and inputs at market and trading goods and labour with other households.
- They must respond to crop hazards and other chance events and provide their households with a balanced diet from food they have grown or purchased at the market.
ANTECEDENTS

**African Farmer** develops ideas from the educational board simulation games.

- **Green Revolution Game**, developed in the 1970s by Graham Chapman and Liz Dowler simulated the experience of rice growers in Bihar.

- **Exaction**, which extended the Green Revolution Game to include international trade, was developed in the 1980s by Graham Chapman and Isabelle Tsakok.

- **Africulture**, which explored the dynamics of gender in agricultural communities, was developed in the 1990s by Graham Chapman, Janice Jiggins and Henk de Zeeuw.
PLAYERS’ GOALS

Players must decide how to prioritise various goals:

• **Agricultural** - successfully manage and develop their farm.

• **Educational** - provide children with a good education.

• **Social** – foster co-operation, strengthen relationships and increase social standing by helping neighbours.

• **Financial** – increase the net worth of the household by farming or trading.

A balance must be struck which enables players to achieve their chosen goals without taking undue risks or jeopardising relationships with the community.
MULTIPLAYER GAME FLOW

Market Trading → Season Processes → Food Allocation → Health Hazards → Births & Ageing → End Game

Task Allocation → Early Rains → Main Rains → Early Harvest → Late Harvest

Weather & Crop Hazards → Task Allocation → Weather
### TASK ALLOCATION SCREEN

<table>
<thead>
<tr>
<th>Early Rains</th>
<th>Main Rains</th>
<th>Early Harvest</th>
<th>Late Harvest</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>TASK ALLOCATION</strong></td>
<td><strong>FARM CROPS</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>NEW</strong></td>
<td><strong>Cotton Seed</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>EDIT</strong></td>
<td><strong>Beans</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>DELETE</strong></td>
<td><strong>Cotton</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>LIST</strong></td>
<td><strong>Horticulture</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>SAVE</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>CANCEL</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**HOUSEHOLD ASSETS**
- Cotton Seed - 3 bales

**CONTACTS**
- Charles Ndizi
- Joan Ndizi
- Ibrahim Mahindi
- Edna Mahindi
- Patrick Nanasi
- Lucia Nanasi

**NEWS**
FOOD ALLOCATION (detail)

- Early Rains
  - FOOD ALLOCATION
  - VIEW
- Main Rains
  - FOOD AND DIETS
- Early Harvest
  - Late Harvest
  - FOOD ALLOCATION
- YEAR
  - 1
  - advance >

Creating Allocation:
- This Diet: JACKLINE
  - 2 x Beans
  - 2 x Cassava
  - 3 x Horticulture
  - 2 x Maize

Allocation Summary:
- Persons: 7
  - 25m x Maize: 6.25 bags
  - 25m x Horticulture: 6.5 bags
  - 14m x Cassava: 3.5 sacks
  - 16m x Beans: 4 bags

Remaining Food Stocks:
- Beans: 4.00 bag
- Cassava: 13.90 bags
- Horticulture: 7.68 bags
- Maize: 9.99 bag

Contact:
- Sammy Ndizi
- VMan Ndizi
- John Mahindi
- Doris Mahindi
- Jonas Nanasi
- Faith Nanasi

Cost:

Send
### BANK SCREEN

#### PAYMENTS
Select unpaid debt and click “Confirm” to authorise payment.

<table>
<thead>
<tr>
<th>NO</th>
<th>TYPE</th>
<th>DESCRIPTION</th>
<th>DUE DATE</th>
<th>AMT</th>
<th>STATUS</th>
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<tbody>
<tr>
<td>1</td>
<td>Loan Repayment</td>
<td>40 Aris, 4Season Loan</td>
<td>Main Rains, Year 1</td>
<td>11</td>
<td>PAID</td>
</tr>
<tr>
<td>2</td>
<td>Loan Repayment</td>
<td>40 Aris, 4Season Loan</td>
<td>Early Harvest, Year 1</td>
<td>11</td>
<td>PAID</td>
</tr>
<tr>
<td>3</td>
<td>Loan Repayment</td>
<td>40 Aris, 4Season Loan</td>
<td>Late Harvest, Year 1</td>
<td>11</td>
<td>PAID</td>
</tr>
<tr>
<td>4</td>
<td>Loan Repayment</td>
<td>40 Aris, 4Season Loan</td>
<td>Early Rains, Year 2</td>
<td>11</td>
<td>PAID</td>
</tr>
<tr>
<td>5</td>
<td>Medical Expenses</td>
<td>Bernard: Kidney Trouble</td>
<td>N/A</td>
<td>25</td>
<td>PAID</td>
</tr>
<tr>
<td>6</td>
<td>Medical Expenses</td>
<td>Bernard: Stomach Problems</td>
<td>N/A</td>
<td>25</td>
<td>PAID</td>
</tr>
<tr>
<td>7</td>
<td>Medical Expenses</td>
<td>Anthony: Kidney Trouble</td>
<td>N/A</td>
<td>25</td>
<td>PAID</td>
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<tr>
<td>8</td>
<td>Medical Expenses</td>
<td>Sylvor: Stomach Problems</td>
<td>N/A</td>
<td>25</td>
<td>UNPAID</td>
</tr>
</tbody>
</table>

#### NEWS
- Gideon Mahindi
- Ruth Mahindi
- Austin Nanasi
- Joyce Nanasi
- Andrew Matango
- Helena Matango

#### WEATHER REPORT
- Early Rains
- Main Rains
- Early Harvest
- Late Harvest
African Farmer Game was developed by:

- John Thompson – Project Coordinator – j.thompson@ids.ac.uk
- Judith Good – Technical Advisor – j.good@sussex.ac.uk
- Jim Jackson – Single Player Game Development – j.a.jackson@sussex.ac.uk
- Ellie Martin – Multiplayer Game Development – e.martin@sussex.ac.uk
- Nathan Oxley – Communications and Networking – n.oxley@ids.ac.uk

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THANK YOU

African Farmer: Play the Game
www.africanfarmergame.org
• **African Farmer Game**

Collaborators

• **Future Agricultures Consortium**
• **Institute of Development Studies**
• **Informatics Department, University of Sussex**
• **STEPS Centre**

Sponsoring Partners

• **UK Department for International Development**
• **UK Economic and Social Research Council**