

## Project title : JEURIZ - The rice game

Project place	Project cost	Role in the project	Technical and financial sponsors	Dates
France		Design of the game	EU - European Union	January 1993 - December 1993

## Project's goals and results

### Main goals

Creation of a simulation game on the rice sector

### Specific objectives

**OS1.** Familiarize yourself with various concepts such as universalizing trade or food security and development assistance.

**OS2.** Perceive the complexity of relations that govern international trade through an example: the rice market.

**OS3.** Know the interdependencies between local development, agricultural and trade policies, political underpinnings and international trade.

### Beneficiaries

### Results

**R1.** The game was produced in 1000 copies in French.

**R2.** The game is distributed locally, among schools, theme fairs, agronomy schools, NGOs, government cooperation organizations, bookstores, etc.

**R3.** A Spanish version has been produced by CERAI, an English version by RONGEAD.

### Activities

#### Description of the game :

Simulation game with 14 actors involved in the rice trade. A facilitator guides the 14 actors in two phases:

#### 1. A first playful phase of play

#### 2. A second phase of operation

Each group presents the results they have obtained. In this second phase the facilitator brings information close to the situation, leading a debate on trade issues and development. Among the actors, 7 are involved directly in the rice trade: the National Group of Rice Producers in Senegal, the National Consumers Association of Senegal, the Senegal Commercial Company, the International Trading Company, the Thai Government, United States rice producers and the Vietnamese Government. The other 7 are: the Senegalese Government, the director of the GATT, the DG VIII of the European Commission, the United States Government, the Republican Party of the United States and the French farmers. The actors have cards of the organization or institution represented with the information and the limits of this one.

The context is in the Uruguay Round (seventh round of GATT negotiations) with a Europe-USA face to face. The geographical framework consists of five countries: Senegal, United States, Thailand, Vietnam and the European Union.

The participants reproduce the negotiation processes that take place between the different actors of the rice sector. Trade negotiation is one of the driving forces of the game, according to the different position of strength of each actor in the face of politics and particular interests.