



Participatory video in  
Conservation, Markets and Justice  
a photo story





The village of Kisangi  
Kimbambala  
in Kilwa District  
Tanzania





**Trainee facilitators – taking part in an InsightShare training – undertook a short participatory video pilot project to practise their new skills**





Youth, elders, men and women agreed to join a project to explore issues relating to environmental justice and participatory forest management






**Day 1: The group quickly developed basic video skills through participatory video games and exercises.**



The games and exercises we used: name game, disappearing game, show and tell, questions in a row and searching for beauty





  
UFUNGUTO  
 BWANA  
 NIENLA  
 MSITU  
 MSITU WA WAZI  
 MAJI  
 MAKAZI  
 KILIMO  
 SHULE  10g  
 ZATANDATI  
 UFIGO  
 MIPAKA



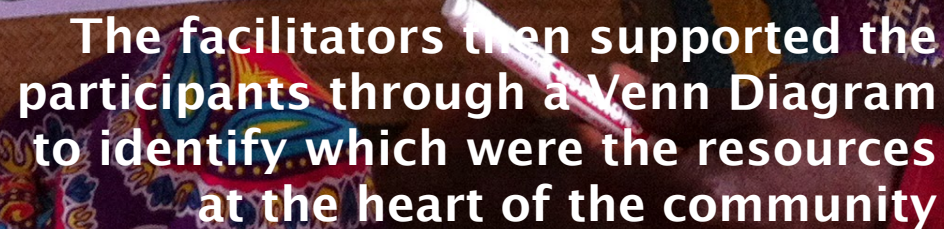
Community mapping exercises helped participants to visualise key resources and identify areas of concern and/or conflict





The participants also took photos to visualise what they considered fair and unfair



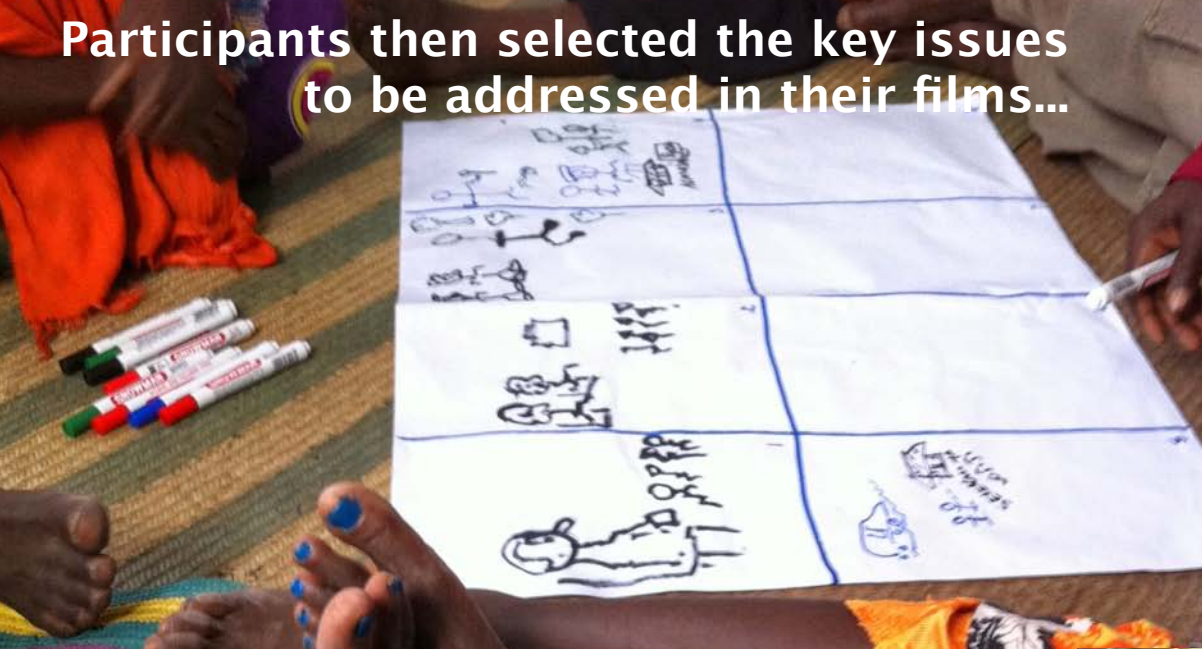




[illegible]



Participants then selected the key issues to be addressed in their films...



...and created a storyboard based on their collective ideas. Everyone had a role to play!



While the trainee facilitators were holding the babies, the groups spent a day and a half filming!

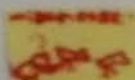
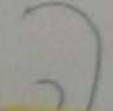
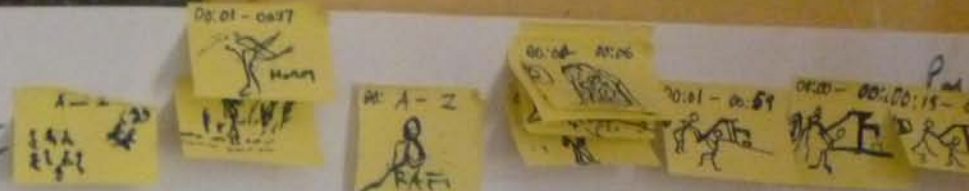
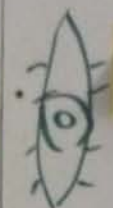
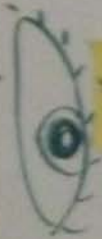




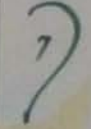


At the end of day 3, participants screened their footage back so other community members could watch and give feedback. This generated interesting post-screening conversations among both groups.



$\beta_1 = 1$ 

Box N



194



Once they finished filming, the participants created a paper edit guided by the trainee facilitators to take all the editorial decisions affecting their films.





At the end of Day 4,  
participants discussed who  
could watch their film and  
gave their consent and  
permissions to share it on  
video.





**Back in Kilwa Masoko, the trainee facilitators edited the films in the computer, following closely the paper edits crafted by participants.**



After reflecting on their experiences, each country team created a guide for their future work with participatory video



- TANZANIA TEAM
1. Preparation of the core group for community screenings, eg wishes
  2. The storyboard is a critical activity facilitating a 'good' video.
  3. Provide a breakdown of the whole process, ie schedule
  4. Sharing of international stories (China) and photos of 'fairness/unfairness' helped people understand concept 'justice'
  5. Importance of participatory activity (ie PRA/PLA) in helping unpack issues the need for facilitators to prepare themselves AND be clear with participants
  6. Importance of CONSENT
    - 1. to participate
    - 2. to be filmed
    - 3. to share
  7. To decide the time to do the work with the community (not during harvest)
  8. The role of the facilitator to try 'dominant' personalities
  9. Know the culture/context where you are
  10. There is a process to PV (connects people)
  11. Selection of PV team should not be rushed
  12. Working with core team (of facilitators) going to field is critical.

- THING TO REMEMBER (cosas para recordar) BOLIVIA
- \* PV Games:
    - Name game helps people gain confidence fast
    - How important it is to make clear the aim of PV process and our research objectives.
  - \* Story Board:
    - Dedicate enough time to make sure participants understand shot types before moving to Story Board.
  - \* PRA/PLA:
    - Explain the potential of photos to talk about justice.
    - The four Methods are very useful for community videos.
  - \* Screening:
    - Make sure people understand well what screening is about before doing it, when and create consensus/ask about when/where to do it.
  - \* Filming:
    - Facilitators play an important role giving technical advice during filming.
  - \* Paper Edit:
    - Explain well the process of Editing before doing paper editing.

- CHINA
- Avoid Domination (Facilitator, Village head, man, linguistic)
  - <sup>useful</sup> storyboard
  - importance of consent
  - PV Games help to build the trust and then familiar with the equipment
  - Feedback from community
  - **TIMING!!!**



The wider community joined the participants on a final screening that was also attended by a District Officer and the research team after the post-production.







After watching the films, the trainee facilitators opened up the floor for feedback and alongside the Village Chief gave each participant a certificate and a DVD.





Programme organised by:

School of International Development  
University of East Anglia  
<https://www.uea.ac.uk/international-development>

In partnership with:

Mpingo Conservation and Development  
Initiative  
<http://www.mpingoconservation.org>

Supported by:  
ESRC – Economic and Social Research Council  
<http://www.esrc.ac.uk/>

Training in participatory video by:

InsightShare  
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