

## How do stakeholders collaborate in situations of inherent power and resource imbalance?

- ❑ In a collaborative governance, diverse stakeholder – government, private, and citizens – collaborate through consensus oriented decision making to solve complex social problems.
- ❑ When diverse stakeholders participate in decision making process, competing but, legitimate interest emerge.
- ❑ Stakeholder indifferences, in terms of power and resources, acts as a greater barrier to successful collaborative decision making..

Using interactive computer simulation as a deliberation platform, we ran series of game scenarios to test participants contribution to social goods game in situations of power and resource indifference.

We also tested the role of technology and impact of role-playing on participants empathy.

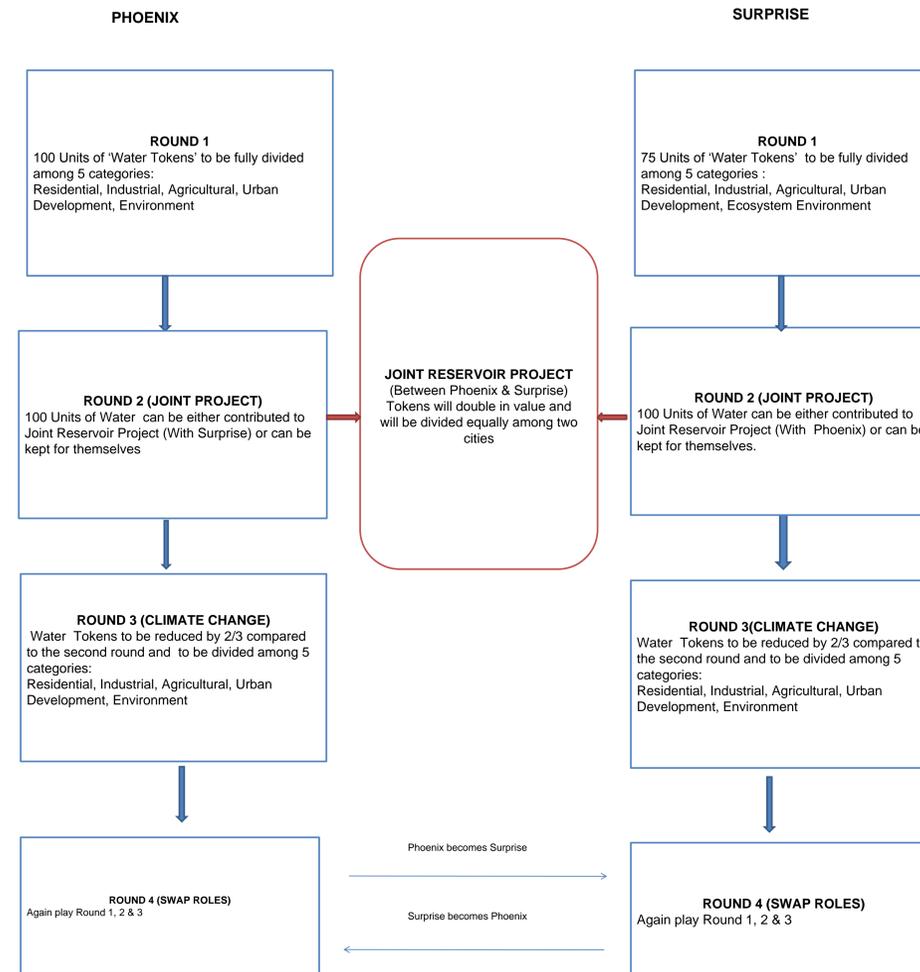
## WaterSim: An Interactive Deliberation Platform



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## Game Scenario



WaterSim is an interactive web-based simulation model located in ASU's Decision Theater. It is designed to help stakeholders evaluate water challenges in the Phoenix metropolitan area under conditions of uncertainty.

Participants were asked to allocate 100 tokens to five categories of challenges in society pre and post their interactions with WaterSim.

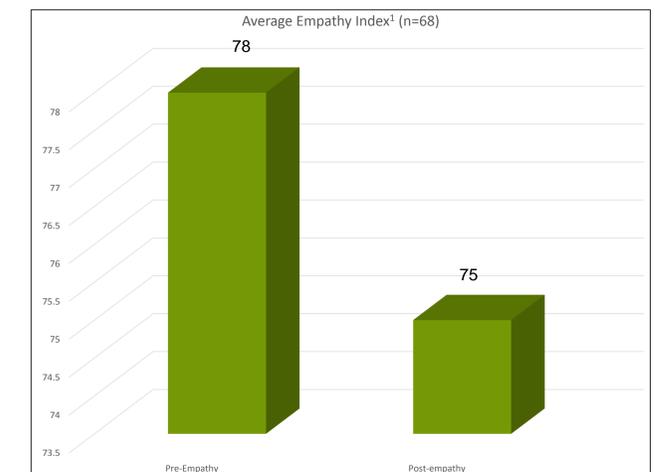
This study was built into class curriculum so that participation was part of a regular class session.

## Sample

A total of 68 students participated in the study.

## Empathy & Interaction with Technological Interface (Preliminary Findings)

In general, participants experienced a change in their empathy scores when they deliberated with other group members and when they interaction with the technological interface.



## Conclusion & Future Work

- ❑ Our preliminary results indicate an interesting story; participants' interaction with WaterSim and technological interface results in change in participants' empathy scores (pre & post experiment).
- ❑ This finding supports our previous results<sup>2</sup> that interactive computer simulation provides an effective learning experience to participants.
- ❑ In future, we will explore the relation between participants' empathy scores (individual categories) and contribution in collaborative setting.

## References:

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