

# Community Currency Game: Results and the next challenge

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## Introduction

### Community Currency in Japan

#### What is a Community Currency (CC)

- Issued by a community organization
- Cannot be used outside the community
- Zero (of negative) interest rate



In Japan, more than 300 cases are reported to introduce a CC.

**Main purposes** to revitalize the local economy  
 to promote volunteer/community work

### Gaming simulation as a problem solving tool

#### Problems in CCs

About 40% of CCs were terminated within two years of starting to circulate a CC.

- Creating awareness among people of what a CC is
- Designing a CC system for many different stakeholders



In order to resolve these problems, it is important to create a framework for using CCs tentatively.

## The Community Currency Game

### Community Currency Game

- The Community Currency Game (CCG) is a face-to-face, analog game.

#### Purposes of the game

- To learn the system of CC
- To promote a common understanding among many different stakeholders
- We have practiced the CCG to residents of some towns in Japan: Kitami, Nagaoka, Iide, Tsubata, Nomi, etc.

### Main rules of the CCG

#### 8 to 5 types of residents

: Each participant is assigned to one of these roles

#### Participants must choose a shop inside or outside the town

: the price of items inside the town is higher than that outside

#### Participants must decide whether or not to volunteer

: if they perform their volunteer service, their income reduces 10%

#### The game consists of 2 phases

: in the 1<sup>st</sup> phase, the participants trade only with legal tender

: in the 2<sup>nd</sup> phase, they trade with legal tender and community currency



## Results of the Community Currency Game

### Some findings from the CCG

- The CCG does not only teach participants how to use a CC but also changes their views of money and community.

#### From the trade history

the proportions of items bought inside the town and the rate of volunteering increased after introducing a CC

#### From the pre- and post-game questionnaire

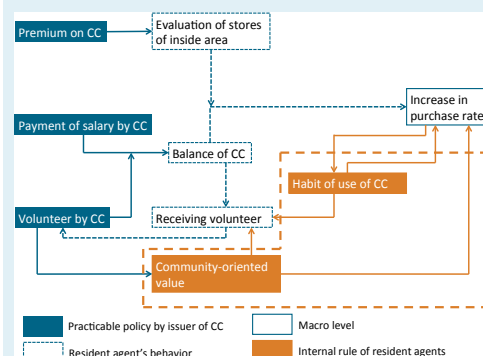
participants' attitudes toward the diversity of money were positively affected and participants came to recognize the meaning of the network formed by a CC

- In debriefing, participants can create a common understanding among many different stakeholders with these results.

### Remaining unresolved issues of the CCG

In order to successfully implement use of a CC, we must identify the factors that encourage using a CC.

We constructed a multi-agent simulation model and identified the factors that influence circulation of a CC.



The internal rules of resident agents are the key factors for circulating a CC.

## The Next Challenge

### In the next challenge

To develop another gaming simulation as a tool for encouraging use of a CC.

### In order to carry out this project

We need to consider more effective way to use the simulation and gaming.

