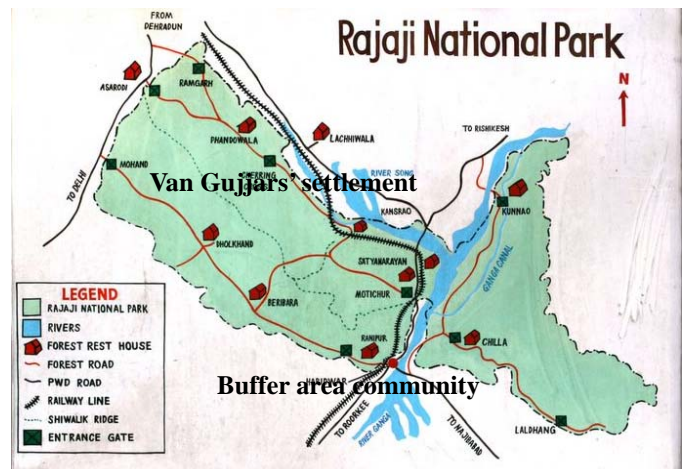


Conflict over Displacement, Resource Rights and Survival Risk- A Case Study of Rajaji National Park, India

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In 1983, the confrontation arose between the park authority of Rajaji national park and the Van Gujjars who have been living in the park since long back (Map.1). This real conflict is characterized by somewhat forcible displacement of forest-based families from their traditional habitat and disruption of their livelihoods and also the resource rights of the local people who are staying in the buffer area of the forest. The major claim made by the government is to clear the national park area from encroachment. This ongoing conflict and negotiation is analyzed using GMCR (Graph Model for Conflict Resolution), a game theoretic model. In the real world, it is shown that all the players are not a real player. Seldom, they meet all the qualification of a player in the sense of game theory i., e, representability, knowledge, and executivity. Here, an attempt has been made to systematically categorize the player, e.g., null player, intermediate player and complete player in a game and to find out how their positions affect the structure of the game and subsequently their strategic choices. The formation of social network mechanism is analyzed to understand the dynamic mechanism of this conflict and their policy implications are also examined.



Map.1 Rajaji National Park