



What is the Value of Twisting the Lion's Tail? Evaluating Design Choices of Policy Experiments for Adaptation Governance and how they can Facilitate Learning.

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Outline of Presentation

- Project context
- Research problem and questions
- What is a policy experiment?
- Framework for analysing experiments
- What is learning?
- Relevance to the SPI
- Learning arenas under analysis
- Proposed methodology

Project Context



Climate
Change-
Knowledge for
Climate-
Adaptation
Governance-

A.G. theory hopes that
experiments will
connect stakeholders
and ideas to existing
systems and but there
are concerns regarding
the value of their use

Experiment as a
learning platform,
how best designed
to facilitate
learning? What sort
of learning?



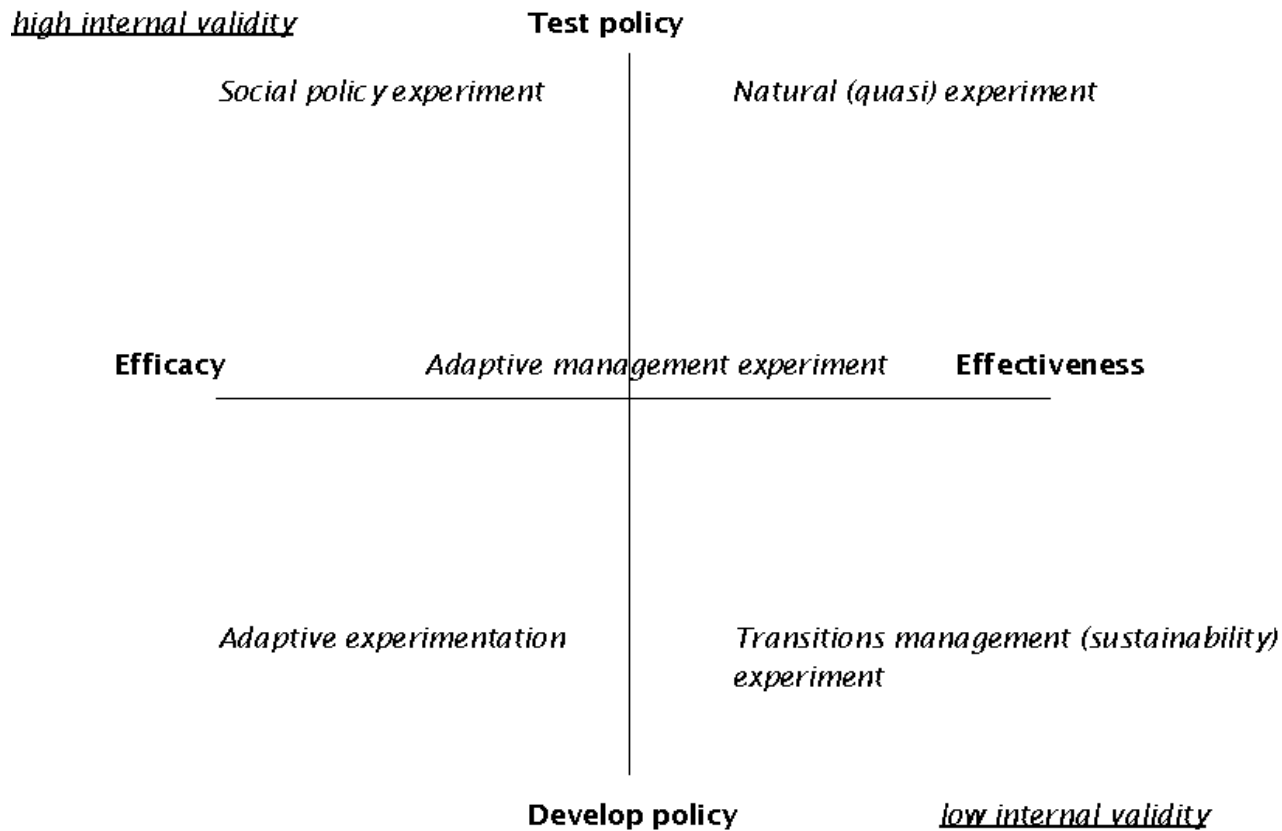
Research Problem and Questions

- Policy experimentation is advocated for and used in the policy sciences, adaptive management, and transitions management literatures;
- Learning is considered vital to the contemporary governance strategies;
- Questions:

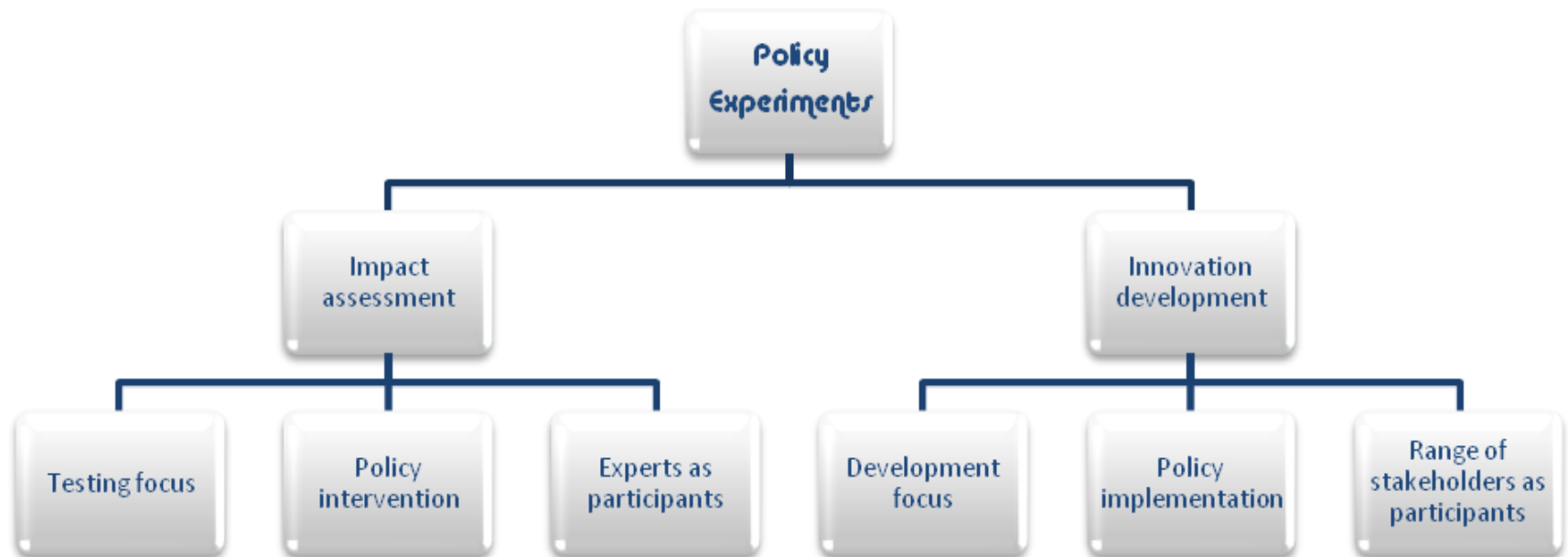
To what extent does the institutional design of a policy experiment influence various learning outcomes between participants and within the policy domain?

- ❖ *What is a policy experiment?*
- ❖ *What sorts of learning outcomes exist?*
- ❖ *Do experiments that are designed in a more collaborative manner, with co management “principles” (power sharing, knowledge use, participation (Huitema et al, 2009)) result in higher learning outcomes than other experimental designs?*
- ❖ *Will policy learning be more common in policy experiments that function as effective SPIs?*

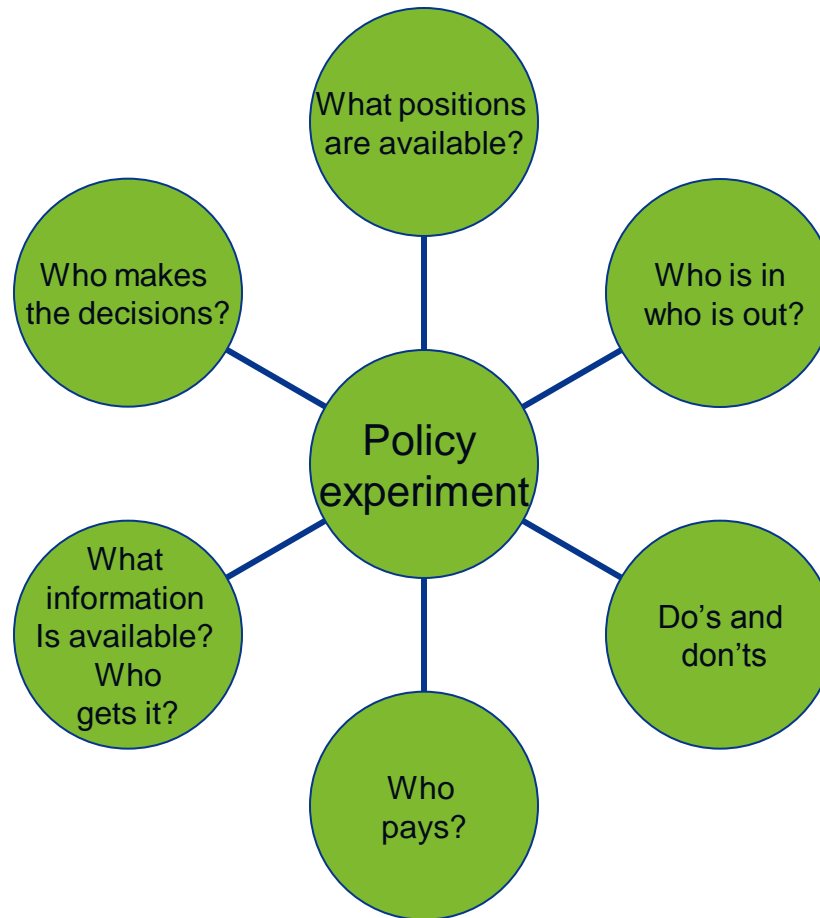
What is a Policy Experiment?



What is a Policy Experiment?

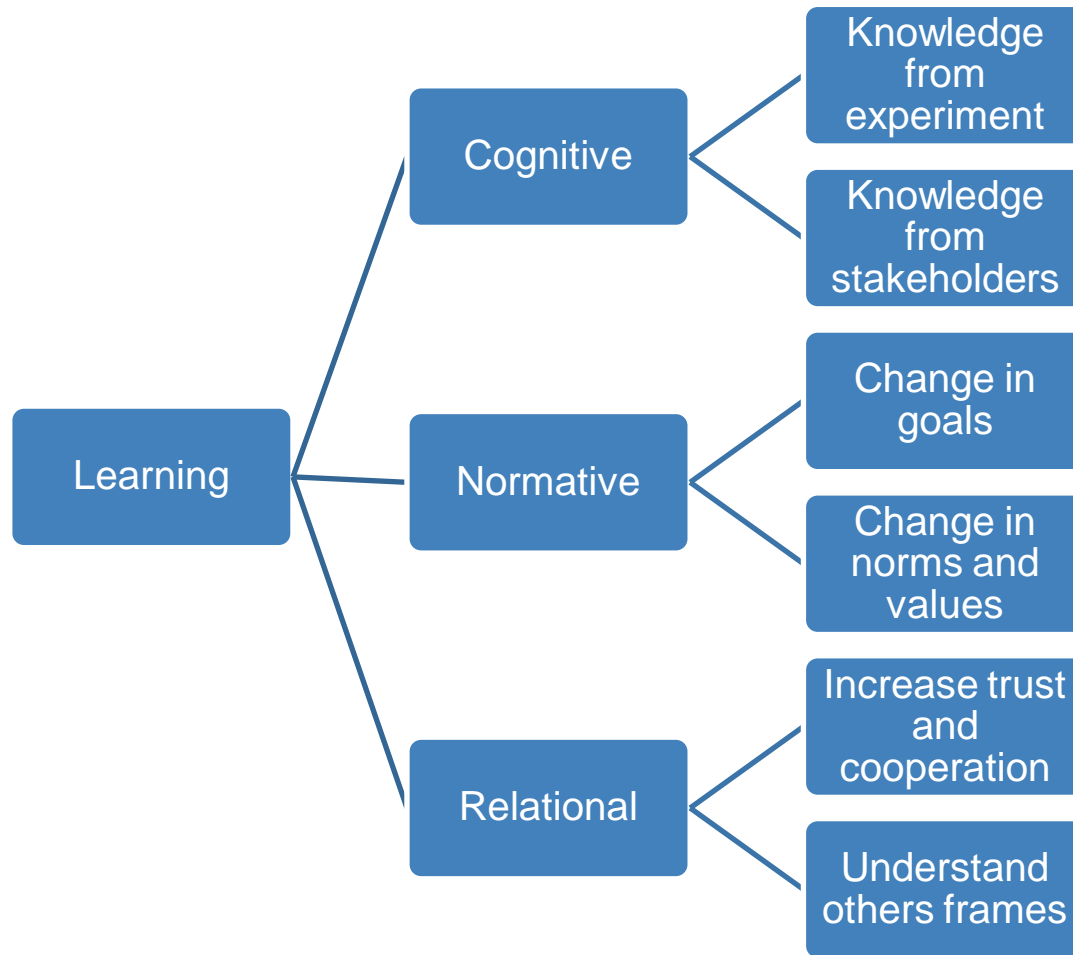


Framework for Analysing Experiments



Institutional Analysis
And Development
Framework; Ostrom, 2005

What is Learning?



Project's Relevance to the Science-Policy Interface

- Policy experiments traditionally about collecting evidence and using it in the policy process.
- Obvious concerns with this:
- Debate refreshed with renewed interest in experimentation for policy.
- Can particular design features of experiments facilitate high levels of learning in the two arenas?
How does experimental design improve the science-policy interface?



Learning Arenas under analysis

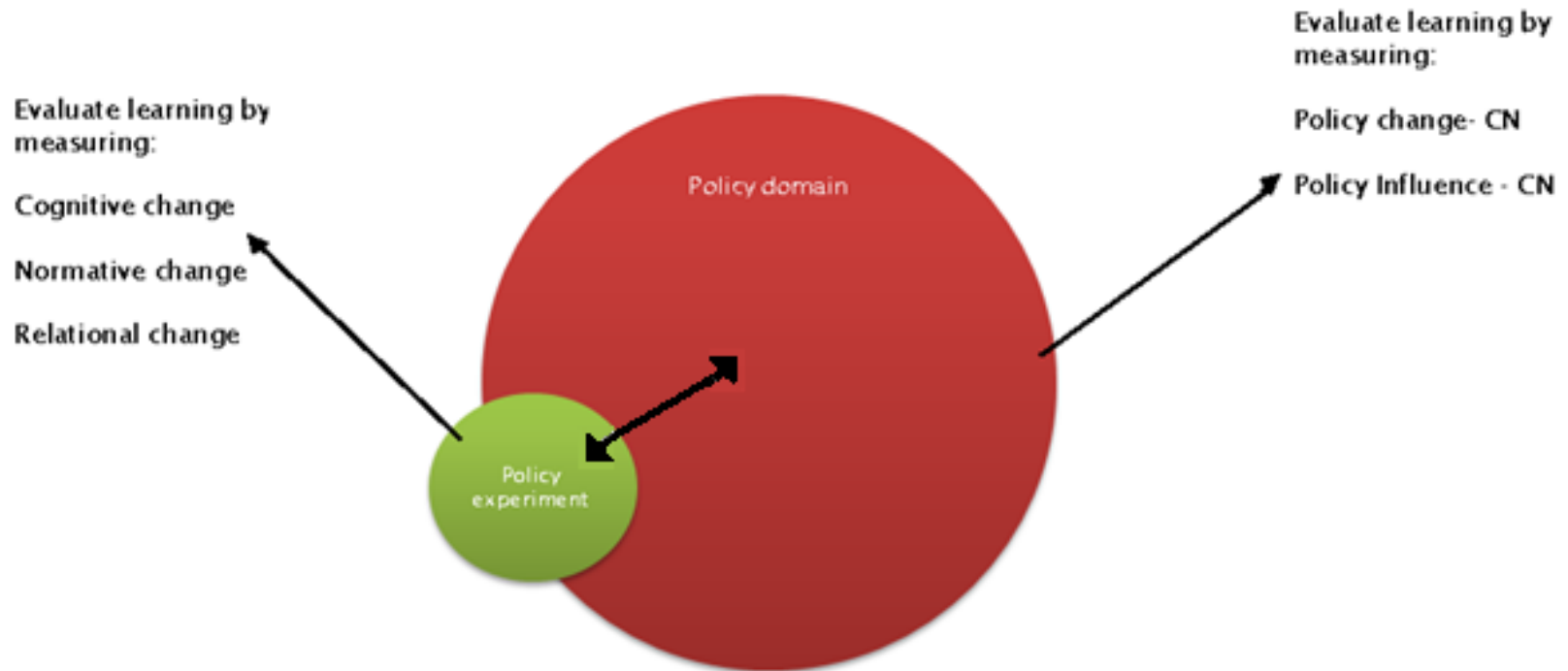


Figure B- Learning Arenas

Proposed methodology

- Quantitative- Inventory of Dutch experiments
- Qualitative- Comparative case studies
- “Hotspots”

- Measuring learning- self-reported learning
inter-subjectivity
grey literature

Conclusions

Broad concepts, plenty of things to say

PhDs are not meant to be easy

Thank you for your time!

