

# **Getting to Design**

Treasure, Turf and Turmoil:
The Dirty Dynamics of Land and Natural
Resource Conflict

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## **Assessment findings**

Assessment should pinpoint direct drivers of conflict and poor NRM

Should show links to indirect drivers and enabling conditions

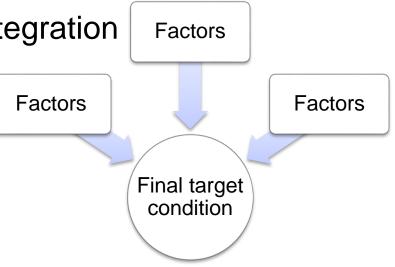
#### Define connectors

- Actors
- Institutions (incl. LTPR institutions, laws, etc.)
- Characteristics of natural resources (TB, fugitive, high value)



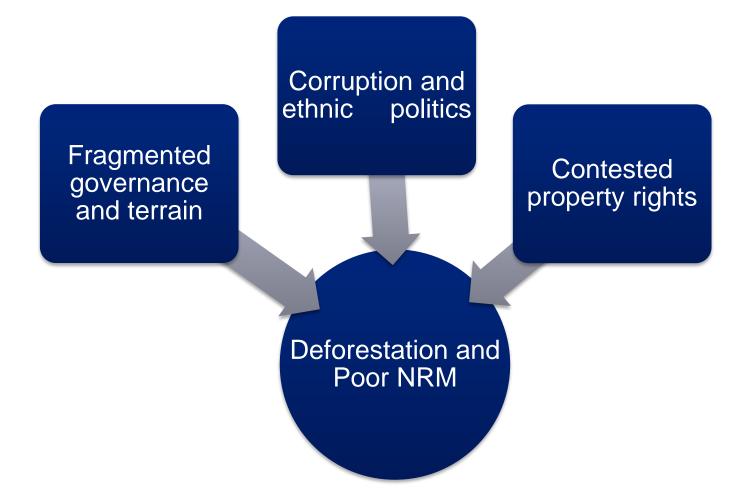
### Causal model

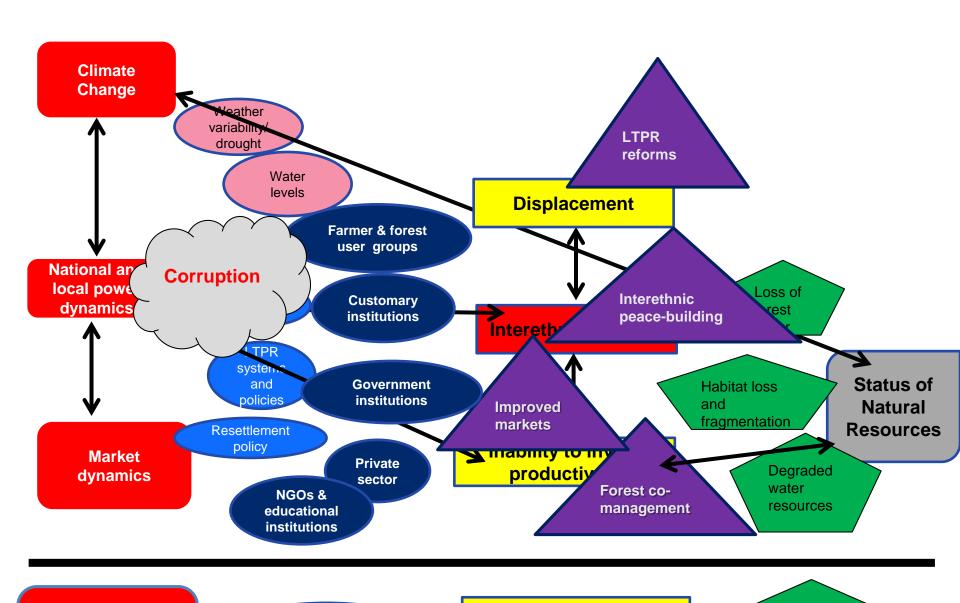
- Assessment findings used to describe sectoral and systemic connections
- Causal model is a systems model
- Shows how factors impact final target condition
- It can be rough or refined
- One tool for discussion and integration





## Mau Forest Causal Model--DIRECT





Stressors/Ena bling conditions

**Stakeholder** institutions

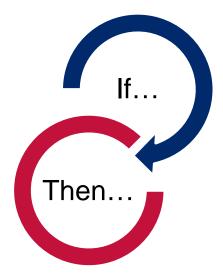
**Driving factors** 

Direct impacts

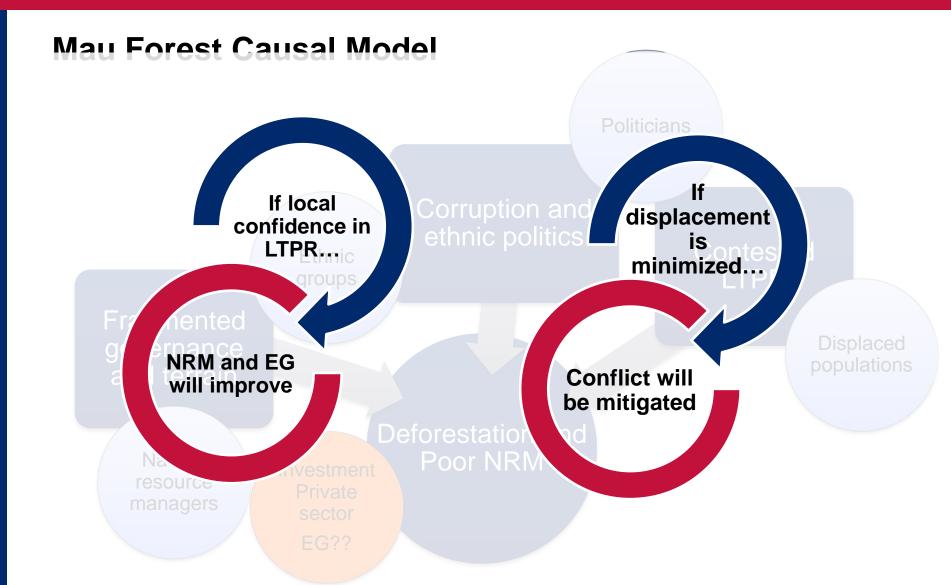


## **Theory of Change**

- Associates actors and actions with drivers in the causal model
- Creates development hypothesis (if...then)







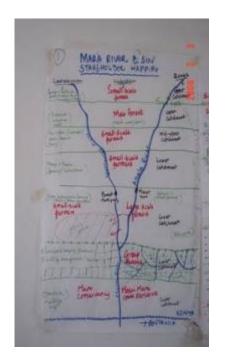


## Stakeholder and actor mapping

Mapping stakeholders

Engaging stakeholders

Building on networks and connections

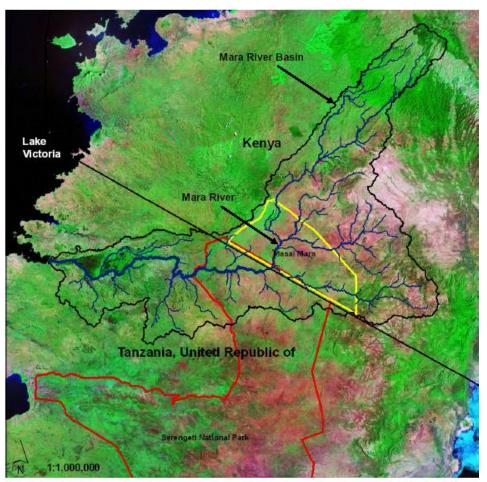






#### Where do we need to work?

Depict causal relations and actors on physical map showing characteristics of natural resources



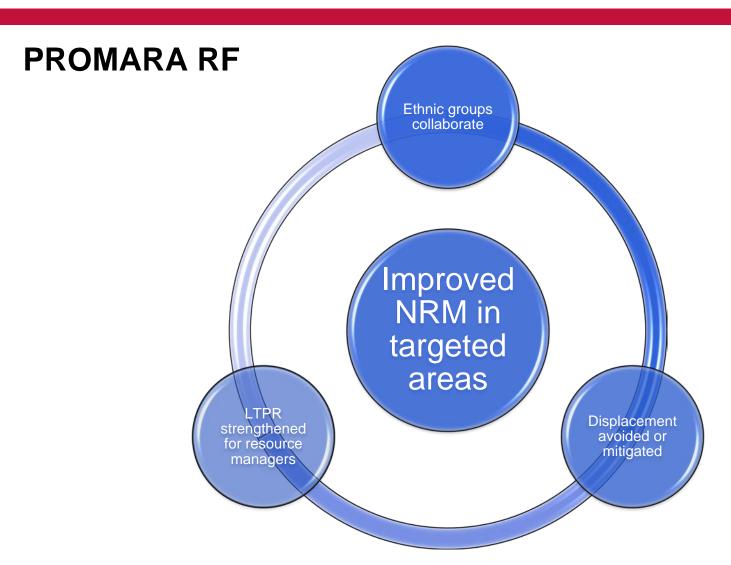
(source: Florida International University)



#### **Results Framework**

- Final target condition = AO
- IRs address driving factors and reflect key actions needed to achieve AO as postulated in Theory of Change
- Link back on one hand to direct threats AND to enabling conditions and stressors through causal model (sustainability of result)
- Needs a clear approach to engaging stakeholders







## **Summary points**

Use assessment findings to map system relations

Define target/objective

Develop theory of change

Use causal map to craft Results Framework

Next step: Activities and Sequencing