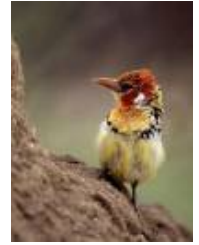




Barbets Duet

Barbets are tropical birds related to woodpeckers & toucans. Some Afrotropical barbets sing in duet, creating the sound of one voice.

The Barbets' Duet symbolizes the need to draw on the knowledge of competing cultures to create ecological societies.



www.barbaraheinzen.com → Barbets

A mature oak tree can support 284 species of insect, provide food and nests for birds, acorns for mice and squirrels, and habitat for fungi. Its 'life' value is very high; its economic value is only realised once it is dead. Today's environmental crisis is the consequence of this paradox.

The Barbets Duet will create new economic systems that reward the abundance of life.

BARBET GAME

The Barbet Game is one of the learning tools being developed as part of the Barbets Duet experiment. It is designed to be a simple way to test the impact of different property rights and trading rules on incomes, environmental health and biodiversity.



In this board game the players can own, buy and sell different types of property using different tokens which are placed on the board during play. Each player owns a number of tokens in his/her own colour. These represent ownership of land as well as different life forms and human activities (agriculture, industry, transport, energy production, etc).

The Barbets Game is played for a fixed period of time. It can be played by individuals, up to six people at a time, or played by teams. The object of the game is to increase the variety of life forms on the board and replace all highly polluting human activities with low impact ones. When playing in teams, the team with the greatest biodiversity on the board and greatest equity of income among its players, is the team that wins. When playing as individuals, different definitions of winning emerge or can be agreed before play.

There are different sets of rules currently being developed for playing the game so that players can choose which rules they want to use. During the game, players can change the

rules by mutual consent. When playing as teams using different sets of rules, players will be able to see which rules lead to which outcomes.

The game is being tested with adults and children in various parts of the world, using a rough prototype board and pieces. Current tests aim to discover which sets of rules are most easily learned, reflect the dilemmas we face today and create a viable, entertaining game. When the game is ready for wider use, players will be able to choose from several sets of rules, which they can then modify.

Please get in touch if you are interested in helping to test and develop the Barbets Game.

15 December 2010

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