

Peer Review

Review of: "A Simple Board Game for Modeling the System Dynamics of Deforestation"

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I enjoyed this article and commend the author(s) on their attempt to make a complicated system more accessible through the use of games. The value of this paper is very obvious to me, and I would be excited to use this in a classroom as an activity.

Suggestions:

- I'm a bit surprised that the author(s) never mentioned any of Ostrom's work when discussing sustainable forest management and community forest management. A review of Ostrom's literature would be helpful. Ostrom's *Governing the Commons* book would be a good place to start. Or Cox et al. (2010) published an article entitled "A Review of Design Principles for Community-Based Natural Resource Management" in the journal *Ecology and Society*, which also provides a fantastic overview.
- In the game, the number of trees cut down depends on the number of loggers. It would be interesting if you could incorporate technology into this discussion a little more (pg. 6). I think you included this in the game itself as a mechanic, which is helpful.

Declarations

Potential competing interests: No potential competing interests to declare.