

Final Report

Aims and objective

The overall aim of the project is to find out the impacts of incentive measures and management approaches used to resolve conflict between park and local community and to test effective measures to resolve the threat to community.

The preliminary findings of the first and second fieldwork unpacked the role of institutions and institutional arrangements provided to the community in the form of incentives, the livelihood status of the communities, level of dependency on the park resources in livelihood, and the conflict scenario of the communities. Although the first part of the research explored the situation of Royal Bardia National Park (RBNP), there was still a necessity to understand how conflict had not been minimised and how the community dependence on the park resources could be cooperated with the biodiversity management. On these backgrounds it was found that there is yet to explore the resource extracting behaviour of the community that was hampering the conservation objectives and also the identification of incentive measures from community's view.

Methods description

Three important steps were identified during the meeting with the supervisors in UK.

1. Fill-up of gaps in the data
2. Identification of the variable, through in-depth analysis, important for causing conflict, resource extraction and the negative attitudes towards the ongoing development projects.
3. Design of the role-playing game taking variables from step second for improving knowledge of the current scenario and to initiate the collective learning of stakeholders on system components and dynamic processes and economic incentives with respect to park management.

Steps taken

It was discussed among the supervisors in the UK and agreed that two different groups would be made for carrying out different steps and processes in the project site and in UK. Being a nature of the project as a scientific based it was necessary that appropriate tools and discussion to be organised for the data collection methods.

1. First group at RBNP to undertake remaining questionnaire survey, park observation to understand the nature of resource extraction, organisation of focus group discussion to find out the issues that initiated conflict and impact the incentive measures.
2. Second group at England for an in-depth analysis of the results and design of role-playing.

Things carried out at RBNP

After a thorough discussion with the project manager of BCP, three different groups were formed to carry out three different tasks. It was agreed that all the information would be reported in the daily basis regarding the problems and findings of the survey. It was also agreed that the work would be taken considering the safety situations and the insurgency. Learning from the experience when researcher herself was there during first quarter of the year undertaking the surveys and difficulties that arise due to the insurgency important considerations were made for the enumerators.

1. Park observation

Few entry points within the boundary of the national park and the three VDCs were identified and enumerators were asked to observe entry of people at three different times early morning (4:00-6:00 AM), afternoon (12:00-2:00) and late evening (5:00-7:00). Enumerators were asked to note down the number of people visiting, different age groups and the things they were taking from the park and approximate size of the load.

2. Questionnaire survey

During the analysis whenever gap was identified, list of questions were generated and then the same enumerators were asked to undertake another round of questionnaire. The questionnaire focussed on the reason of conflicts, the things they want to extract from the park. The main aim of the second round of questionnaire was to understand the unsuccessful cases of development projects and to explore from community that what projects focussing in which aspects of communities are needed to divert their behaviour from the park usage.

3. Focus group discussion

To organise the role-playing game, it was essential to understand what are the factors that are important in resource extraction from the park, how community's livelihood problems could be tackled and what should be the objective of the incentive measures. To understand these things there was a need of a participatory approach so that the real scenario comes from the community side such that the actual case is addressed in the game and in the development of the project.

Things carried out in UK

Being the researcher not able to go by herself at the project site and the need of constant support from the supervisors for the development of the role-playing game, major work based in UK was carried out by the researcher. The researcher main work is focussed on the following two key points.

1. Understanding of the role-playing game and the in-depth analysis of the results
2. Finding of the key factors from role-playing

1. Results



Figure 1. Park observation suggested that park has been in regular use not only for the resource extraction but also for hunting and timber collection. In the above figure it is the indicator had invaders had stayed inside the park, which is illegal for at least one nights to collect other things than foddors and fuel wood. Figure 2. Many focus group discussions will be organised with the different community-based organisations such as forest user group, vegetable farming group, income generation group, livestock etc. from three different VDCs. Thakurswara, Shivapur and Suryapatwa to understand the community behaviour in resource extraction. The aim of organising several discussions is to have to substantial amount of the information for the development of development projects and the key variables for the role-playing game. Figure above are the members of Brindapuri Community forest groups during the focus group discussion.



Figure 3. In the Shivapur VDC, the main problem was the lack of waste lands where community can restore and develop into the community forest. The above picture is from the Shivapur Phanta (grassland), the phanta is inside the boundary of the national park due to which it has not been handed to the communities. Being not handed to the community, communities think that once they start to restore and once trees start to grow the park management will take it back, so these areas had been heavily used for illegal fuel wood collection and grazing.

Next Steps

Once the situation improves and all the necessary information and analysis has been carried out researcher will go in the project site and role-playing game will be organised. For now, the most possible dates are between Late April- Early May.

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