

PROFIT OR SOCIAL CAPITAL?

A CASE STUDY OF THE MOTIVATIONS BEHIND SEAWEED WOMEN'S GROUPS IN INDONESIAN VILLAGES

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Peningkatan Produksi dan Peluang Pengolahan Rumput Laut di Indonesia

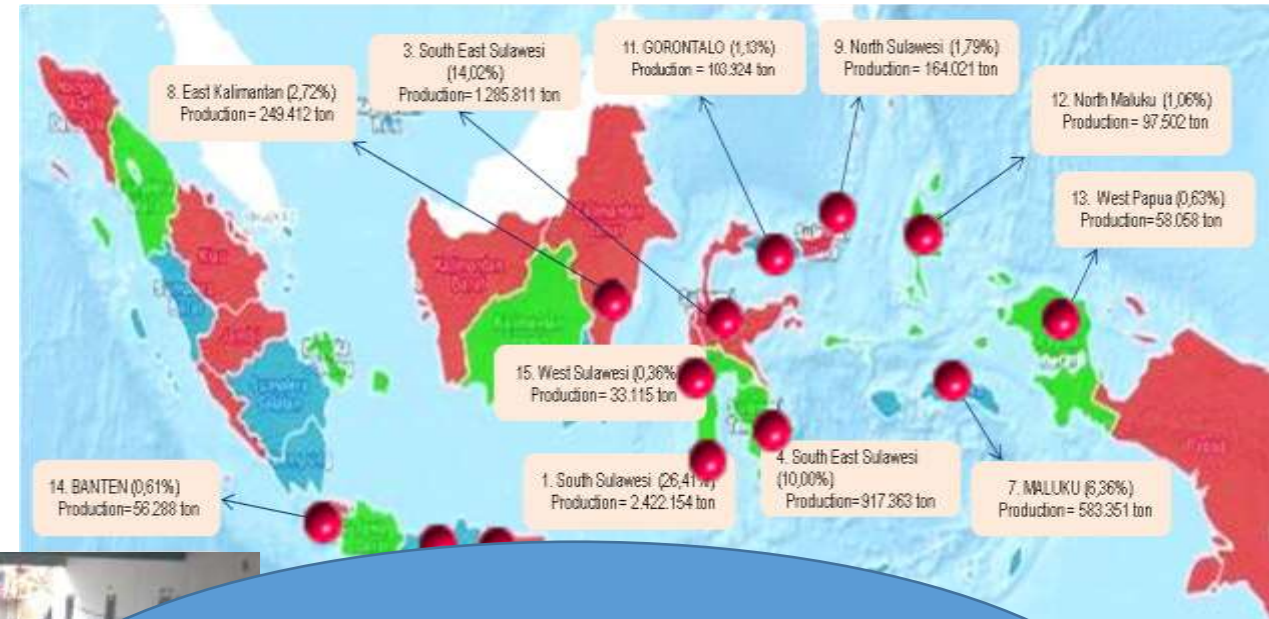
Indonesia seaweed farming

Gracillaria (*Gracilaria* sp.)

E.Cottonii (*Kappaphycus alvarezii*)

Spinosum (*Eucheuma denticulatum*)

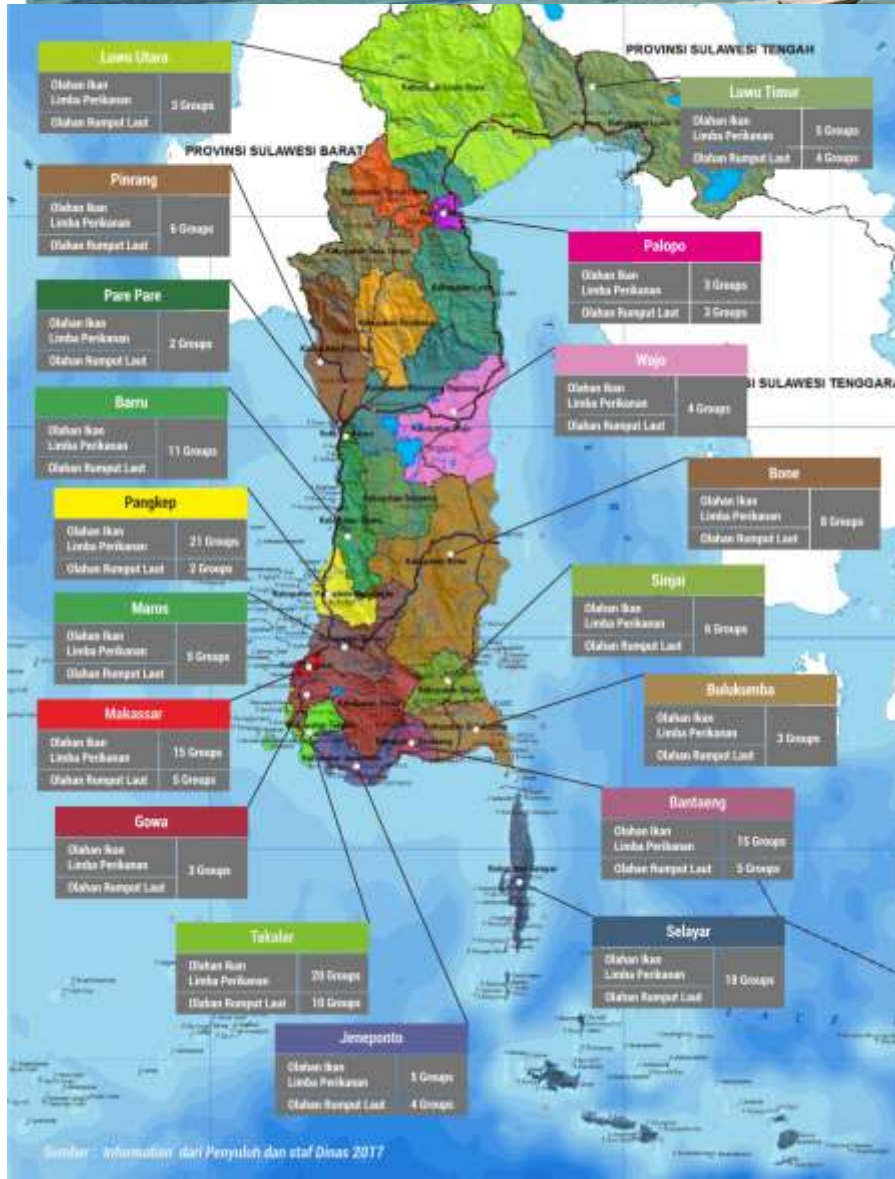
9 MILLION
TONS



~ 70% is exported to China

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Objective:

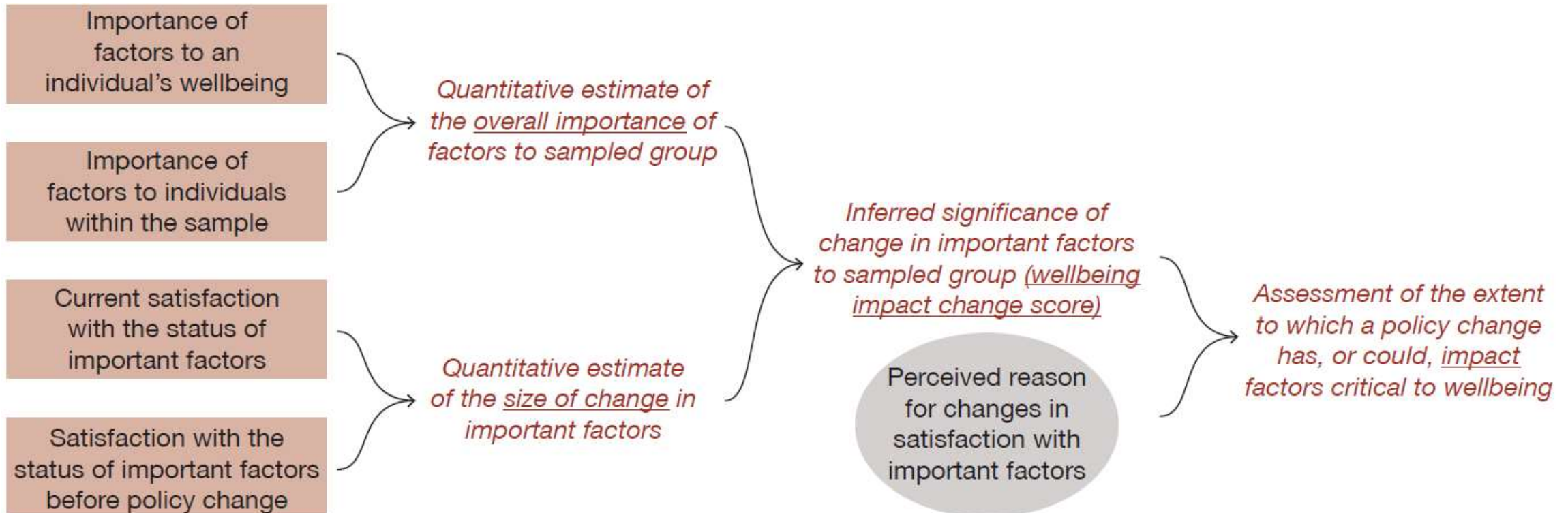
Analyse the socio-economic benefits for women from community-scale processing of established seaweed species.

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Method:

- Collecting individual level data from 74 women involved with 12 seaweed processing groups in Takalar Regency of South Sulawesi
- Using 'wellbeing game' / wellbeing impact evaluation W-IE approach



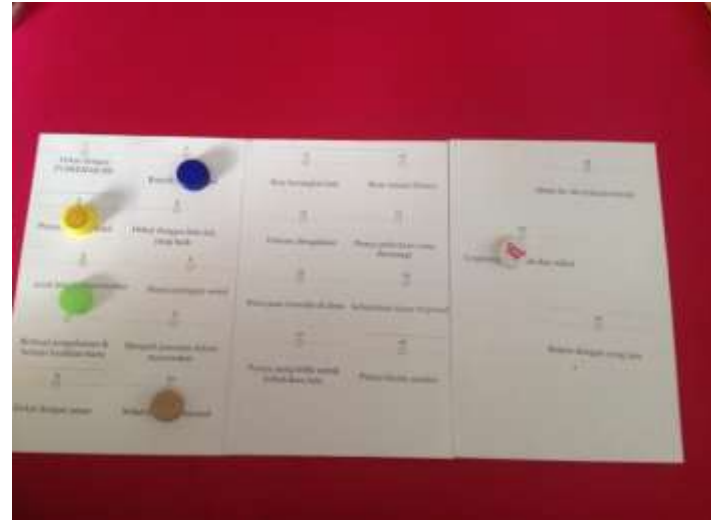
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Wellbeing game:

Total of 21 wellbeing factors

Wellbeing factor (abbreviation for reporting)	Phrase used on cards
1 Having good quality clinics and hospitals close by (clinics)	Dekat dengan PUSKEMAS/RS
2 Having houses that are in good condition (houses)	Rumah yang bagus
3 Having motorised transport (e.g. motorcycle, car) (motorcycle)	Punya Motor/Mobil
4 Having good quality schools close by (schools)	Dekat dengan Sekolah
5 Being able to send the children to highest education level (e.g. at least until bachelor degree) (University)	Anak bisa ke Universitas
6 Social networking (SN)	Punya jaringan social (banyak teman)
7 Sharing experiences and learning new skills (learning)	Berbagi pengalaman & belajar keahlian baru
8 Having good role models in the community (role models)	Menjadi panutan di tengah masyarakat
9 Being close to the market (market)	Dekat dengan pasar
10 Being strong and healthy (health)	Sehat fisik dan mental
11 Being able to go for hajj (hajj)	Bisa berangkat haji
12 Safety: Knowing that the village is a safe place (e.g. not many robberies or violence) (safety)	Desa Aman/Damai
13 Law enforcement: Knowing that people who behave outside	Hukum ditegakkan



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Perceived impacts of seaweed farming:

#	Wellbeing factor	% (a)	Imp (b)	Overall Imp (c)=(a.b)	Sat now (d)	Sat before (e)	Sat Change (f) = (d-e)	W-IE (c.f)
3	<i>Motorcycle</i>	46	8.76	4.02	7.91	4.73	3.18	12.80
2	<i>Housing</i>	49	8.13	3.96	7.41	4.50	2.91	11.51
10	Health	58	8.99	5.22	8.05	5.95	2.10	10.97
20	Environment	35	9.15	3.21	7.00	4.11	2.89	9.29
16	<i>Basic needs</i>	35	9.08	3.19	7.84	4.96	2.88	9.19
17	<i>Other needs</i>	38	8.93	3.38	7.46	4.78	2.68	9.06
11	Hajj	34	8.84	2.99	6.92	3.92	3.00	8.96
5	<i>University</i>	31	8.65	2.69	6.96	3.65	3.31	8.90
1	Clinics	31	8.13	2.53	7.78	4.43	3.35	8.47
18	Own businesses	35	8.65	3.04	6.78	4.00	2.78	8.45

From Larson et al (submitted), using Wellbeing - Impact Evaluation (W-IE) methodological approach

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Wellbeing Impact Evaluation (W-IE) schematic of the perceived

impacts of seaweed processing

High Importance	Size of change	W-IE score	Wellbeing affected by processing
Social networks	Very high 3.75	Very high 11.76	YES
Motorcycle	Very high 3.14	Very high 9.94	YES WEAK
Water	Very high 4.05	High 8.76	YES
Market	High 2.69	High 8.61	(enabler only)
Health	High 2.04	Average 6.63	(enabler only)
Sharing	Very high 3.00	Average 6.28	YES

impacts of group membership (on wellbeing)

High Importance	Size of change	W-IE score	Wellbeing affected by being a member
Social networks	Very high 3.21	Very high 10.12	YES
Water	Very high 4.50	Very high 8.51	YES
Motorcycle	Very high 3.00	High 7.95	YES
Market	High 2.91	High 7.35	(enabler only)
Sharing	Very high 3.10	High 7.28	YES
Health	Average 1.45	Average 5.36	(enabler only)

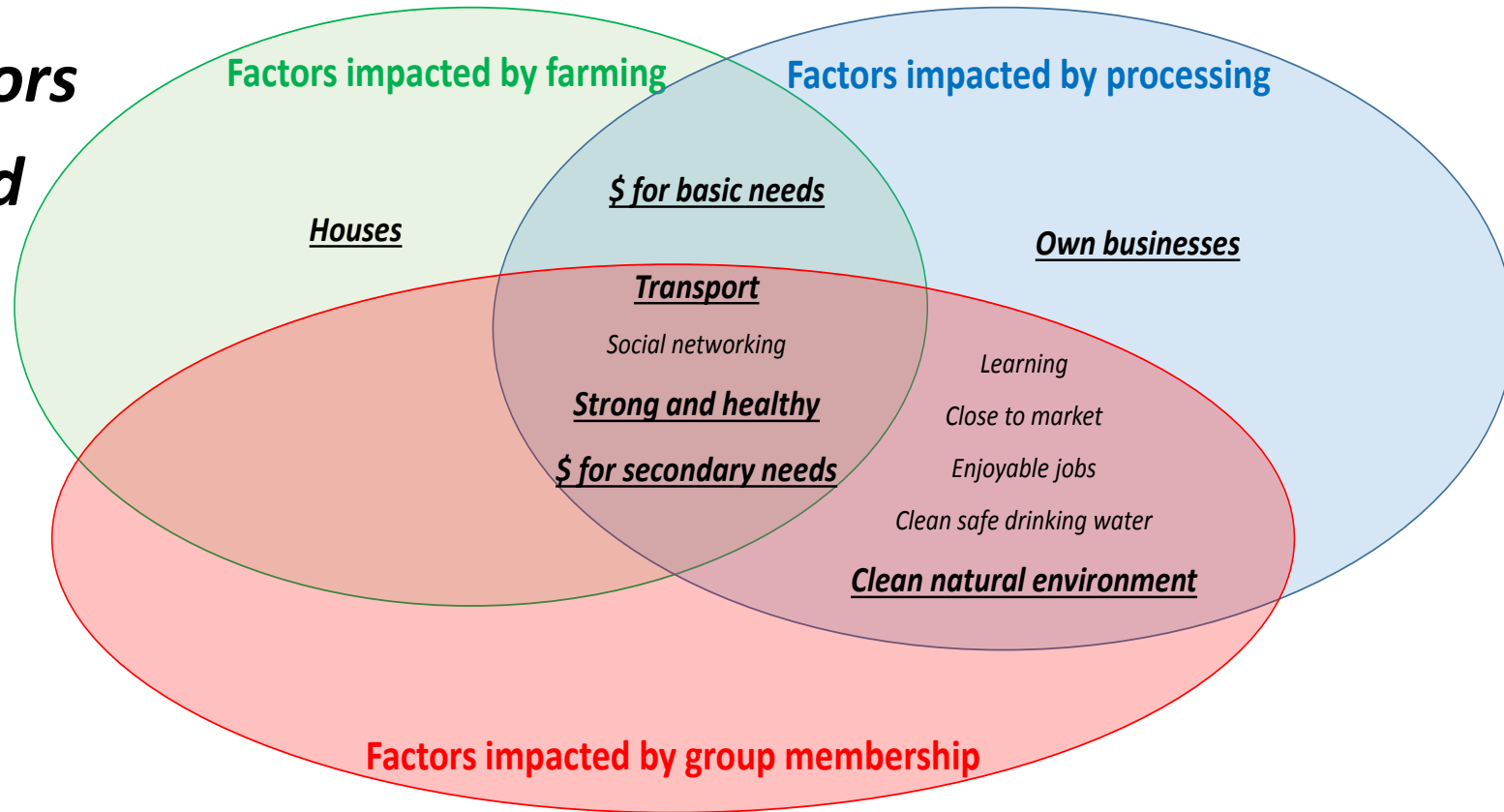
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Conclusions:

Identified links between factors contributing to wellbeing and seaweed related activities:

- **farming,**
- **processing, and**
- **group membership**



Clinics

Schools

University

Role models

Village safe

Law enforcement

Jobs in village

Equity

Able to go to Hajj

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**Motivation for joining group versus reported benefits from processing/
group membership:**

Aspect	Motivation	Reported as improving
Increased knowledge	23%	27%
Empowerment (SN)	24%	37%
Increased income	45%	18%

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Thank you!

