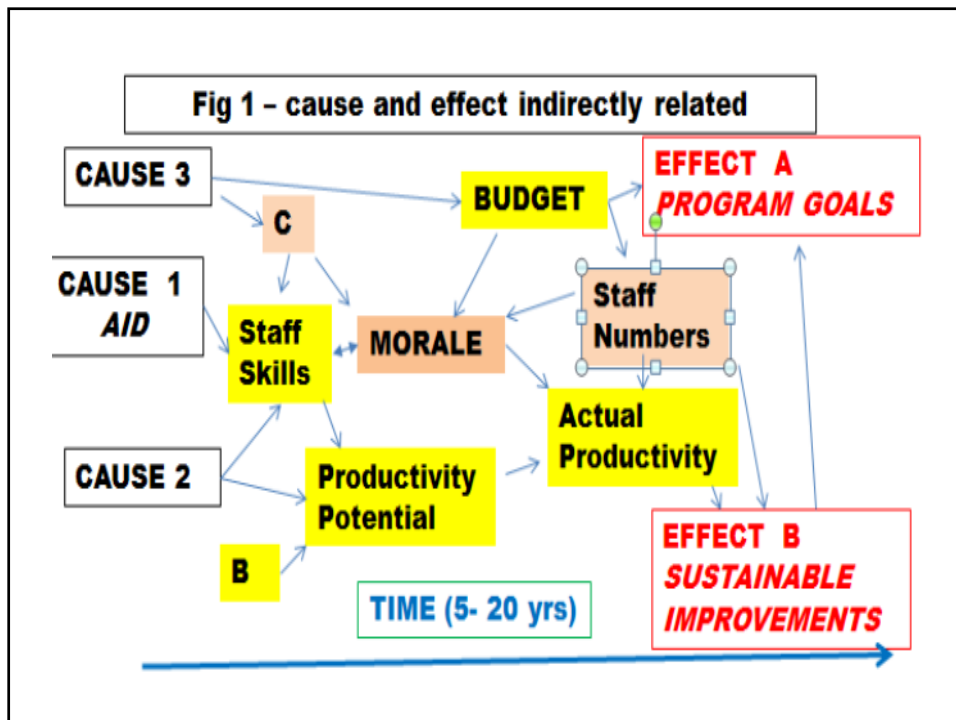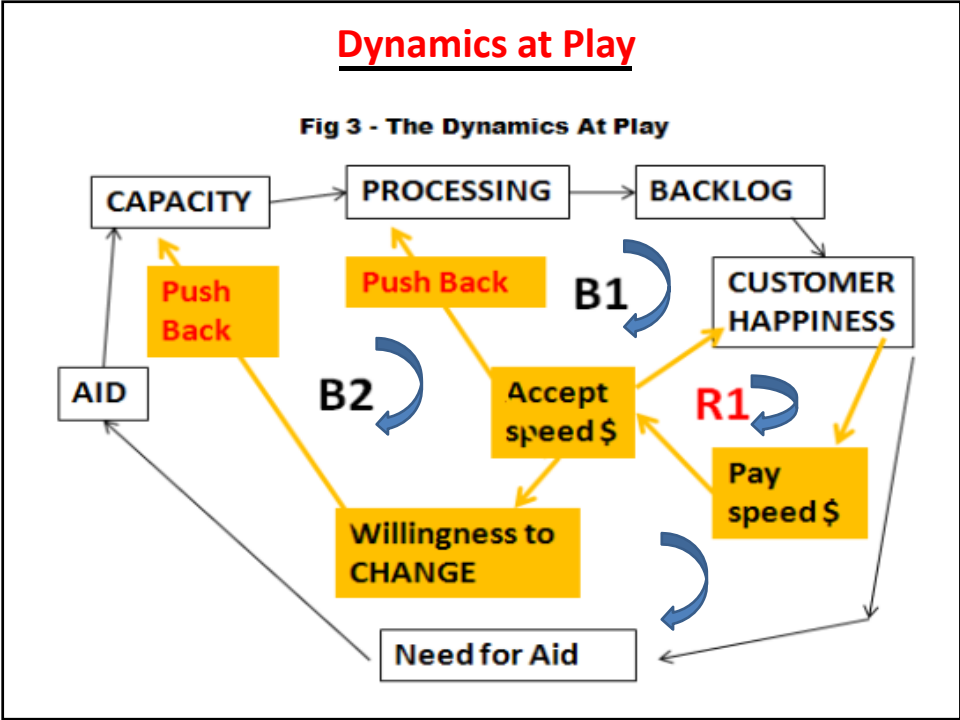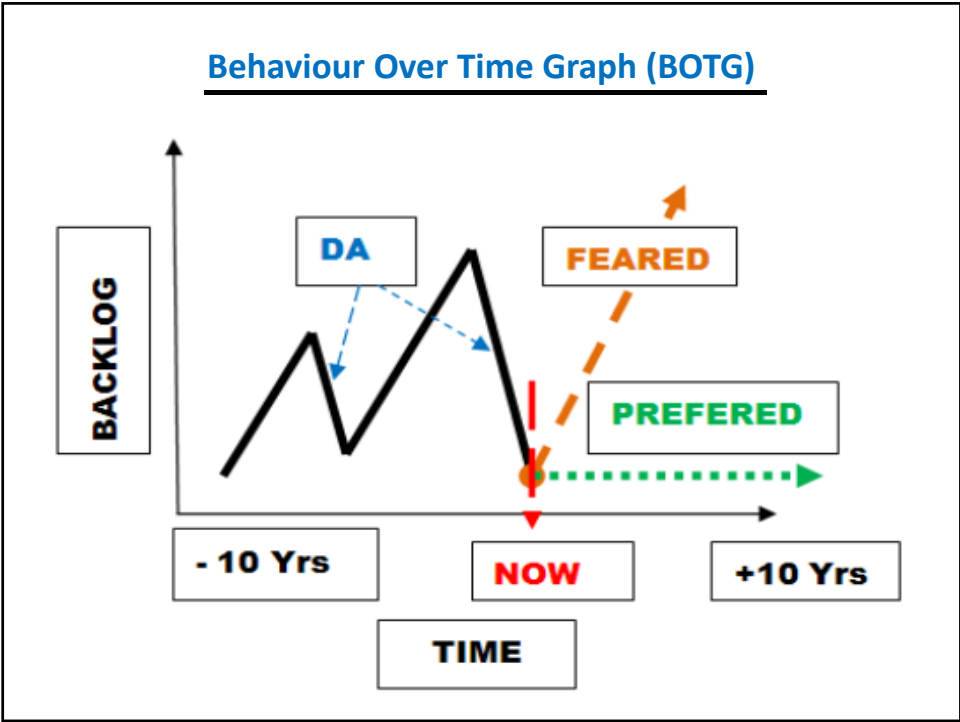# Using MICROWORLDS

to Improve Success and Sustainability
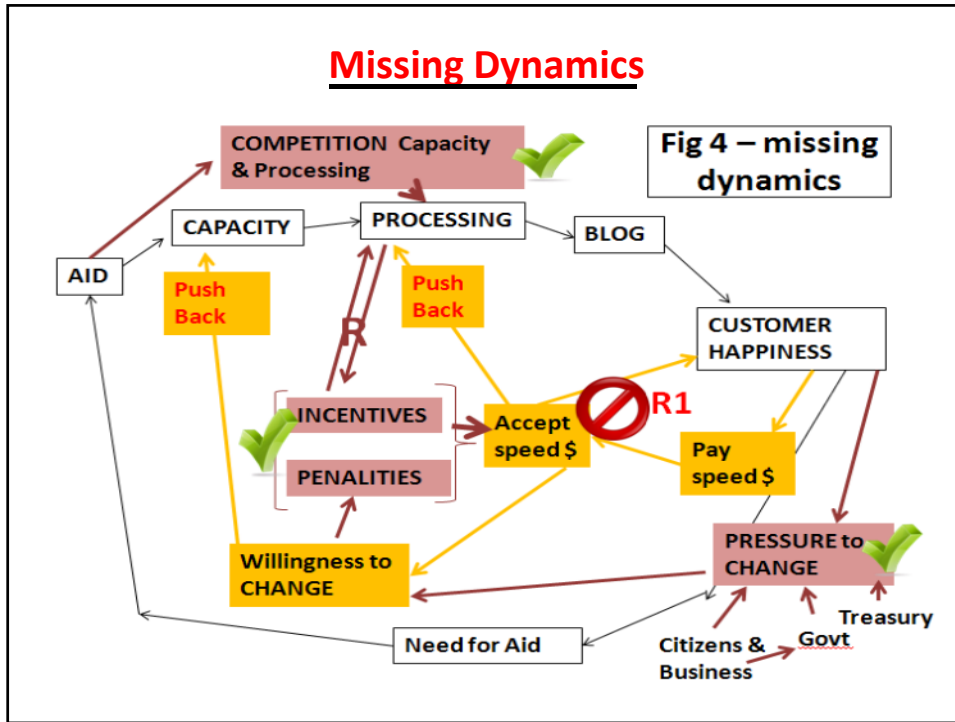
in Land Development Assistance Endeavours

Ken Lyons and David Hebblethwaite

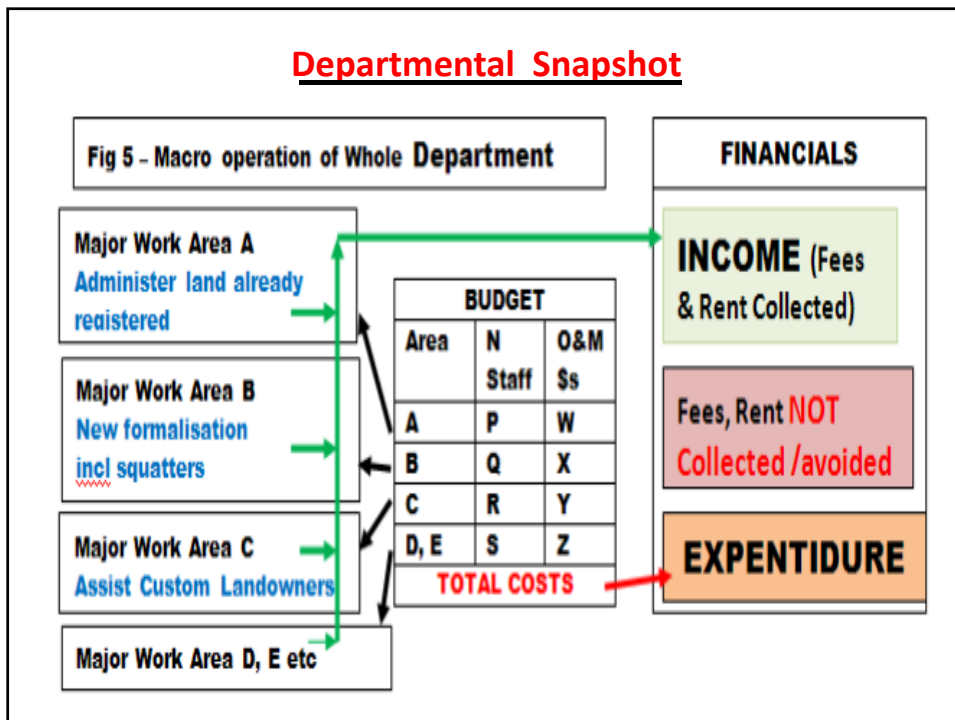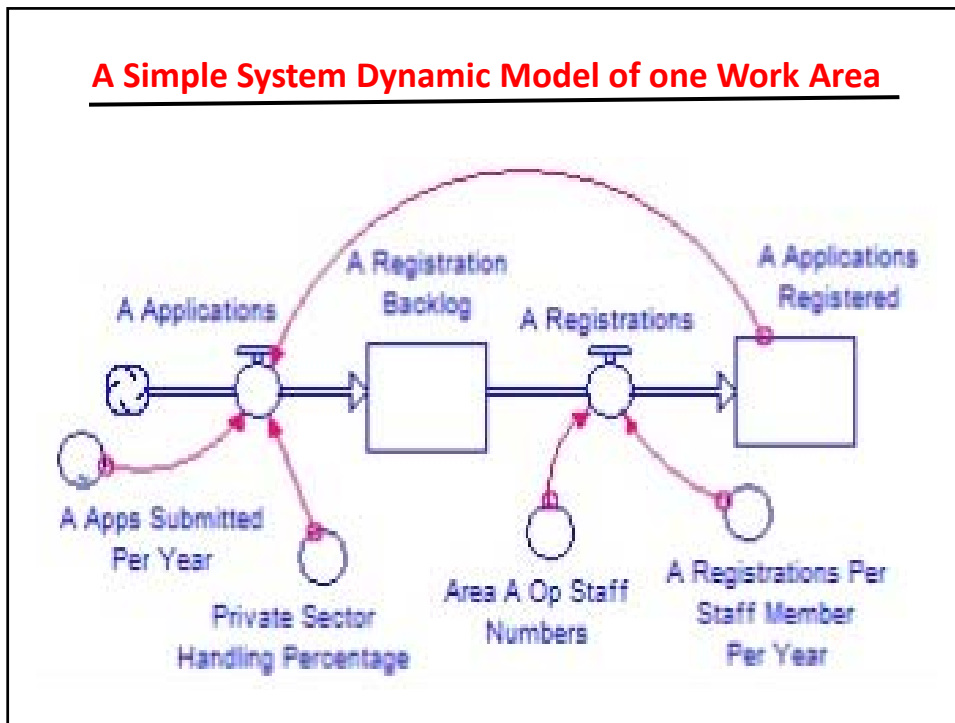Fig 1 – cause and effect indirectly related

Behaviour Over Time Graph (BOTG)

Dynamics at Play

Fig 3 - The Dynamics At Play

Missing Dynamics

Fig 4 – missing dynamics

Departmental Snapshot

Fig 5 – Macro operation of Whole Department

A Simple System Dynamic Model of one Work Area

LAMPS Dashboard

Findings– re use of Policy & Management Simulators

- Gain deeper insights & identification of leverage points
- Can "Explore & Bench Test" proposals
- Collaborative learning ⟶ greater understanding
- Greater commitment ⟶ likelihood of success

Findings – in Scenario Posed

- Continuing "as is" will not meet countries current needs

- Current needs can be met by:-
  - Expanding capacity by involving non Govt players
  - Doing some tasks differently
  - Capturing leaking revenue
  - Improving service & customer satisfaction

Implications for DA

- Take a more **"high level whole system"** view

- **Use Microworlds** to build clearer understanding and commitment

- **Strengthen all actors** in the system - not focus largely on national land agencies

- **Allow time** for CHANGE to happen – at the individual level & for land admin to evolve