**OUTPUT INDICATORS**

At the end of each round, the players will be provided two sets of indicators for them to grasp the condition of the territory of the game. These indicators focus on the proportion of pollution and on the proportion of production in the territory. On each indicator, the Ecolabel threshold will be represented, considering both criteria about pollution and production.

**1/ POLLUTION INDICATOR**

Maximum Ecolabel criteria

The pollution gauge is based on the yearly waste production of villages and fields. The 100% territory’s capacity to be polluted is based on 300% of the yearly waste production during the initial state of the system. This capacity is divided between solid waste and wastewater. The comparison of these two different types of waste will use conversion of kilograms and litres of wastes in cube meters.

**2/ PRODUCTION INDICATOR**

Minimum Ecolabel criteria

The production gauge is based on the yearly production of each field of the territory. The maximum capacity is 8 tons of rice/ha/year. The minimum production to obtain the EcoLabel criteria is 60% of this maximum capacity.

**3/ PRESENTATION TO THE PLAYERS**

At the end of each round, after the players have implemented their actions, the model shows their impacts and both production and pollution indicators are updated. Since the players have to reach a common goal, but are taking actions for their villages scale, the game will present both general indicators at the communal level, as well as the same indicators at the villages level.

*Communal level*

Production

Pollution

Production

Pollution

Pollution

Production

Production

Pollution

EcoLabel criteria

Production

Pollution

*Village 4*

*Village 3*

*Village 1*

*Village 2*