



©Workshop

**COLLECTIVE ACTION GAME IN  
ARCHITECTURE/ PLANNING/MANAGEMENT**

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**Coordinator**

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**Background**

Doing Architecture/ Planning is always a Collective Action Game. The Theory of Collective Action is the Legacy of Olson (1965) and Ostrom (1998). The entire idea of living together since antiquity and the overall advancement of the human endeavours have the foundation of collective action theory. As professionals, we encounter collective action situation in designing/ planning/ managing right from house to habitat. As students, we encounter several collective action situations during the course and in profession for assignments and projects. Friends and foes are identified through complementing and conflicting ideas and ideologies.

**Outline**

A broad aim of the workshop is to understand and embrace collectivism in the profession particularly to manage the social-ecological prospects of the society. The workshop sensitizes and prepares participants for handling and enjoying collective (group) works/assignments. The workshop is conducted in three modules highlighting the Questions on the theory of collective action:

- **First** (lecture) is introduction to the concept of collective action and other similar concepts followed by collective action by whom, for what, and why?
- **Second** (lecture/game), what logics initiate collective action? Introduction to a Collective Game - Take an example of Group of Individuals and Take an example of a Good/Service/Facility of which you draw benefits.
- **Third** (game/discussion), identify challenges in collective work and how to overcome them. Build the logics (identify the characteristics) of what makes collective action effective and efficient?

**Beneficiaries-** The workshop is useful for students, researchers & teachers, professionals as training.

**Number of Participants-** Thirty participants makes a good group however it is flexible for a batch.

**Time Duration-** The workshop is in three modules. The first and third modules (lecture & discussion) formats take an hour each. The second module is set according to the available time & game selection.

**Schedule-** The workshop timings shall be organised as per the availability of the Institution.

**Fees and Payment Schedule-** The fee for the overall three modules in a half day (lecture) format is 4000 INR; and in lecture, game and discussion format is 6000 INR. The fee shall be confirmed in advance. The payments shall be made in advance or on the day of the workshop by cash or cheque (plus taxes) directed to: Mansee Bal Bhargava (\*bank details on request)

**Disclaimer-** The workshop is intended only as a practical tip to understand/enjoy working together.

**Things to Bring-** Please bring your Positive Outlook, Stationery and Food/Beverages.

**About the Coordinator-**



Hi! I'm Dr. Mansee Bal Bhargava. I'm a transdisciplinary scholar interested in sustainability and liveability aspects of urban architecture-design-development-planning-management-governance. I'm involved in consultancy, research and academia in India and abroad. My consultancy focus is on large scale residential, recreational, institutional, and industrial developments with inclination towards ecological conservation. My research focus is on social-ecological systems, particularly like water bodies and public open spaces. My PhD from Erasmus University Rotterdam is on Urban Lake Governance in India. My teachings are in the form of workshops on unconventional subjects in multi-disciplines.