

from **M9D1: Fisheries Management Reflection - Group 2**

Jul 23, 2013 1:21pm

I do not think that people were operating under a selfish, individualistic mode in this game as Hardin predicts in the Tragedy of the Commons. There were several cards drawn where people showed their selflessness. For example, there was a card called fish protection where you could pay five fish to protect spawning areas and increase the replenishment rate or you could choose the selfish choice and take ten extra fish now and no protections are set up for spawning areas. The man chose to pay five fish now to have the spawning areas protected for future catches. This was a very selfless act that helped out the entire group of fishermen. Another example is a girl chose the evasion card which meant that she could evade all rules without getting caught, and she chose instead to add five fish into the ocean. She chose the non-selfish was even though Hardin predicts that humans will act selfishly. I do not think that this game is anything like a real fisheries management system. I know many fishermen and they have told me that more often than not, fishermen will act selfishly in order to maximize their catch. There will be a quota in place, but sometimes because it is not enforced, boats will easily slip through the cracks and haul in many more pounds of fish than is legally allowed. I think that in reality, in the world of fisheries and fishing boats, everyone is out for themselves and to get the biggest catch. If that means evading quotas and ignoring basic laws, I think they will do it. Because when it comes down to it, the fishermen are probably only out there to make a profit. And what is the quickest way to make a profit? You have to ignore the laws and haul in the biggest catch. So, in a real life fisheries scenario, I would say that yes-Hardin's Tragedy of the Commons point is correct, people are selfish and only out for themselves.

from **M9D1: Fisheries Management Reflection - Group 2**

Jul 25, 2013 7:00pm

I love that you bring up how unknown fisheries management can be, I guess that is a concept I have never thought of before. It would be so daunting to be a fisherman, because season to season you really do not know how much fish you will catch. I think this definitely reflected in our game because going into it in that first round, we had no idea what to expect. I think it is interesting as well that you brought up the point that many of us were looking to see what others were doing-how many fish they were hoping for and whether or not to play for that season. There was a lot of mimicry involved. For example, I know that when I was playing the game, I would wait to see whether or not everyone was fishing that season, and then I would decide to fish or not fish. Then I would wait and see how many fish everyone hoped for, and then choose a number that was not less than or greater than the lowest and highest choice. We humans are such interesting creatures, mimicking each other when we come into an unknown situation!

from **M9D1: Fisheries Management Reflection - Group 2**

Jul 25, 2013 7:08pm

I like how you reflected on our games and compared our first game to Hardin's the tragedy of the commons. People definitely acted selfishly in the first game, and going into an unknown situation pretty blind sided, we completely used up the ocean's bounty. I think being kind of blind during this game, and not being able to collaborate it was inevitable that we would "crash" the system. I like how you then quoted Ostrom in saying that we reached "socially optimal harvesting levels". I think that this only came after we could collaborate with each other, because clearly it was in everyone's best interest to preserve the ocean and fish sustainably.

Overall, great job including Ostrom and Hardin in your response-this is a great reflection.