

These are cards help participants identify the domain and bring out issues from that perspective. Participants are encouraged to bring out issues that they face or they can map. Behind each of the cards, there are points to help them discuss. The facilitators should encourage them to talk about real life examples, scenarios and possibilities that are happening around us. They should be able to identify and connect different issues.

ENVIRONMENT

INFRASTRUCTURE



Equipments required

Requisites of the location

Weather or climate constraints

ENVIRONMENT

WATER HYGIENE



The source of the water

Access to potable water

Processes for safe water consumption

Disposal of water into water bodies

ENVIRONMENT

OTHER SPECIES



Rodents & pests

Transmission of pathogens through other modes

ENVIRONMENT

LAND



Space constraints

Use of land

Compositing for manure

Dealing with foliage

ANIMAL

ANTIBIOTICS



Growth promoters

Antibiotic resistance

Vaccinations

Zoonotic diseases

ANIMAL

HANDLING



Production practices involving animals

Ownership of animals

Maintenance

ANIMAL

DOMESTIC



Human contact

Animal welfare

Mental wellbeing

Stray animals ANIMAL

WILDLIFE



Human-wildlife conflict

Endangered species

Natural habitat

HUMAN

FOOD SYSTEMS



Food sources

Consumption patterns

Food chains

Excess food and disposal

HUMAN

SANITATION



Hygienic practices

Access to proper infrastructure

Financial Constraints

HUMAN

INTER-DEPENDANCE



Animals for food, materials, & testing

Natural resources for fuel & energy

Practices & management

HUMAN

HUMAN HEALTH



Medical practices & research

Vulnerable communities [women & children]

Awareness & health literacy

STAKEHOLDERS



These cards help the participants identify the people who play a part in any of the issues discussed. The stakeholders are divided into consumers (public), facilitators (teachers, doctors, servicemen), regulators (government, organisations) and **producers** (corporations, farmers, makers, creators). This assists in identifying roles, responsibilities and power.

STAKEHOLDERS

CONSUMERS



Who is on the receiving end?

Who are the actors in the system?

Whose behaviour primarily influences the system?

STAKEHOLDERS

FACILITATORS



Who have the ability to communicate knowledge?

Who are mediators, who connect the producers to the consumers?

Who are the service providers?

STAKEHOLDERS

REGULATORS



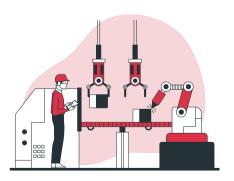
Who has the power to regulate the system?

Policy making & implementation

Provision of incentives & benefits

STAKEHOLDERS

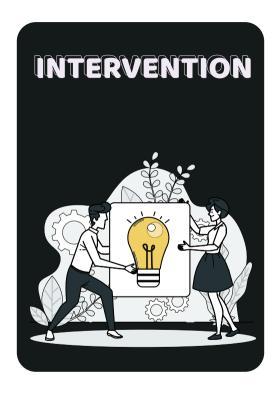
PRODUCERS



Who is responsible for the production and manufacturing processes?

Who makes decisions regarding the use of resources?

What is the scale of such industries?



These set of probes assist the participants in concluding to a solution. Probes like strategy, policy, resources and engagement help them build a concrete intervention, with the kind of resources needed for infrastructure or production, groups of people for community engagement or awareness of the practices and services that need to be developed.

SOLUTIONS

STRATEGY



Oganisational change

Rethinking services & product systems

Innovative interventions

SOLUTIONS

POLICY



Change in policies and their implementation

Incentives for betterment

Funding programs

SOLUTIONS

RESOURCES



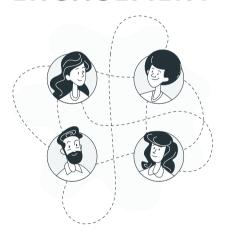
Redirection of the capital

Provision of infrastructure & basic amenities

Educational material

SOLUTIONS

ENGAGEMENT



Awareness campaigns & discussions

Community engagement

Call for change