

Research in Reality



PhD projects in Kisumu



Kisumu Local Interaction Platform



Knowledge impact from development to implementation
Focus areas: Marketplaces and Ecotourism



MOTORCYCLES FOR RENTAL

MOTORCYCLES FOR RENTAL

Blue Bond

MOTORCYCLES FOR RENTAL

MAN CYCLE & HARDWARE

YAMAHA ISMAIL MOTOR

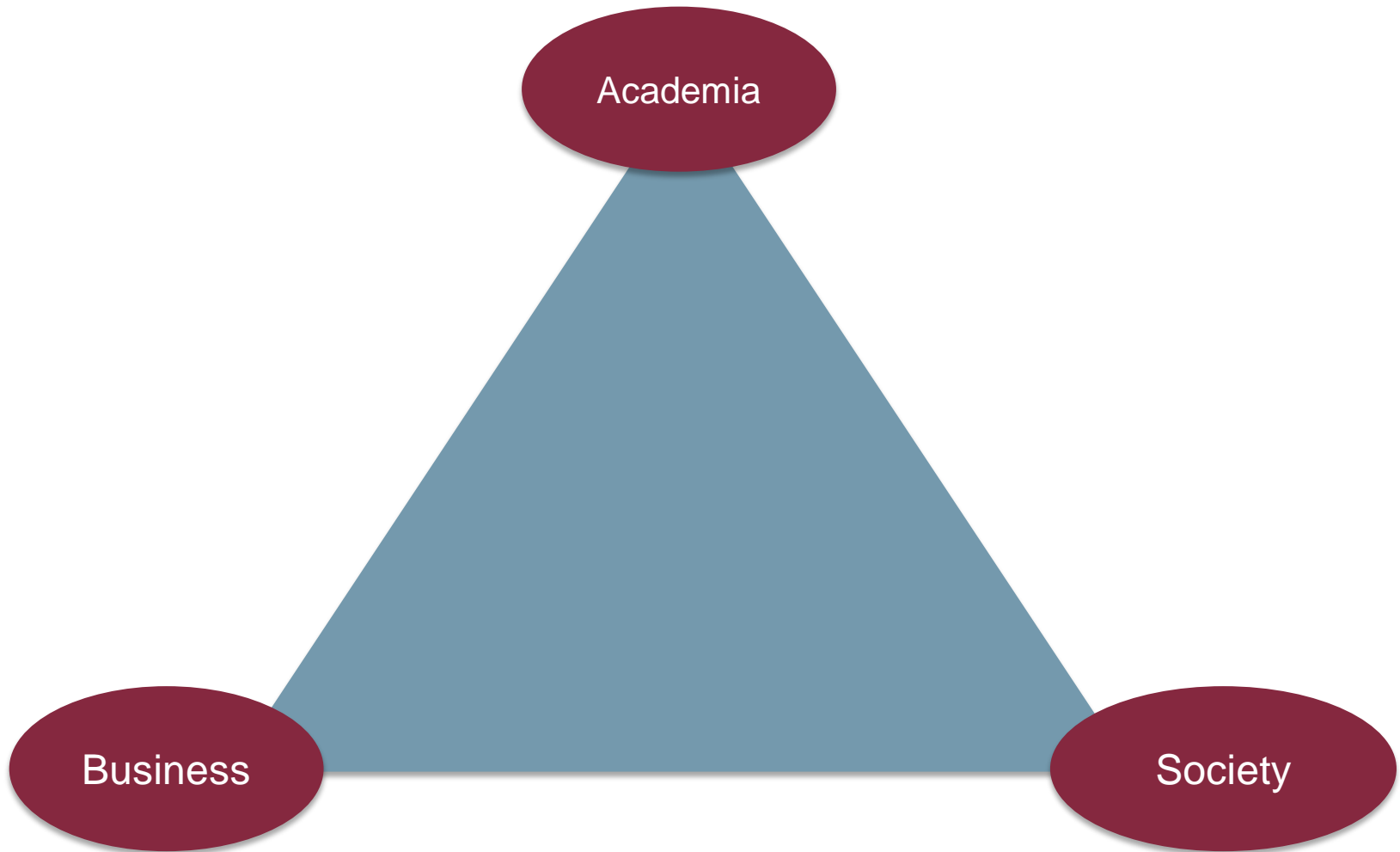
SUNNY

YAMAHA

SUNNY



Transdisciplinary and project based research



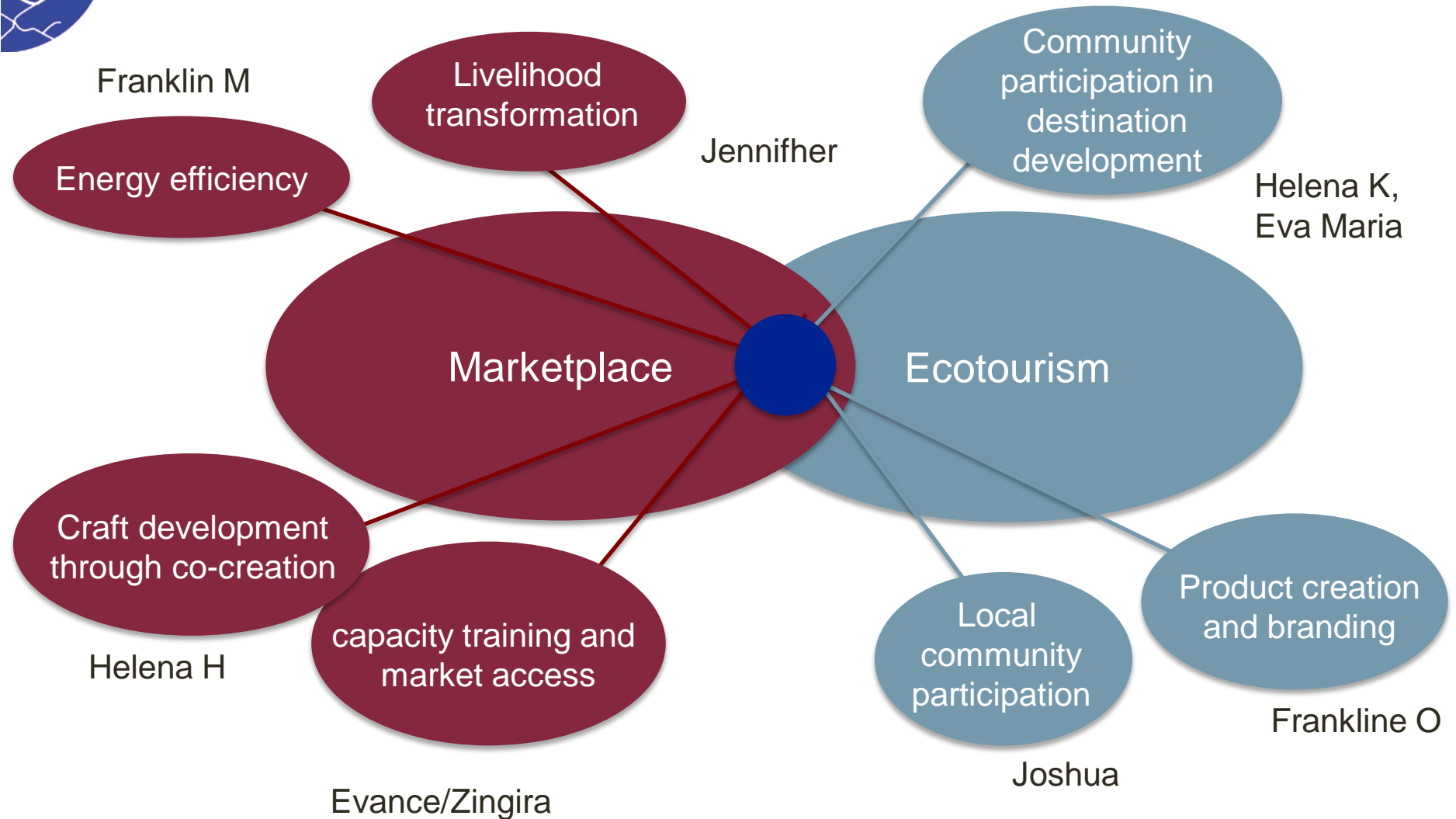


KLIP Core group objectives

Empowering local livelihoods through sustainable marketplaces and ecotourism development using a transparent, transdisciplinary and system based approach by stakeholder participation.



KLIP core group projects



Reality Studio

Experience based learning

Longer fieldstudies

Start with questions; not answers

Exploring

Visions

Goal setting





Dunga beach



Situated on the shores of Lake Victoria. Main source of income comes from fishing.

Problems: Pollution of the lake, fish is decreasing, water hyacinths are spreading.

Possibilities: Ecotourism and marketplace development as alternative livelihood.



Initiating the research



Initiating contact with local stakeholders



Initial insight of the context



Dunga – calmness, wildlife, community, authenticity and stories



Participatory activities



Mapping workshop

Pin pointing stakeholders and relationships
Future collaborations? Possible new stakeholders?



Participatory activities



Identity workshop with several focus areas:

- Who is Dunga?
- Past – present - future
- Swot analysis
- Who is the tourist?
- Singing group



Open workshop on the beach



Multiple methods for getting residents' views on ecotourism and marketplace development.



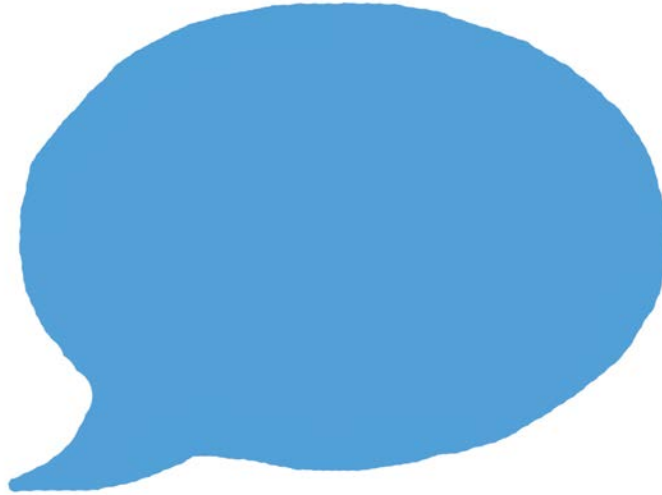
Open workshop on the beach



Hopes and fears of ecotourism development



Available projectspace



Jo-Dunga miwauru pachu gi dwarou kuon
ecotourism (limbe mar welo) gi marketplaces
(kuonde uso/ ohala maru)



Project wall, photos, reports, suggestion box



Packaging ideas



Three day workshop with the local tour guide group

Inspiration, current offer, packaging



Visualising ideas



Further development of ideas from workshops



Taking ideas further

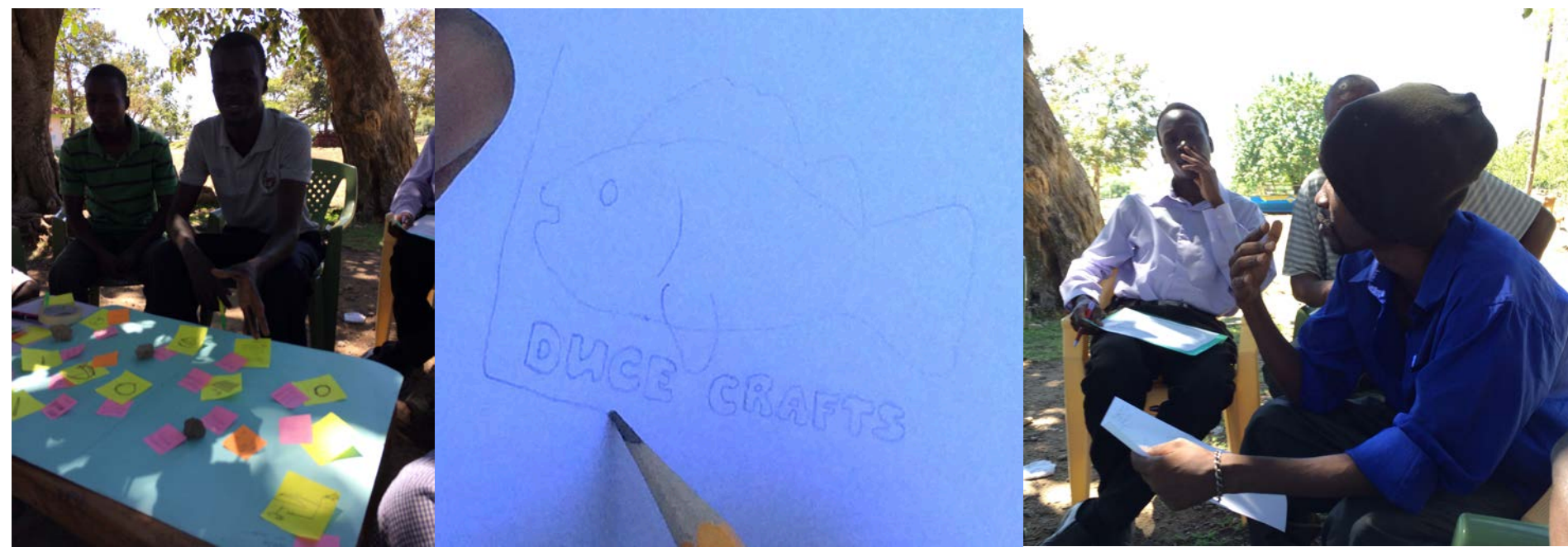


Sketching on infrastructure improvements

Recycling collection point and signage system



Taking ideas further



Integrating craft experiences in tourism

Making jewelry and other craft products of local materials such as water hyacinth

Labels to tell the story of a locally made product



Taking ideas further



Prototyping tours – "a day in Dunga"

Focusing on interaction between tourists and guides,
but also between tourists and the community



Implementation



Installing signage and waste management systems for both community and tourist utilisation



Testing a day in Dunga



Local tourists (families) and international tourists (adults).

Possible continuation of test tours with tourism officials, hotel owners, school groups...

Tours for conference guests planned.



Testing a day in Dunga



"I will never forget the story of the sausage tree!"



Testing a day in Dunga



Focus on interaction

"This is the most enjoyable, because it is an activity.
Kids always concentrate better when they get to actively do it."



Testing a day in Dunga



"I also learned something from the tourists"



Community participation in destination development



Results so far

Community participation is crucial for process ownership and continuation.
Visual methods and tools are enhancing development of ideas and implementation.
Design and marketing are fields that easily goes together.