Integrating individuals experience of their environment in migration models

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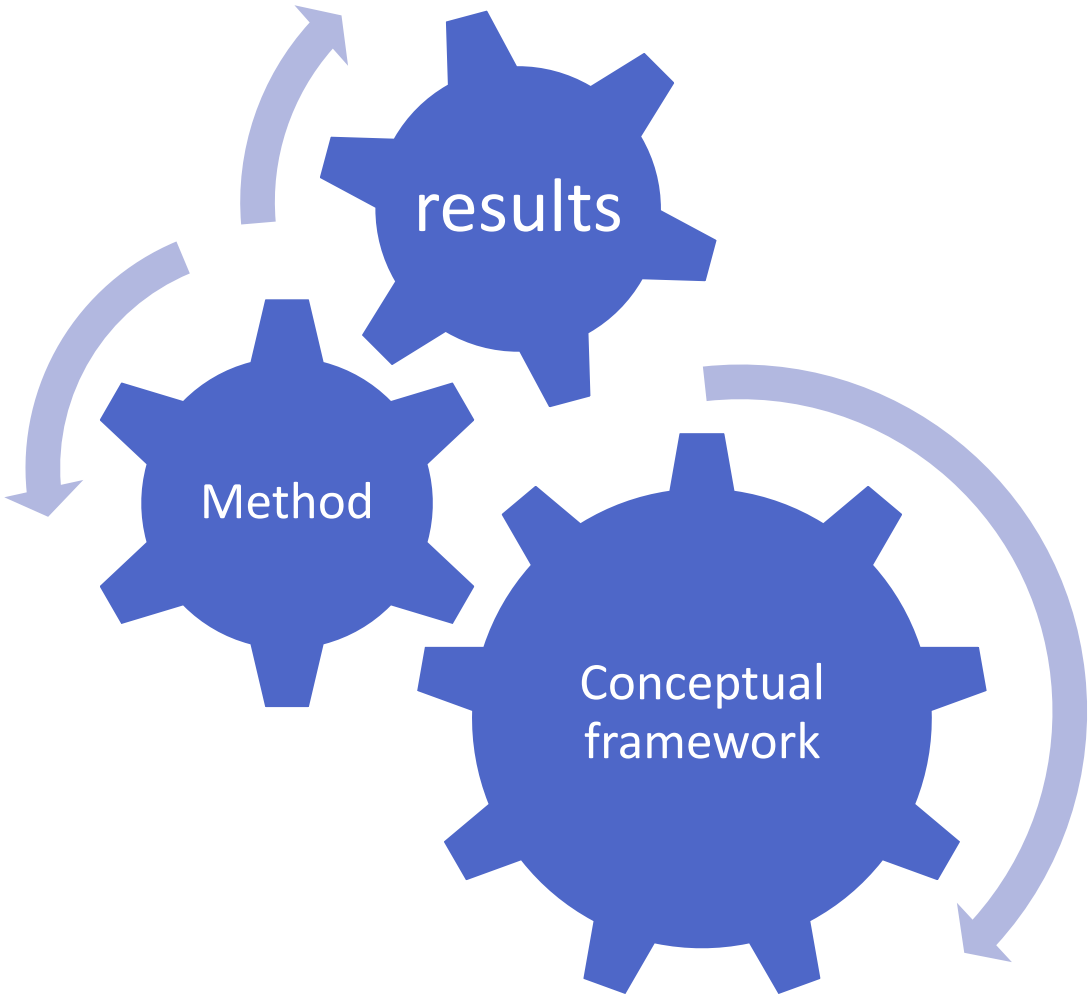
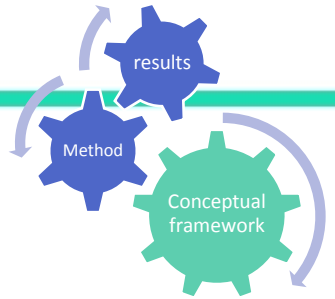
GÉOGRAPHIE

U.P. POPULATION INSTITUTE 1964

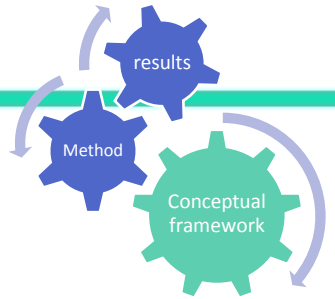

results
Method
Conceptual framework



“the environment”

All the elements which, in the complexity of their relationships, constitute the framework, the context, and the living conditions for humans

Veyret 2007

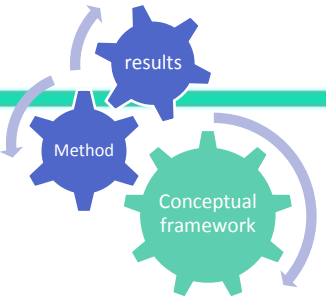


Perception/Experience

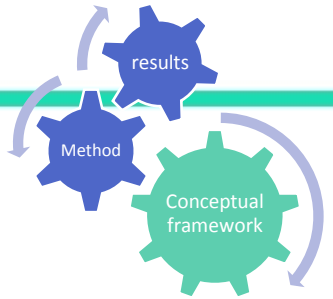
Different stakeholders' views of "normal" rainfall and drought

Stakeholder	Normal	Drought
Statistician	Mathematically calculated value	A period of negative rainfall anomalies in respect to the mean
Farmer/pastoralist	Desired situation in respect to harvest/ economic outcome	Situation leading to economic and social problems (not necessarily due to environmental conditions)
Media	Idealised weather cycle based on monthly averages neatly fitted to each other	Adverse condition to be highlighted in respect to international attention

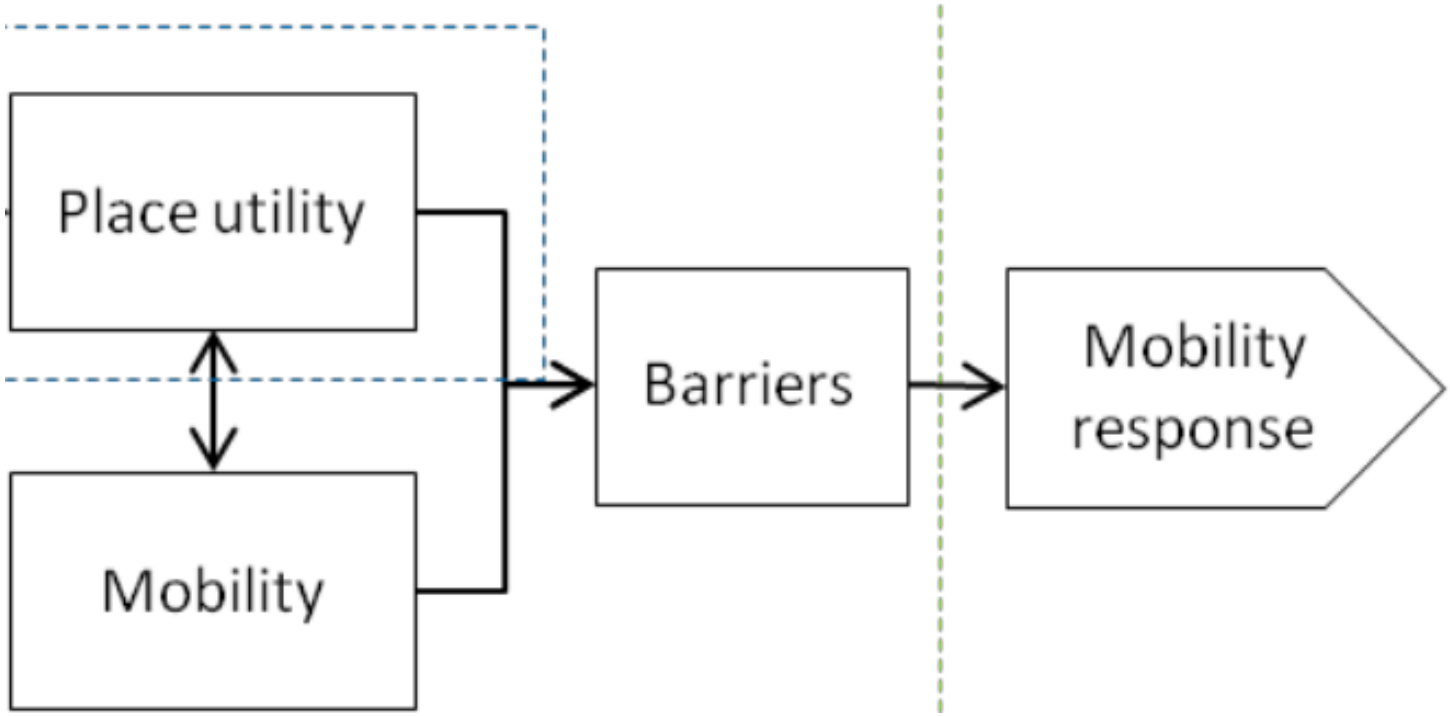
Meze-Hausken 2004



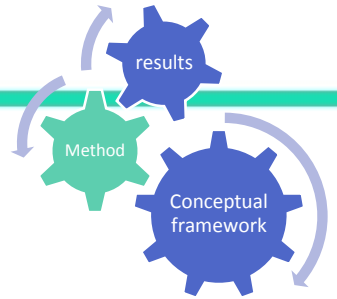
Perception/Experience



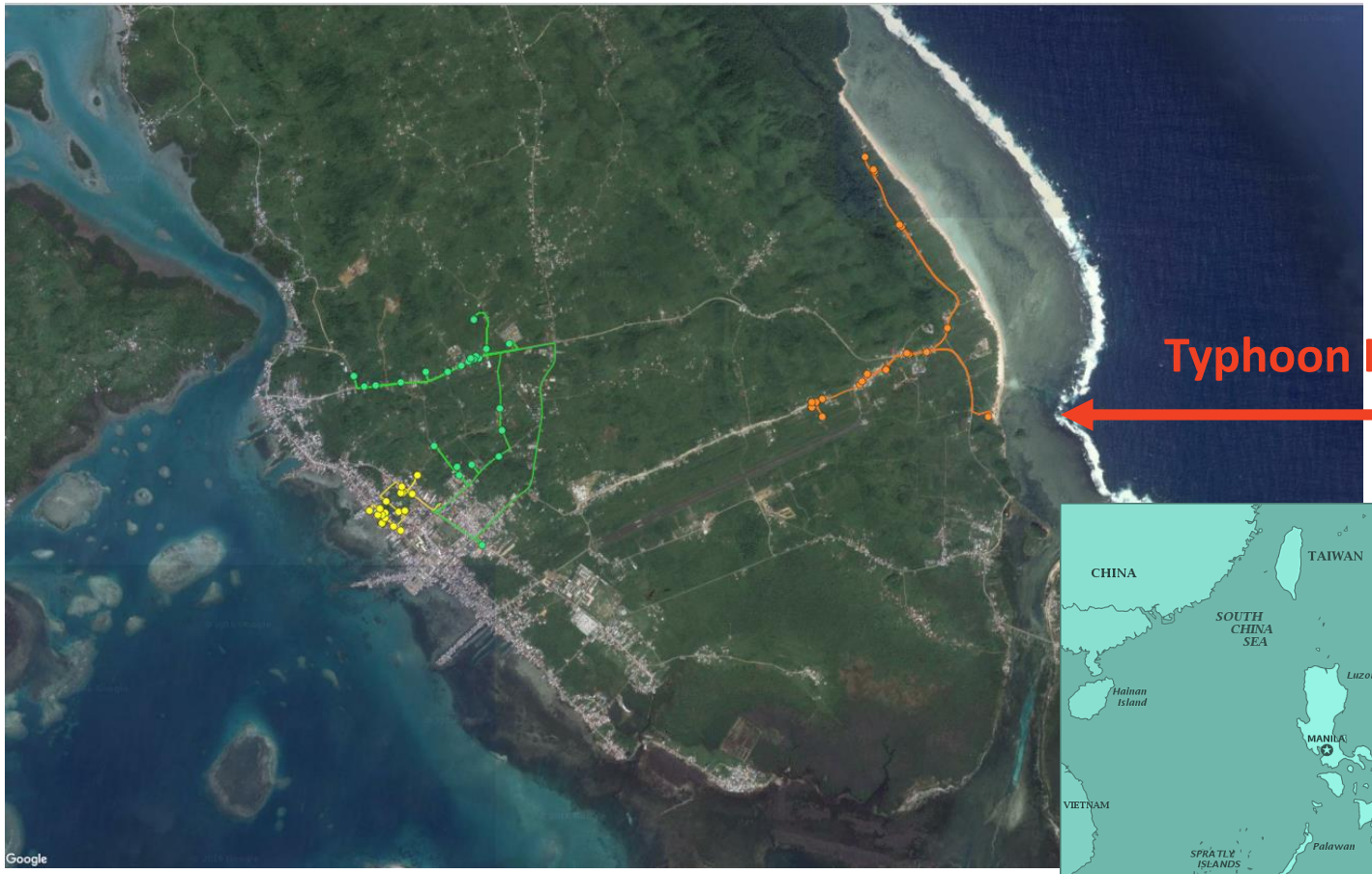
Place utility

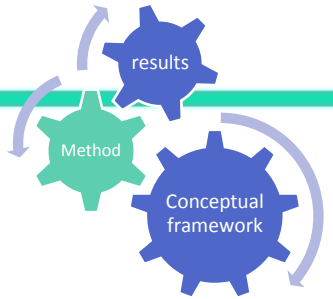


Adams 2012 (inspired by Wolpert 1955)



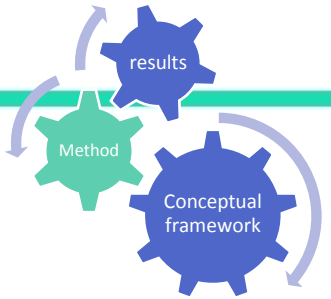
Data collection



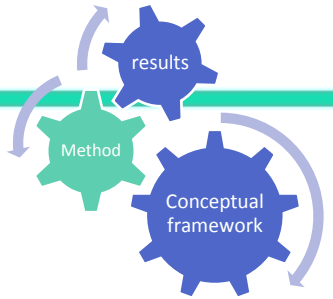


A game to collect data

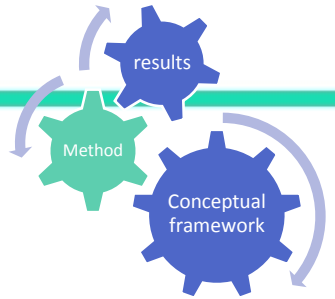
- Communication tool in intercultural setting
- Attractive/Motivating
- Help to structure the information
- Spontaneity -> Authenticity



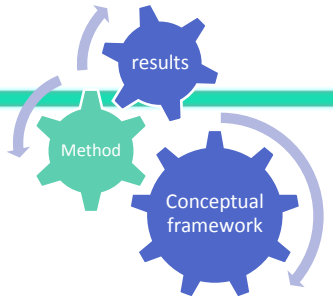
Step 1: choice of pictures



Step 2: choice of emotions

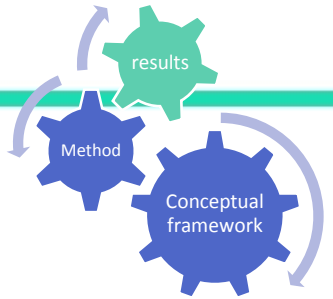


Step 3: Guess the picture



Other data

- UN-habitat survey
- Questionnaire



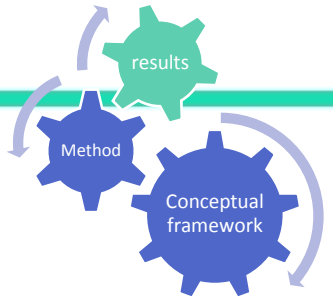
Data organised around emotions

Pictures with the greatest number of "happy"



Pictures with the greatest number of “sad"





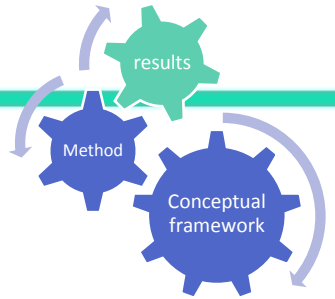
Data organised around landscape elements

Percentage of the number of times picture 35 was chosen, and average number of emoticons of one type per picture

	% chosen	happy	sad	excited	calm	disgusted	afraid	angry	surprised
Sapao	45,00	0,889	1,889	0,333	0,111	0,222	1,222	0,000	0,111
Cogon	36,36	1,250	1,500	0,375	0,000	0,000	0,750	0,000	0,750
Brgy 10	25,00	0,800	2,400	0,200	0,800	0,400	1,600	0,600	0,200

Percentage of the number of times picture 71 was chosen, and average number of emoticons of one type per picture

Brgy	% chosen	happy	sad	dominant	dominated	disgusted	afraid	angry	surprised
Sapao	40,00	2,000	0,500	0,000	0,125	0,750	1,000	0,000	0,125
Cogon	22,73	3,000	0,000	0,000	0,000	0,000	0,600	0,000	0,000
Brgy 10	50,00	2,200	1,200	0,000	0,300	0,500	0,900	0,500	0,500



Next steps

1. Further develop the conceptual framework
    - Further understand the link between a rapid onset event and everyday experience of the environment
        - By using my own data
        - By better understanding the psychological consequences of a typhoon (perhaps in association with a researcher in the psychological field)
    - Further explore the advantages and disadvantages of using a more comprehensive definition for the environment
    - Linking with Adams (2012) conceptual framework which explores place utility through ecosystem services
    - Integrating attachment
        - By using my own data

2. Create indicators/new proxy variables to add to place utility measurement
    - Test the data coming from the game
        - Compare the questionnaire data and the UN-habitat data
        - Confront the hypothesis behind the choice of the pictures and the results
        - Triangulate with the qualitative data (how did people associate emotions with the pictures)
        - Develop further ways for compiling the data
        - Explore “patterns” of emotions

3. Include migration data
    - Finding the migrants and interview them
    - Compare the barangays in terms of number of migrants and observe correlation with place utility

4. Analyse the pros and contras of data gathering with a game and the possible ameliorations for the game