

Researching livelihoods and  
services affected by conflict

# The mental landscape of post-conflict life in northern Uganda

Annexes: Tools

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July 2020





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SLRC publications present information, analysis and key policy recommendations on issues relating to livelihoods, basic services and social protection in conflict affected situations. This and other SLRC publications are available from [www.securelivelihoods.org](http://www.securelivelihoods.org). Funded by UK aid from the UK Government, Irish Aid and the EC.

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Cover photo: Mareike Schomerus.  
Kitgum, Uganda.

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# About us



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The **Secure Livelihoods Research Consortium (SLRC)** is a global research programme exploring basic services and social protection in fragile and conflict-affected situations. Funded by UK Aid from the UK Government (DFID), with complementary funding from Irish Aid and the European Commission (EC), SLRC was established in 2011 with the aim of strengthening the evidence base and informing policy and practice around livelihoods and services in conflict.

The Overseas Development Institute (ODI) is the lead organisation. SLRC partners include: Centre for Poverty Analysis (CEPA), Feinstein International Center (FIC, Tufts University), Focus1000, Afghanistan Research and Evaluation Unit (AREU), Sustainable Development Policy Institute (SDPI), Wageningen University (WUR), Nepal Centre for Contemporary Research (NCCR), Busara Center for Behavioral Economics, Nepal Institute for Social and Environmental Research (NISER), Narrate, Social Scientists' Association of Sri Lanka (SSA), Food and Agriculture Organization (FAO), Women and Rural Development Network (WORUDET), Claremont Graduate University (CGU), Institute of Development Policy (IOB, University of Antwerp) and the International Institute of Social Studies (ISS, Erasmus University of Rotterdam).

SLRC's research can be separated into two phases. Our first phase of research (2011–2017) was based on three research questions, developed over the course of an intensive one-year inception phase:

- State legitimacy: experiences, perceptions and expectations of the state and local governance in conflict affected situations
- State capacity: building effective states that deliver services and social protection in conflict affected situations
- Livelihood trajectories and economic activity under conflict

Guided by our original research questions on state legitimacy, state capacity and livelihoods, the second phase of SLRC research (2017–2019) delves into questions that still remain, organised into three themes of research. In addition to these themes, SLRC II also has a programme component exploring power and everyday politics in the Democratic Republic of Congo (DRC). For more information on our work, visit: [www.securelivelihoods.org/what-we-do](http://www.securelivelihoods.org/what-we-do)

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# Acknowledgements and author contribution statement



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Our biggest thanks go to the many people who gave us their time and their insights by participating in our research. Thank you.

Thanks to the many hands that helped conduct the fieldwork in Uganda, particularly Ochi Abdala, Charles Taban and Baker Abdu.

Particular thanks go to Henni Alava and Steve Commins for their helpful reviews of the report series.

This type of deeply integrated multi-method research requires many people with different skills and contributions, working at different times. None of us could have done our job without the others, yet we all did slightly different things, which we list right.

## **Conception, design and planning of the research**

Mareike Schomerus, Stephanie Buell, Alice Escande, Tony Quinlan, Anouk S. Rigterink, Sarah Swanson

## **Implementation of experiments**

Suleiman Amanela, Alice Escande, Sarah Swanson

## **Implementation of micronarratives research**

Tony Quinlan

## **Implementation of qualitative research**

Tracy Flora Ayee, Mareike Schomerus, Samuel Sharp

## **Data analysis and framing of argument**

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## **Principal writing of the manuscript**

Mareike Schomerus

## **Contribution to manuscript**

Stephanie Buell, Alice Escande, Tony Quinlan, Anouk S. Rigterink, Samuel Sharp, Sarah Swanson

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# Annex 1

## Recruitment survey



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The recruitment survey used during this research is available to view [here](#).

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# Annex 2

## Sensemaker tools



# Project title

Intro for participants/Ethics statement

For collectors:

Ask only 1 of the prompt questions, depending on which group the participant is from

## **Group 1: Recalling Past Experiences with Conflict**

**Think of an example of something significant that happened to you or someone you know during the conflict in northern Uganda? Describe what happened.**

## **Group 2: Neutral prompt**

**Think of an example of something significant that happened to you or someone you know recently? Describe what happened.**

Describe what happened...

Please give your experience a title

Respondent ID (for matching with demographic data from survey/Bursara)

Respondent first name (for matching with demographic data from survey/Bursara)



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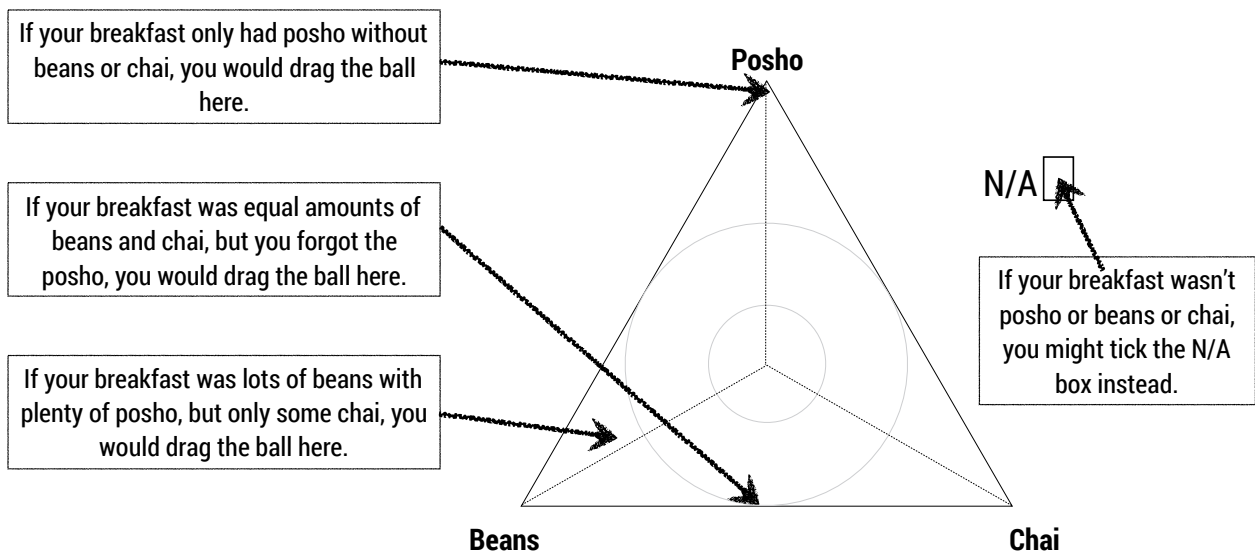
This is the first set of questions about your experience. Your perspective is what matters.

For the following questions, put a mark in each triangle by moving the ball to a position that best describes the experience you shared.  
 The closer the ball is to any one corner, the stronger that element is in the experience you shared.

If you do not move the ball in a given triangle, then no response will be registered for that question.

If a triangle does not relate to your experience, check the N/A box.

The example below may help - thinking about how you take your breakfast



**T0: How did you take your last breakfast?**

N/A

**T1: In your example, what did people want?**

N/A

Wealth/Prosperous way of life

**T2: In your example, people had ...**

N/A

Sense of belonging

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For the following questions, put a mark in each triangle by moving the ball to a position that best describes the experience you shared. The closer the ball is to any one corner, the stronger that element is in the experience you shared.

If you do not move the ball in a given triangle, then no response will be registered for that question.

If a triangle does not relate to your experience, check the N/A box.

**T3: In your example, what sort of justice was seen?** N/A

Putting things right/Reconciliation

Getting one's own back/Revenge

Stopping people doing things/Deterrence

**T4: In your example, how do people interact with others?** N/A

They confront/compete with each other

They collaborate/work together

They ignore each other

**T5: In your example, people's actions/decisions depended on...** N/A

The role/identity they had

How they thought about things

The situation they were in

**T6: The lesson in your example applies to the ...** N/A

Present

Past

Future

**T7: Your example included ...** N/A

Fairness

Improvement

Inclusion

**T8: In your example, what mattered was...** N/A

Someone's ethnicity

Someone's gender

Someone's age/generation

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**T9: In your example, people felt they belonged ...**

With their families  N/A

With their community On their own

**T10: In your example, people got a sense of who they were/  
their identity from ...**

Their heritage/traditions/tribe/  
kinship group  N/A

The people immediately around them Their country/nation

**T11: In your example, people were ...**

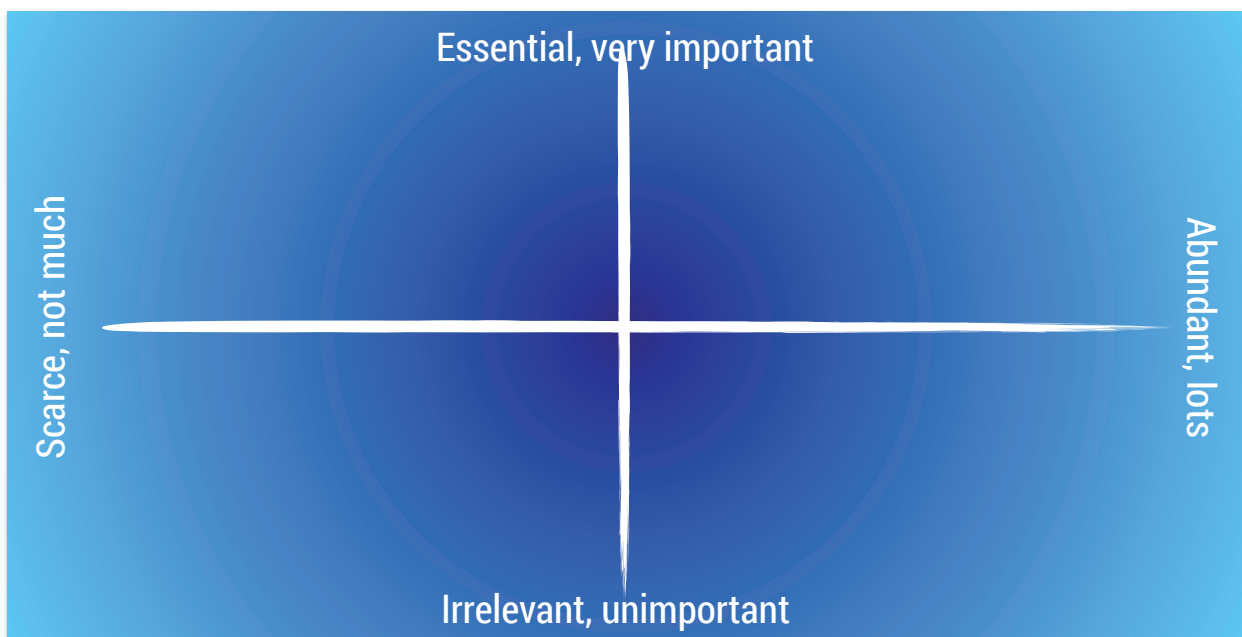
In a safe/familiar environment  N/A

In a town/city Staying there long-term

For this question:

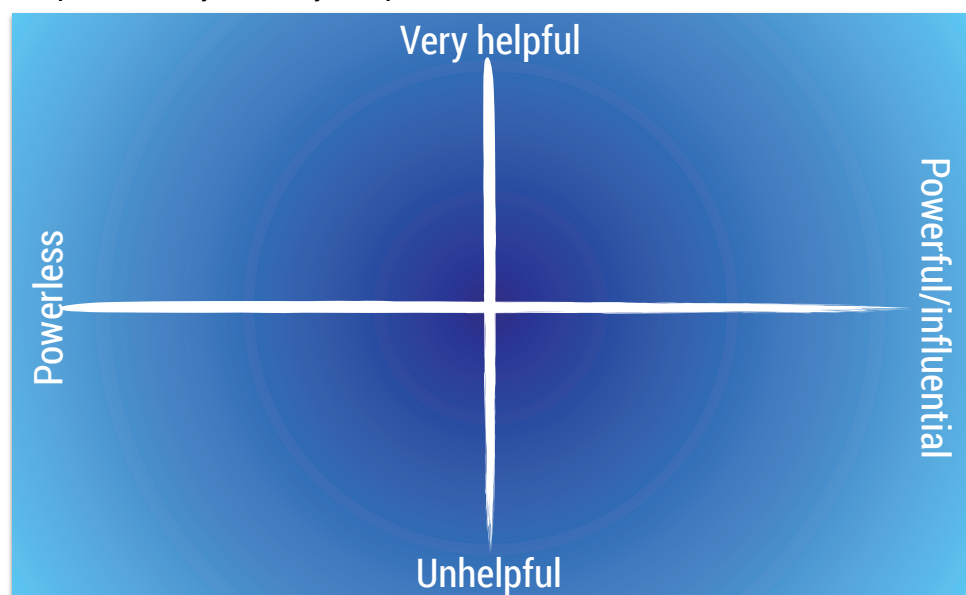
In your example, please place up to five of the topics listed onto the space to show how much it was present in the example and how important it was.

1	Inclusion	6	Personal safety
2	Fairness	7	Stability
3	Personal gain	8	Being heard
4	Political voice	9	Opportunities for a good life
5	Choice	10	Compensation



In your example, please place up to five of the groups/people listed onto the space to show how helpful they were and how powerful they were, in your opinion.

1	Me/main individual
2	Family members
3	Community
4	Local authorities
5	National politicians
6	Spirits/supernatural



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**In your example, people ...** N/A

Are reckless, taking too much risk  Are timid, avoiding all risk

**In your example, people ...**

Excluded many others, including only a few  Included everyone, no matter the cost or risk

**When did your example take place?**

More than 20 years ago	20 years ago	15 years ago	10 years ago	5 years ago	Now
------------------------	--------------	--------------	--------------	-------------	-----

**Enumerator instructions: Ask the main question, but \*do not\* show the list. As they answer, select the appropriate answers.**

**If they give answers not listed, please write new answers in the free text field at the bottom.**

**Who made things better in your example? (Please give up to 3)**

- |   |  |   |
|---|--|---|
| <input type="checkbox"/> Grandparents         | <input type="checkbox"/> Parents                   | <input type="checkbox"/> Central/national government  |
| <input type="checkbox"/> Religious leaders    | <input type="checkbox"/> Doctors/nurses            | <input type="checkbox"/> Spirits                      |
| <input type="checkbox"/> Manager/boss         | <input type="checkbox"/> Politicians               | <input type="checkbox"/> South Sudanese               |
| <input type="checkbox"/> Community leaders    | <input type="checkbox"/> Peers/friends             | <input type="checkbox"/> Self                         |
| <input type="checkbox"/> Newspapers/magazines | <input type="checkbox"/> Facebook/social computing | <input type="checkbox"/> NGOs                         |
| <input type="checkbox"/> Teachers             | <input type="checkbox"/> Television/Radio          | <input type="checkbox"/> Witchdoctor/rainmaker/shaman |
| <input type="checkbox"/> Police               | <input type="checkbox"/> LRA                       | <input type="checkbox"/> God                          |
| <input type="checkbox"/> No one special       | <input type="checkbox"/> UPDF                      | <input type="checkbox"/> Other (please add)           |
| <input type="checkbox"/> Church               | <input type="checkbox"/> Cattle raiders            |   |

**Who made things worse in your example? (Please give up to 3)**

- |   |  |   |
|---|--|---|
| <input type="checkbox"/> Grandparents         | <input type="checkbox"/> Parents                   | <input type="checkbox"/> Central/national government  |
| <input type="checkbox"/> Religious leaders    | <input type="checkbox"/> Doctors/nurses            | <input type="checkbox"/> Spirits                      |
| <input type="checkbox"/> Manager/boss         | <input type="checkbox"/> Politicians               | <input type="checkbox"/> South Sudanese               |
| <input type="checkbox"/> Community leaders    | <input type="checkbox"/> Peers/friends             | <input type="checkbox"/> Self                         |
| <input type="checkbox"/> Newspapers/magazines | <input type="checkbox"/> Facebook/social computing | <input type="checkbox"/> NGOs                         |
| <input type="checkbox"/> Teachers             | <input type="checkbox"/> Television/Radio          | <input type="checkbox"/> Witchdoctor/rainmaker/shaman |
| <input type="checkbox"/> Police               | <input type="checkbox"/> LRA                       | <input type="checkbox"/> God                          |
| <input type="checkbox"/> No one special       | <input type="checkbox"/> UPDF                      | <input type="checkbox"/> Other (please add)           |
| <input type="checkbox"/> Church               | <input type="checkbox"/> Cattle raiders            |   |



- How do you feel now about the example you shared?**
- Strongly Negative
  - Negative
  - Neutral
  - Positive
  - Strongly Positive

- What sort of experience is this?**
- My personal experience
  - Happened to someone I know
  - Something I saw/heard/read
  - Just a rumour/hearsay
  - Don't know

- How common is this sort of story?**
- Never happened before
  - Happens very rarely
  - Happens sometimes
  - Quite common
  - Happens all the time

**How do you feel about this story (Pick up to 2)**

- |                                       |                                     |
|---------------------------------------|-------------------------------------|
| <input type="checkbox"/> Interested   | <input type="checkbox"/> Distressed |
| <input type="checkbox"/> Excited      | <input type="checkbox"/> Upset      |
| <input type="checkbox"/> Strong       | <input type="checkbox"/> Guilty     |
| <input type="checkbox"/> Enthusiastic | <input type="checkbox"/> Scared     |
| <input type="checkbox"/> Proud        | <input type="checkbox"/> Hostile    |
| <input type="checkbox"/> Alert        | <input type="checkbox"/> Irritable  |
| <input type="checkbox"/> Inspired     | <input type="checkbox"/> Ashamed    |
| <input type="checkbox"/> Determined   | <input type="checkbox"/> Nervous    |
| <input type="checkbox"/> Attentive    | <input type="checkbox"/> Jittery    |
| <input type="checkbox"/> Active       | <input type="checkbox"/> Afraid     |

**Your story includes... (pick up to 3)**

- |   |   |
|---|---|
| <input type="checkbox"/> Security                 | <input type="checkbox"/> Calls for change       |
| <input type="checkbox"/> Politics                 | <input type="checkbox"/> Respect/tolerance      |
| <input type="checkbox"/> Business/trade           | <input type="checkbox"/> Education              |
| <input type="checkbox"/> Ambitions for the future | <input type="checkbox"/> Violence               |
| <input type="checkbox"/> Leisure activities       | <input type="checkbox"/> Trust                  |
| <input type="checkbox"/> Democracy                | <input type="checkbox"/> Justice                |
| <input type="checkbox"/> Corruption               | <input type="checkbox"/> Confrontation          |
| <input type="checkbox"/> Tradition                | <input type="checkbox"/> Other (please tell us) |

Respondent ID (for matching with demographic data from survey/Bursara)

Collector ID

Tablet ID

# Annex 3

## Behavioural games (detailed description)



### Introduction

#### Legend

Field officer (FO) speaking script – Black, italics

Instructions about the task for the FO – Blue  
(DO NOT READ ALOUD)

Instructions about the game for the respondents  
(screenshots) – Grey and bold

### Confirmation

FO to confirm the respondents are in the right group  
(by checking their numbered card).

### Sessions kick off

#### 1. Welcome the respondents again and introduce yourself

*A warm welcome again to the Busara Center for Behavioral Economics mobile lab facility. Thank you all for honoring our invitation. My name is .....and I work as a -----for Busara. As you have been told earlier we have two sessions for the study. In this session you will be assigned a field officer to take you through the first part of today's exercise.*

#### 2. Explain what the session is about

*In this session you will be interviewed and asked a few questions on some events in your life. Remember there is no right or wrong answer. You just have to answer the questions to the best of your ability.*

#### 3. Remind them of the ground rules

*Please adhere to the following ground rules that we set earlier.*

*Turn off your mobile phones now, and leave them turned off until the end of the session. This is so you are not distracted from doing the tasks.*

*Second, due to the nature of the study, from now on you are not allowed to talk to other persons. If you talk to other persons, we will have to send you home.*

*If you have questions, please raise your hand and one of the researchers will come and talk to you. Third, please do not touch the tablets before we tell you to do so.*

#### Preparation before the persons arrive in the lab

- 1 Place a consent form and pen on each station. Label it with Subject ID.
- 2 Project/Lab lead should ensure that all required materials are ready before the session begins.

#### Identification

- 1 Greet persons and let them sit as they wait for others.
- 2 Identify them using the **attendance tracker**, record their phone numbers, name, ID time of arrival and group number (this should be already set up using the 'RANDOM' function of excel and dragging it to match the number of participants who are attending the session).
- 3 Give the people their assigned card with: 1. their survey ID; 2. their group number; and 3. their assigned tablets. Tell the participants that they have to keep this note until the end of the session, as they will be asked to give their survey ID at different points during the session.

#### Ethical considerations for the team running the sessions

- 1 Every respondent should be handled with respect and assisted whenever he/she requires help.
- 2 Do not write for the respondent the right answers but instead write what they say.
- 3 Do not call respondents by their names but instead refer to them using their seat numbers.
- 4 All respondent concerns and claims to be handled with ultimate patience and respect.

The instructor will only introduce himself/herself by his first name. No payouts will be displayed until the end of the entire session.

When all persons have arrived, been identified, and seated:

#### **Introduction script**

*A warm welcome to the mobile lab of the Busara Center for Behavioral Economics . I see all persons are present. This workshop is part of a joint research project with ODI, an independent think-tank in the UK and Busara, a research organisation based in Nairobi, Kenya. You will be asked to participate in activities on decision-making and to give your point of view as an individual. This project is not affiliated with any government or political agency; it is headed by academic researchers interested in better understanding decision-making in Uganda.*

*You will get paid a show up fee of UGX 7000.00, UGX 1500.00 if you showed up on time and in addition, you can earn extra money from your participation in a series of tasks. You will earn a minimum of UGX 7000.00 extra money based on your decisions you make in the tasks. This money will be transferred to your mobile phone account. We will use the phone number that you registered with when we called to confirm your attendance. The session will last approximately 2–3 hours with a short break between the two sessions.*

*You have been given a note that shows the room you have been assigned to and the tablet number so after we are done with this, please make sure you only sit in the room and on the seat indicated on your place card.*

*Before we start, I request three things. First, please turn off your mobile phones now, and leave them turned off until the end of the session. This is so you are not distracted from doing the tasks. Second, due to the nature of the study, from now on you are not allowed to talk to other persons at any point in time, including the break. If you talk to other persons, we will have to send you home and you will not have the opportunity to earn money from the activities. That also means that you are not allowed to talk to other people in your community about this study after you are done with the study. If you have questions, please raise your hand and one of the researchers will come and talk to you. Third, we will be using tablets during the session so only touch the tablets once you are instructed to do so. If you have any questions during the session, please raise your hand and one of the researchers will come and talk to you.*

#### **Consenting process**

*In front of you there is a consent form that explains the purpose of this research and your rights. It says that this study is for research purposes only, that your participation is entirely voluntary and that your responses are strictly confidential and will not be shared with anyone other than the researchers. You have the right to leave at any time. Please read the form now and sign it at the end if you consent. If you have any questions, please let one of the assistants know and they will come and assist you. An assistant will come by to collect the forms.*

*For the remainder of the session, you will be instructed by our lead for the session for the activities. Instructions will be repeated twice. Please raise your hands if you have any questions during the session, or if your tablets seem not to be working. Staff will be here to assist you directly.*

*Now we will proceed to dispatching you in different rooms.*

*FOs to collect the signed consent forms from the respondents. Put them in an envelope and label appropriately.*

*FO in charge of group 1 to lead the people assigned to this group and FO in charge of group 2 do the same for his/her team.*

#### **Introducing the session**

*Thank you for completing the first session, now we are starting session 2: In this session you are going to carry out a number of tasks using the tablets in front of you. You will have a total of six tasks to complete, for each of these tasks you will play with real money. At the end of the session, we will take your earnings from one of these tasks (chosen at random) and give you the money that you earned from that game. We will take you through a session to familiarise yourself with the tablets. We will also have practice sessions before any task starts.*

*Please listen to the FOs , so that you do not miss out on instruction. The FOs will also be walking around to offer support in case you need it so do not be afraid to ask if anything is unclear.*

*Remember there is no right or wrong answer, just complete the tasks to the best of your ability.*

### Introduction to screen tablets

#### Getting to know the screen and the touch screen number keypad

- 1 The screens in front of you are touch screens; you can use your fingers to indicate your choices. To test this, please now take a finger of your hand and touch the green OK button in the bottom right of the screen. Please use the fleshy part of your finger, and not the nail, so the screen does not get damaged. Do not press too hard; if the tablet does not respond right away, wait a few seconds and try again.

FO note: walk around and make sure that all respondents have managed to do this

- 2 During the activities, we will ask you to type in numbers on the touch screen keypad in front of you. Please practise typing in the following numbers (12345)

FO note: check if everybody has managed to do this

- 3 From now on, you will hear instructions about the activities, and use the touch screen tablet and/or pictures on the screen to choose your responses. The instructions will also be displayed on your screen. If you are unclear about the instructions afterwards, please raise your hand and someone will come to assist you.

#### Defining the terms

Here are some terms that we use often and their definition

- 1 *Payoff, earnings or income:* your reward (in the form of money) from taking part in the task. Remember at the end of the study, we will give you real money from the earnings from one of the tasks you completed.
- 2 *Person or partner:* all the people in the room taking part in the tasks.
- 3 *Tasks:* activities you are expected to participate in.

### Explaining the flow of the tasks

All tasks will have the same flow. However, what varies is the number of people taking part in that particular task. For all tasks, this will be the flow:

- 1 The FOs will briefly introduce the task.
- 2 The people in the room will then be allowed to ask any questions.
- 3 Everybody will take part in a practice session, you won't show the results.
- 4 You will then be taken through a comprehension question.
- 5 The FOs will explain the answer of the comprehension question and everybody will be allowed and encouraged to ask questions.
- 6 Finally, you will take part in the actual task.

At any point, feel free to ask any questions if you do not understand.

### Inputting the survey ID

#### Screen 1: survey ID

FO: now please put your paper on the table. The FOs will help you in inputting your survey ID, and the tablet number.

FO note: please be extra careful when you input the survey ID; you will have to input it twice as well as the tablet number. THIS STEP IS VERY IMPORTANT SO PLEASE BE CAREFUL.

Please wait for the lab staff to enter the code to start the session.

Please click 'Next' to continue.

#### Screen 2: survey ID

Please wait for another lab staff member to re-enter the code to start the session.

Please click 'Next' to continue.

#### Screen 3: confirmation of survey ID

The two survey IDs you have entered DO NOT MATCH.

Please input the right survey ID on the next screen.

Please click 'Next' to continue.

#### Screen 4: confirmation of survey ID

The two survey IDs you have entered MATCHED.

Please click 'Next' to continue.

#### Screen 5: tablet number

Enter the tablet number.

Please click 'Next' to continue.

#### Screen 6: group number

Enter the group number.

Please click 'Next' to continue.

### The tasks:

#### Introduction screens

##### Screen 1: Introduction

Welcome to the start of this session. In this session we are going to ask you to do six tasks. For each task, you will have a chance to earn some real money.

At the end of the six tasks, the computer will pick \*one\* of the tasks you did and we will give you the money you earned for that task.

So you don't get the money for each task, only from one task. But you won't know which task; the computer will pick your payment at the end.

So, it is in your best interest to take each decision seriously and to think carefully about your answer.

##### Screen 2: Introduction

For some of the tasks, you will be matched with someone in this room and do the task together. However, you will not know their identity and they will never know your identity.

If you have any questions, please feel free to ask a member of the lab team now or at any time.

Please click 'Next' to continue.

### 1 The dictator task

#### FO note: explaining the task

*Now we are starting with the task. This task is to be completed by two people. In this task you will be given a certain amount of money and then you will be requested to split it with the other person. You get to choose how much you will give the other person.*

*The instructions are also displayed on the screen. Let's go through them together.*

##### Screen 1: Introduction

In this task, you will be matched with someone in the room randomly, but you will not be told who that person is.

There are UGX 9000.00 to split between you and the other person. You will decide how much to give to the other person and keep the rest.

Remember that you won't know the identity of the person you are paired with, and they won't know your identity.

Please click 'Next' to continue.

FO note: read the content on the screen, once you are done and there are no questions. Explain to the respondents to click on the Next icon with the fleshy part of their finger to proceed.

Walk around and make sure everybody has managed to click 'Next'.

##### Screen 2: Example

*FO: This is a practice session to get familiar with the task, in case anything is not clear you can raise your hand and one of us will assist you.*

Before we start the main task, let us do an example first.

Please click 'Next' to continue.



### **Screen 3: Making the offer**

*FO: This is the screen where you type how much you want to give to the other person. The figure must be between 0 and 9,000 as per the instruction. Make sure everyone types the amount in the space provided.*

Now please decide how many shillings you will give to the other person.

I will give (from 0 to 9000):

Please click 'Next' to continue.

*FO note: walk around and make sure all the screens are on the results page. Ask the respondents if they have any questions about the task. Explain that they will now proceed to complete a comprehension question.*

### **Screen 4: Comprehension question**

That was just a practice to get a feel for the game. It did not count towards your earnings.

Now, before we start the actual decision, we would like to ask you a comprehension question to make sure you understand the way the task works.

If you have a question, please raise your hand.

There is UGX 9000.00 to split between you and the other person. You will decide how much to give to the other person and keep the rest.

You decide to give the person UGX 1000.00, and keep UGX 8000.00.

AND the other person you are playing with decides to keep UGX 6000.00 and give you UGX 3000.00.

How much would you have in total?

*FO note: ask everyone in the room to write their answer in the dedicated field.*

Please click 'Next' to continue.

### **Screen 5: Answers to the comprehension question**

Answer: UGX 11,000.00 (you keep UGX 8000.00 + you get UGX 3000.00).

If you don't understand this, please raise your hand to ask the lab staff.

Please click 'Next' to continue.

### **Screen 6: End of practice screen**

This is the end of the practice.

You will now begin the main task.

Please click 'Next' to continue.

### **Screen 7: Next round instructions**

You are now going to be paired with a different person. So the decisions from before should not affect the decisions in a next round, as you are playing with a new person.

Now, please decide how many shillings you will give to the other person.

I will give (from 0 to 9000):

Please click 'Next' to continue.

*FO note: now proceed with the actual game, read EACH SCREEN out loud and make sure people complete all screens towards the end.*

### **Screen 8: Results**

From the UGX 9000.00 that you were given, you decided to give UGX 1.00 to the other participant and remained with UGX 8999.00.

The other participant gave you UGX 1.00 from their money.

Please click 'Next' to continue to the next task.

### **Screen 9: End of task screen**

Thank you for completing task 1, we will now move on to task 2.

Please click 'Next' to continue.

## 2 The ultimatum task

### Introducing the session

This task is to be completed by two people. You will be paired with a different person than for the previous task, and this person will be chosen at random; again you won't know who that person is. In this task, you will still decide how much of your initial endowment to give to the other person. However, in this case, they can choose either to accept or to reject the offer. If they reject the offer, you both will lose the money: the person who offered and the person who got the offer get nothing, but if they accept you both keep the money.

For example, if you decide to give the other person UGX 1500.00, they will either accept it or reject it. If they accept, the amount of the offer you made will be added to the endowment you have left and the other person will also receive the amount. However, if the other person rejects your offer, you will both receive UGX 0.00. So for this task you earn only if the offer is accepted.

The instructions are also displayed on the screen. Let's go through them together.

FO note: read the content on the screen, once you are done and there are no questions. Explain to the respondents to click on the Next icon with the fleshy part of their finger to proceed to the practice session.

### Screen 1: Introduction

First, every player will be randomly paired with another player. In other words, you will have a counterpart, but you will not be told who it is. Your identity will also remain hidden from your counterpart.

The two participants in a pair will have two different roles: the proposer and the responder. You will be assigned randomly to a role, and it will be displayed on the next page.

The proposer will receive UGX 20,000.00. The experiment is about how to divide this amount. The proposer will make the responder a take-it-or-leave-it offer, which the responder can accept or reject. If the offer is rejected, both will receive UGX 0.00.

Please click 'Next' to continue

### Screen 2: Explaining the roles

#### Proposer's role

The proposer has the following 11 options on how to divide the UGX 20,000.00 between the two players.

- 1 UGX 0.00 for the responder (the proposer keeps UGX 20,000.00)
- 2 UGX 2000.00 for the responder (the proposer keeps UGX 18,000.00)
- 3 UGX 4000.00 for the responder (the proposer keeps UGX 16,000.00)
- 4 UGX 6000.00 for the responder (the proposer keeps UGX 14,000.00)
- 5 UGX 8000.00 for the responder (the proposer keeps UGX 12,000.00)
- 6 UGX 10,000.00 for the responder (the proposer keeps UGX 10,000.00)
- 7 UGX 12,000.00 for the responder (the proposer keeps UGX 8000.00)
- 8 UGX 14,000.00 for the responder (the proposer keeps UGX 6000.00)
- 9 UGX 16,000.00 for the responder (the proposer keeps UGX 4000.00)
- 10 UGX 18,000.00 for the responder (the proposer keeps UGX 2000.00)
- 11 UGX 20,000.00 for the responder (the proposer keeps UGX 0.00)

#### Responder's role

While the proposer makes the offer, the responder can select which of the 11 offers stated above to accept or reject. After the proposer has made the offer, it will be either accepted or rejected according to the responder's choices.

Please click 'Next' to continue

### Screen 3: Example

Before we start the main task, let us do an example first.

Please click 'Next' to continue.

### Screen 4: Making the offer

You are the proposer.

FO: Proposer: This is the person that makes the offer i.e. decides how much money to give to the other person.

FO note: explanation on how to make the choice

Type in the amount you would like to offer in the space provided.

You have been given UGX 20,000.00. Enter the amount that you want to offer to the responder.

How much would you like to offer?

Please click 'Next' to continue.

**Screen 5: Accepting the offer**

You are the responder.

FO: Responder: This is the person who either accepts or rejects the offer from the proposer.

FO note: explanation to responders.

In this screen you will make some decisions about rejecting or accepting an offer. You need to make decisions about what you would do (accept or reject) in different situations for different offers. You will not know how much the other person will actually give you until after you have made all these 'hypothetical' choices. The tablets will offer a series of options and, for each, you need to decide if you would accept (Yes) or reject (No) the offer clicking on the 'circles' on the left side of each option.

The proposer will make you an offer on how to divide the UGX 20,000.00.

Please choose below how you would respond to each of the possible offers.

Would you accept an offer of UGX 0.00?	Yes	No
Would you accept an offer of UGX 2000.00?	Yes	No
Would you accept an offer of UGX 4000.00?	Yes	No
Would you accept an offer of UGX 6000.00?	Yes	No
Would you accept an offer of UGX 8000.00?	Yes	No
Would you accept an offer of UGX 10,000.00?	Yes	No
Would you accept an offer of UGX 12,000.00?	Yes	No
Would you accept an offer of UGX 14,000.00?	Yes	No
Would you accept an offer of UGX 16,000.00?	Yes	No
Would you accept an offer of UGX 18,000.00?	Yes	No
Would you accept an offer of UGX 20,000.00?	Yes	No

Please click 'Next' to continue.

**Screen 6: Comprehension question**

That was just a practice to get a feel for the game. It did not count towards your earnings.

Now before we start the actual decision, we would like to ask you a comprehension question to make sure you understand the way the task works.

If you have a question, please raise your hand.

You have been given UGX 20,000.00. You choose to give the other person UGX 8,000.00 and be left with UGX 12,000.00. However, the responder rejects the offer.

1. What will be your final payoff?
2. What if they accept this offer, what will be your payoff?

FO note: ask everyone in the room to write their answer in the dedicated field. Tell them this is just a question to assess comprehension, their answer will not affect their earnings.

Please click 'Next' to continue.

**Screen 7: Answers to the comprehension question**

Question 1 answer: UGX 0.00

Question 2 answer: UGX 12,000.00

Please click 'Next' to continue.

FO note: explain the answer to the respondents in a way that they can understand. Insist that it is okay if they did not get it right.

**Screen 8: End of practice screen**

This is the end of the practice.

You will now begin the main task.

This is the end of the practice session. Now we are proceeding to the 'real task'. Your payoff will be calculated from this session and not from your practice session.

FO note: now proceed with the actual game, read EACH SCREEN out loud and make sure people complete all screens towards the end.

Please click 'Next' to continue.

### Screen 9: Results

The other player offered you UGX 4000.00 out of the total UGX 20,000.00.

Your offer was accepted.

Your offer was rejected.

You rejected this offer.

You accepted this offer.

Your payoff is therefore UGX 0.00.

Please click 'Next' to continue to the next task.

### Screen 10: End of task screen

Thank you for completing task 2, we will now move on to task 3.

Please click 'Next' to continue.

## 3 The fragile public goods task

FO note: explaining the task

*This task is to be completed by four people that the computer secretly assigns. You are matched with other participants than for the last task. You will not be told who you are matched to and they will also not be told that you have been matched to them. In this task, the four people that are grouped together will be required to undertake a project together. Each person will then be given an equal amount of money and then will be required to either contribute money to the project or take money from the project.*

*In this task, you are required to either take or contribute money to the project. You are allowed to change your choices depending on the rounds you are playing. For example, in round one you can take money, in the next round you can contribute and vice versa. You can also change the amounts to contribute per round.*

*The instructions are also displayed on the screen. Let's go through them together.*

### Screen 1: Introduction

In this task, you will be in a randomly formed group of three participants. The three of you will be required to undertake a joint project together. Each participant in the group is given UGX 3000.00. Individually, you will then decide how much you want to contribute or take from a common pool. The common pool has an initial endowment of UGX 9000.00. You can choose to contribute or take UGX 1000.00, UGX 2000.00 or UGX 3000.00.

If you choose to take from the common pool, you will have to incur a cost of UGX 100.00 for each UGX 1000.00 that you decide to take away from the pool.

If you choose to contribute, the contributions from all the participants are summed, the sum is then multiplied by two. The amount is then split equally among the three people.

Please click 'Next' to continue.

FO note: explain to them that the 'pool' is the total amount of money contributed for the project.

## Screen 2: Explaining the payoff

Your final payoff will then be your earnings from the common pool, plus the amount you did not contribute, plus the amount you took from the pool (if you decide to take from the pool).

Remember that you won't know the identity of the people you are paired with, and they won't know your identity.

You will play multiple rounds and you will be in the same team for the whole duration of the task.

*FO: for example, you contribute UGX 4000.00 to the pool, person B contributes UGX 3000.00 and person C contributes UGX 2000.00 to the pool. That means that the total contribution made is UGX 9000.00 (i.e. 4000+3000+2000).*

*The contribution is then added to the initial amount in the pool: 9000+6000 = 15,000.*

*This is then multiplied by 2 = (15,000\*2= 30,000). The amount is then divided among the three of you to form your earnings: 30,000/3 = 10,000 each.*

Please click 'Next' to continue.

## Screen 3: Example

Before we start the main task, let us do an example first.

Please click 'Next' to continue.

## Screen 4: Making the choice

Do you want to take from the pool or contribute to it?

*FO: pick whether you want to contribute or take from the pool by clicking on the 'circles' on the left side of the options.*

Contribute to the pool                      Take from the pool

Please click 'Next' to continue.

## Screen 5: Choosing the amount to contribute

How much will you contribute to the project?

*FO note: ask them to type the amount they want to contribute to the project – depending on whether this is what they chose in the previous screen – in the box provided.*

Please click 'Next' to continue.

## Screen 6: Choosing the amount to take from the pool

How much will you take from the pool?

*FO note: ask them to type the amount they want to take from the project – depending on whether this is what they chose in the previous screen – in the box provided.*

Please click 'Next' to continue.

## Screen 7: Comprehension question

That was just a practice to get a feel for the game. It did not count towards your earnings.

Now before we start the actual decision, we would like to ask you a comprehension question to make sure you understand the way the task works.

If you have a question, please raise your hand.

The total earnings from the project for each participant will be calculated as follows: the contributions from all the participants is summed up. The sum is then multiplied by two. The amount is then split equally among the three participants. Your payoff will then be your earnings from the project plus the amount you did not contribute.

Imagine you chose to contribute UGX 1,000.00 and did not take anything from the pool.

Other people contributed UGX 3000.00 and UGX 2000.00 respectively, for a total of UGX 6000.00 in the pool.

What will be your earnings from the pool?

\*HINT: Remember the sum of all the contributions is multiplied by two before being divided among the three players.

*FO note: ask everyone in the room to write their answer in the dedicated field*

Please click 'Next' to continue.



#### Screen 8: Answers to the comprehension question

Answer:  $1000 + 3000 + 2000 = 6000$ .

$6000 + 6000$  (initial endowment from the pool) = 12,000.

12,000 multiplied by 2 is 24,000.

This is then divided by the three people. Each person gets UGX 8,000.00.

Please click 'Next' to continue.

#### Screen 9: End of practice session

This is the end of the practice.

You will now begin the main task.

Please click 'Next' to continue.

*FO: This is the end of the practice session. Now we are proceeding to the 'real task'. Your payoff will be calculated from this session and not from your practice session.*

*FO note: now proceed with the actual game, read EACH SCREEN out loud and make sure people complete all screens towards the end.*

#### Screen 10: Results

*FO: This screen shows you how much you have contributed to the pool and how much others have contributed; please take a look.*

You took from the pool:

You contributed:	UGX 1000.00
Other participants contributed:	UGX 3000.00
Total contribution to the pot:	UGX 4000.00
Total amount taken from the pot:	UGX 2000.00
Total amount in the pot after doubling:	UGX 22,000.00
Individual amount from the pot per person:	UGX 7333.00

Please click 'Next' to continue to the next round.

#### Screen 11: End of task

Thank you for completing task 3, we will now move on to task 4.

Please click 'Next' to continue.

## 4 The vendettas retaliation task

*FO note: explaining the task*

*In this task you will be randomly paired with somebody else in the room. You will be given an amount of money and then decide whether to reduce your partner's income by half, with a small cost, or keep it as it is. You will play successive rounds of this task. The instructions are also displayed on the screen. Let's go through them together.*

#### Screen 1: Introduction

In this task you are randomly matched with another person – who becomes your partner. You will not learn the identity of the person you are matched with, and your partner will never learn about your identity.

You and your partner both receive an endowment of UGX 18,000.00. You then have to decide whether to reduce your partner's income by half or to leave it as is.

By paying UGX 400.00, you can reduce your partner's income by half of the initial sum.

Your partner simultaneously takes the same decision. He/she can choose between leaving your income unaltered, or reducing it by half.

Your partner will incur the same cost – UGX 400.00 – if he or she chooses to reduce your income.

If both of you choose to leave the other person's income unaltered, the endowment for both persons will not be affected.

You will play multiple rounds with the same partner.

Please click 'Next' to continue.

#### Screen 2: Making the decision

Now you are paired with a partner, only for this practice round.

*If you want to reduce your partner's income, click on the 'circle' on the left hand of yes and if you do not want to reduce it click on the 'circle' on the left hand side of no.*

Please now make a decision.

Your income in this round is UGX 18,000.00. Do you want to pay UGX 400.00 to reduce your partner's income by half – in this case UGX 9000.00?

Reduce your partner's income?

Reduce partner income practice:            Yes    No

If you choose 'YES', you will incur a cost of UGX 400.00, and your partner's income will be reduced by UGX 9,000.00. If you choose 'NO', you will not incur any costs. Your partner simultaneously takes the same decision.

Please think about your decision carefully.

Please click 'Next' to continue.

### Screen 3: Comprehension question

That was just a practice to get a feel for the game. It did not count towards your earnings.

Now, before we start the actual decision, we would like to ask you a comprehension question to make sure you understand the way the task works.

If you have a question, please raise your hand.

You and your partner both receive an endowment of UGX 18,000. If you decide to reduce your partner's income by half, while he/she decides not to reduce your income.

How much will be your earning?

How much will be your partner's earning?

FO note: ask everyone in the room to write their answer in the dedicated field.

Please click 'Next' to continue.

### Screen 4: Answers to the comprehension question

Question 1 Answer: UGX 17,600.00.

Question 2 Answer: UGX 9,000.00.

Please click 'Next' to continue.

### Screen 5: End of practice session

This is the end of the practice.

You will now begin the main task.

Please click 'Next' to continue.

FO note: now proceed with the actual game, read EACH SCREEN out loud and make sure people complete all screens towards the end.

### Screen 6: Choosing the decision made

We now ask you to make a guess if you think your partner reduced your money

Guess partner reduce:

My partner did NOT reduce my money

My partner reduced my money

Please click 'Next' to continue.

### Screen 7: Results

Your total endowment is: UGX 9000.00. Please press next to enter another round.

Please click 'Next' to continue

### Screen 8: Results for other round

Thank you for participating, you have earned UGX 3900.00.

Please click 'Next' to continue to the next game.

### Screen 9: End of task

Thank you for completing task 4, we will now move on to task 5.

Please click 'Next' to continue.

## 5 The risk preference task

FO note: explaining the task

*In this task you will not be paired with anybody else, you will play on your own. In this task you are supposed to choose a coin and then the computer will randomly flip the coin to land on either heads or tails. Your payoff for this task will depend on the coin you choose and the side it lands on.*

For this game, there will NOT BE ANY PRACTICE ROUND, so we will be playing directly.

The instructions are also displayed on the screen. Let's go through them together.

### Screen 1: Introduction

In this task, you make a choice between different amounts of shillings that you can receive based on a toss of a coin. You have the choice between seven coins, each with different payouts for heads and tails. All coins have an equal chance of landing on heads or on tails. Once you have chosen, the computer will toss a virtual coin representing the coin you have chosen.

Your earnings from this part of the experiment depend on your choice and the result of the coin toss. Therefore, it is in your interest to carefully pick the option you truly prefer. The outcome of only one coin toss that you selected will be randomly chosen to determine your payout.

These are the seven different coins from which you will choose one:

- Coin 1: UGX 0.00 if heads and UGX 14,400.00 if tails
- Coin 2: UGX 1200.00 if heads and UGX 12,000.00 if tails
- Coin 3: UGX 2400.00 if heads and UGX 9600.00 if tails
- Coin 4: UGX 3600.00 if heads and UGX 7200.00 if tails
- Coin 5: UGX 4200.00 if heads and UGX 6000.00 if tails
- Coin 6: UGX 4800.00 if heads and UGX 4800.00 if tails
- Coin 7: UGX 5400.00 if heads and UGX 3600.00 if tails

FO note: explain that once you have selected your option click next for the next round.

Please click 'Next' to continue

### Screen 2: Decision

FO note: explain that for all rounds they will still have seven coins but what changes is the token for each coin. Ask them to continue choosing.

*To make a choice click the 'circles' on the left of the choices listed.*

For this task, there will NOT BE any practice round or comprehension question. We will start the actual task right away, so please take your time and think about your answer.

Choose one:

- Coin 1: UGX 0.00 if heads and UGX 14,400.00 if tails
- Coin 2: UGX 1200.00 if heads and UGX 12,000.00 if tails
- Coin 3: UGX 2400.00 if heads and UGX 9600.00 if tails
- Coin 4: UGX 3600.00 if heads and UGX 7200.00 if tails
- Coin 5: UGX 4200.00 if heads and UGX 6000.00 if tails
- Coin 6: UGX 4800.00 if heads and UGX 4800.00 if tails
- Coin 7: UGX 5400.00 if heads and UGX 3600.00 if tails

### Screen 3: Decision 2

FO note: walk around to make sure that everybody is comfortably choosing the options.

You will now make a choice among a different set of seven coins. All coins again have an equal chance of landing on heads or on tails. The computer will toss another virtual coin (different from last time).

Your earnings from this part of the experiment depend on your choice and the result of the coin. Therefore, it is in your interest to carefully pick the option you truly prefer. Remember, the outcome of only one coin toss that you selected will be randomly chosen to determine your payout.

These are the seven different coins from which you will choose one:

- Coin 1: UGX 0.00 if heads and UGX 10,800.00 if tails
- Coin 1: UGX 1200.00 if heads and UGX 9600.00 if tails
- Coin 1: UGX 2400.00 if heads and UGX 8400.00 if tails
- Coin 1: UGX 3600.00 if heads and UGX 7200.00 if tails
- Coin 1: UGX 4800.00 if heads and UGX 6000.00 if tails
- Coin 1: UGX 5400.00 if heads and UGX 5400.00 if tails
- Coin 1: UGX 6000.00 if heads and UGX 4800.00 if tails

#### Screen 4: Decision 3

FO note: walk around to make sure that everybody is comfortably choosing the options

Choose one:

- Coin 1: UGX 0.00 if heads and UGX 10800.00 if tails
- Coin 1: UGX 1200.00 if heads and UGX 9600.00 if tails
- Coin 1: UGX 2400.00 if heads and UGX 8400.00 if tails
- Coin 1: UGX 3600.00 if heads and UGX 7200.00 if tails
- Coin 1: UGX 4800.00 if heads and UGX 6000.00 if tails
- Coin 1: UGX 5400.00 if heads and UGX 5400.00 if tails
- Coin 1: UGX 6000.00 if heads and UGX 4800.00 if tails

#### Screen 5: Results

The computer will randomly choose a payoff for you based on your selection.

Your payoff will be revealed at the end of the session.

Please click 'Next' to continue to the next game

FO note: walk around and make sure all the screens are on the results page.

Ask the respondents if they have any questions about the task.

#### Screen 6: End of task

Thank you for completing task 5, we will now move on to task 6.

Please click 'Next' to continue.

## 6 The time preference task

FO note: explaining the task

*For this task you will also not be paired with anybody, you will play alone. In this task you will be required to make a choice between a reward offered sooner or another reward offered at a later time. The amounts offered will be different based on the time the offers are made. The instructions are also displayed on the screen.*

*For this task you will be required to pick the option that appeals to you the most for every round i.e. whether you prefer the lower amount sooner or wait for the higher amount later.*

*For this game, there will NOT BE ANY PRACTICE ROUND, so we will be playing directly.*

#### Screen 1: Introduction

On the following screens you will find a series of four questions. In each question, you are asked to make decisions involving earnings over time. Each row features a series of options, consisting of a sooner payment and a later payment. There is a trade-off between the sooner payment and the later payment across the options: therefore, as the sooner payment goes down, the later payment goes up. Please choose the option that you prefer.

FO note: explanation on the trade-off

*This means that the reward offered for today will be lower compared to the reward offered at a later date. You can only pick one option at a time by clicking on the 'circles' on the left hand side of the options.*

After you make your choices for all four questions, the computer will randomly select one of the questions. The question that is randomly chosen will then be used to calculate your payoff for this task.

Please click 'Next' to continue.

### Screen 2: Round One choice

For this task, there will NOT BE any practice round or comprehension question. We will start the actual task right away, so please take your time and think about your answer.

Please choose one option consisting of a sooner payment and a later payment, from the list below:

Payment Today vs Tomorrow

- UGX 4000.00 Today AND UGX 0.00 Tomorrow
- UGX 3200.00 Today AND UGX 1200.00 Tomorrow
- UGX 2400.00 Today AND UGX 2400.00 Tomorrow
- UGX 1600.00 Today AND UGX 3600.00 Tomorrow
- UGX 800.00 Today AND UGX 4800.00 Tomorrow
- UGX 0.00 Today AND UGX 6000.00 Tomorrow

### Screen 3: Round Two choice

Please choose one option consisting of a sooner payment and a later payment, from the list below:

[FO note: ask everyone to continue making the choices until they get to the results screen.](#)

Payment Today vs Tomorrow

- UGX 5200.00 Today AND UGX 0.00 Tomorrow
- UGX 4000.00 Today AND UGX 1200.00 Tomorrow
- UGX 3000.00 Today AND UGX 2200.00 Tomorrow
- UGX 2000.00 Today AND UGX 3200.00 Tomorrow
- UGX 1000.00 Today AND UGX 4200.00 Tomorrow
- UGX 0.00 Today AND UGX 5200.00 Tomorrow

### Screen 4: Round Three choice

Please choose one option consisting of a sooner payment and a later payment, from the list below:

Payment Today vs in 2 weeks

- UGX 4000.00 Today AND UGX 0.00 in 2 weeks
- UGX 3200.00 Today AND UGX 1200.00 in 2 weeks
- UGX 2400.00 Today AND UGX 2400.00 in 2 weeks
- UGX 1000.00 Today AND UGX 3600.00 in 2 weeks
- UGX 800.00 Today AND UGX 4800.00 in 2 weeks
- UGX 0.00 Today AND UGX 6000.00 in 2 weeks

### Screen 5: Round Four choice

Please choose one option consisting of a sooner payment and a later payment, from the list below:

Payment Tomorrow vs in 2 weeks

- UGX 4000.00 Tomorrow AND UGX 0.00 in 2 weeks
- UGX 3200.00 Tomorrow AND UGX 1200.00 in 2 weeks
- UGX 2400.00 Tomorrow AND UGX 2400.00 in 2 weeks
- UGX 1600.00 Tomorrow AND UGX 3600.00 in 2 weeks
- UGX 800.00 Tomorrow AND UGX 4800.00 in 2 weeks
- UGX 0.00 Tomorrow AND UGX 6000.00 in 2 weeks

### Screen 6: Results

Thank you for participating.

Your payoff will be revealed at the end of the session.

Please click 'Next' to continue to the next task.

### Screen 7: End of tasks screen

Thank you for completing all six tasks! We are now moving to a different activity where we will ask you to answer some questions about yourself. Please be as honest as possible. Remember that there are no right or wrong answers and that your answers are completely confidential.

Please click 'Next' to continue.







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Cover photo: Mareike Schomerus.  
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