



©Course/Workshop
Social Engineering for Collective Action
(edrc/wrksp/2011-05/2017)

Full Semester Course
(Lecture + Workshop + Fieldwork)
2 Credits (6.00Hrs/Session)
Open to All

Instructor: ©Dr. Mansee Bal Bhargava

Entrepreneur, Researcher, Educator. PhD (Erasmus University, Rotterdam, NL),
MPhil (University of Cambridge, Cambridge, UK), Masters (CEPT University, Ahmedabad, IN)
Eco-Development and Research Cell, a not for profit Environmental Design Consultants, Ahmedabad
Tel: 0091 98240 92804. Email: mansee.bal.bhargava@gmail.com



A. Course Overview

Most actions in the public domain are Collective Actions. The theories of Collective Action is the legacy of Mancur Olson (1965), Elinor Ostrom (1998) and others. The idea of living together since antiquity and the overall advancement of the human endeavors have in the foundation the theory of collective action. Professionals encounter collective action situations in doing/ designing/ planning/ managing from a house to a habitat. Students encounter collective action situations during in doing assignments/ projects. Friends and foes are identified through complementing and conflicting ideas and ideologies of working.

The broad aim of the course is to understand and embrace collectivism for professional integration to provide-manage-maintain various social-ecological functions of the society. The course sensitizes and prepares participants for handling and enjoying collective activities. The course is conducted in three modules highlighting the Questions on the theory, logic and working of ant collective action situation:

- **First** (lecture/game) is introduction to the concept of collective action and other similar concepts followed by collective action by whom, for what, and why. Introduction to the Game. **The Game is a Mini Project and shall be in accordance to the organisational need.*
- **Second** (lecture/game), what logics initiate collective action? Introduction to a Collective Game - Take an example of Group of Individuals and of a Good/Service/Function of which a community draws 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?

B. Learning Objectives

- Sensitize towards the collectivism for professional integration.
- Interact with Local Community/Officials on a Societal Concern.
- Document the experience and get it published.

C. Assignments

- Assignments both individual and group in two parts:
- **Individual** - Compilation of the small assignments as articles for media publication.
- **Team work** - Compilation of the over experience into a report and exhibition panel.

D. Evaluation

- Bifurcation of grading in two parts: Assignments – 60% and Attendance – 40%

E. References

- Ostrom, E (2004), Collective Action and Property Rights for Sustainable Development: Understanding Collective Action. Vision 2020 for Food, Agriculture and the Environment, *Focus 11, Brief 2 of 16.*