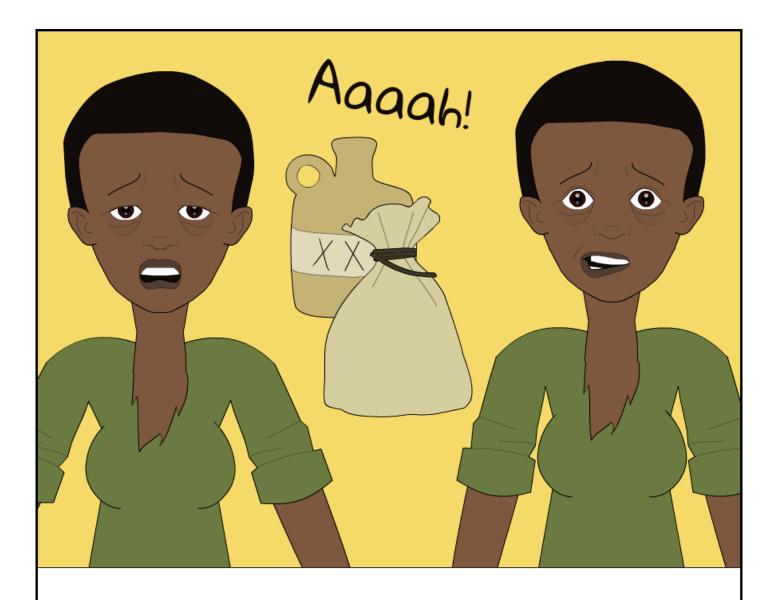
Find the full cartoon learning series at: https://www.microlinks.org/library/cartoon-learning-series



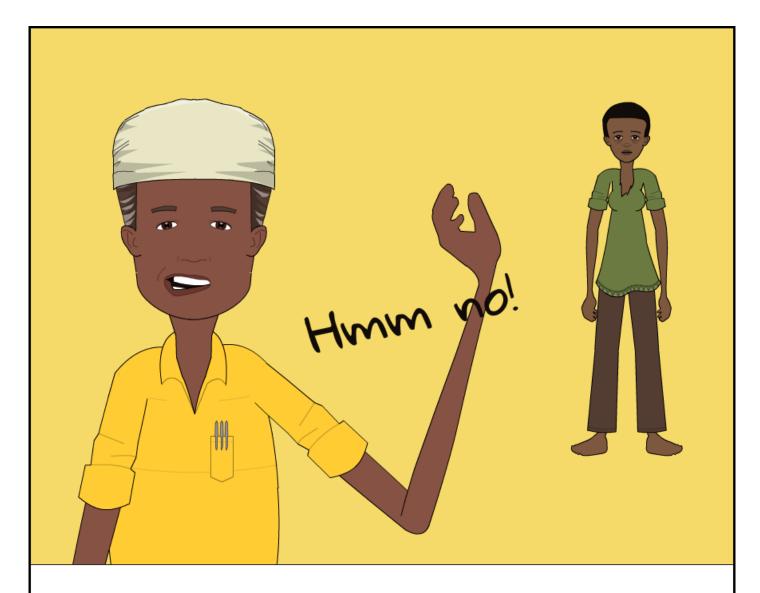


Produced by EcoVentures International for USAID's Leveraging Economic Opportunities (LEO) project





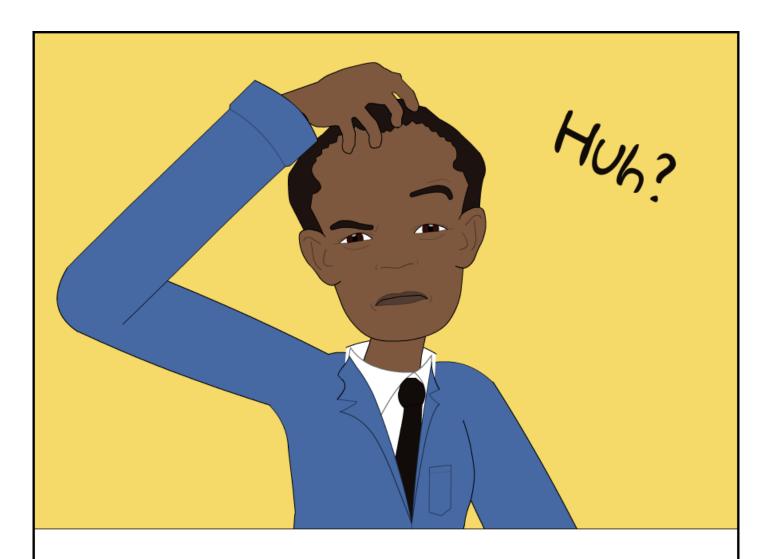
Farmers tend to be unaware of new ag. technologies, too scared to try them, and to be unaware of them in practice.



Tendency is for inputs supply retailers to presume that farmers aren't interested in or can't afford new ag. technologies.



Projects tend to often hand out new technologies to farmers for free.



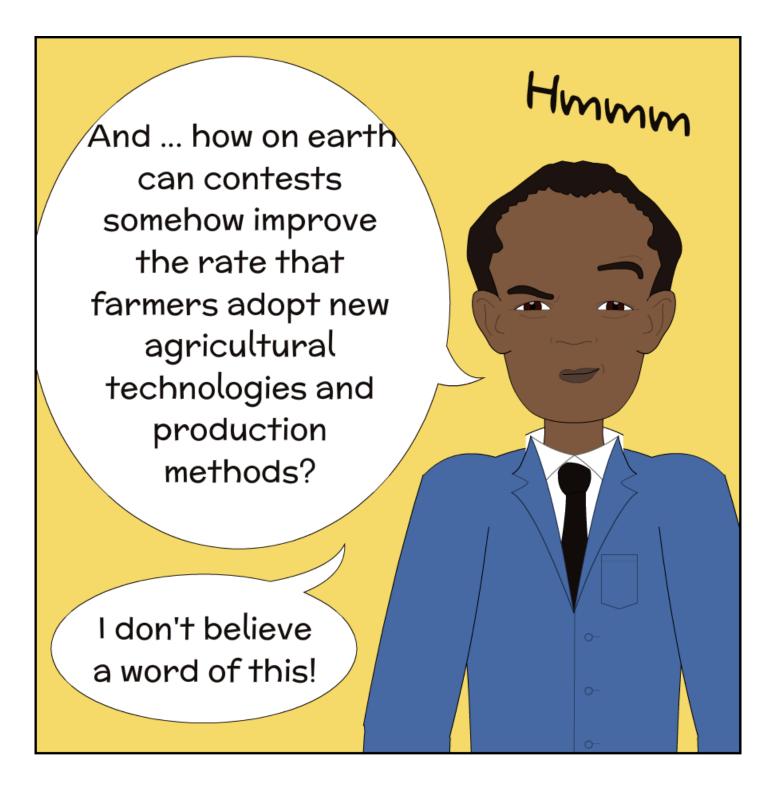
So ... what are other ways to expose farmers to new inputs, make farmers feel okay about trying them out, and give them a way to see the results?

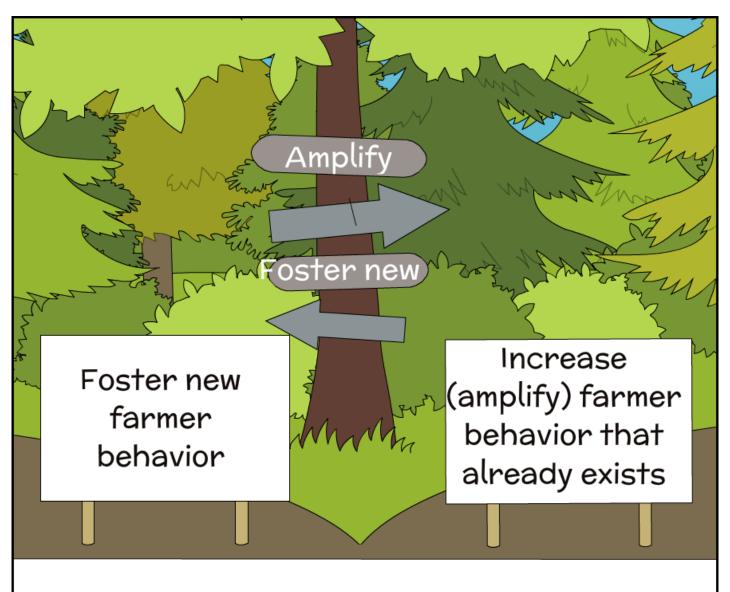




Contests are a common business tactic to market a new product/service or generate positive buzz around an existing product/service!

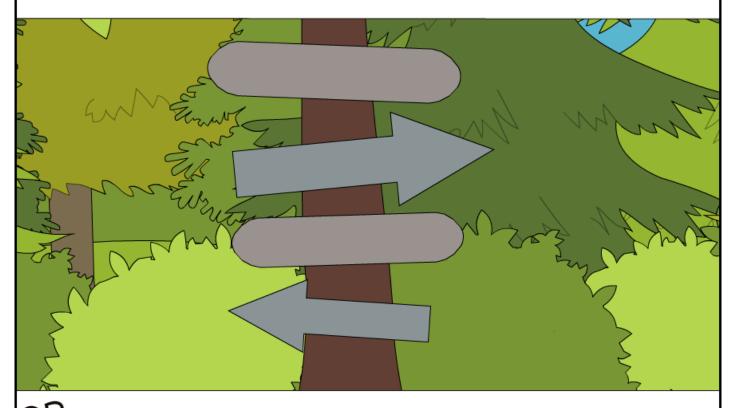






Contests can achieve different objectives in terms of farmer behaviour - depending on how they are used.

EITHER ... randomly selecting winners, creating prestige around 'trying something new', and letting others learn from them



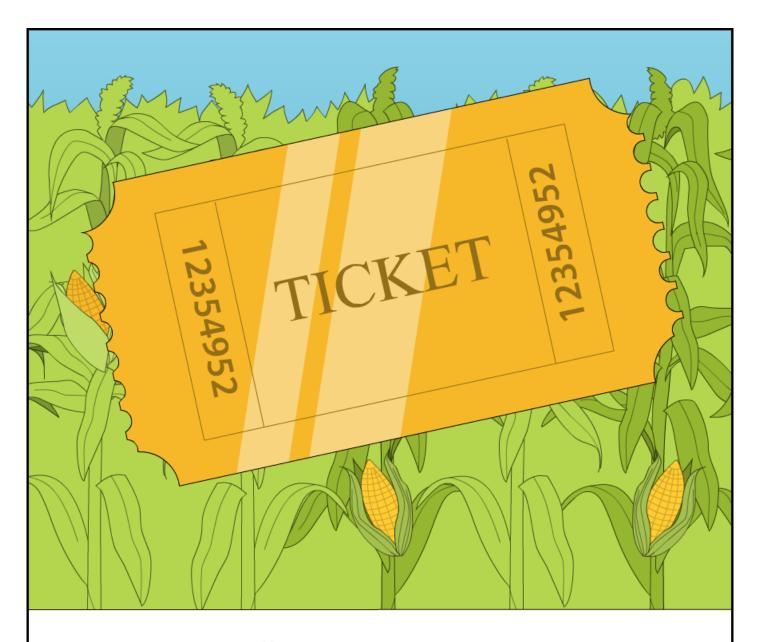
OR
... showcasing high-performing farmers as
competition winners that others can learn
from

Foster new behaviors

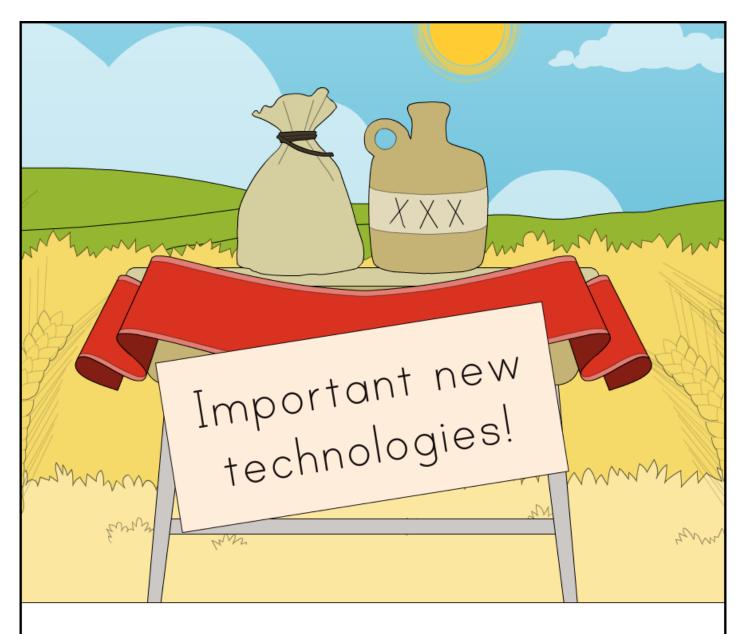
Let's first look at an example where very few farmers in an area have started improving behaviors such as using new inputs or equipment...







Contests allow farmers to 'compete' for a prize as a promotional tactic ...



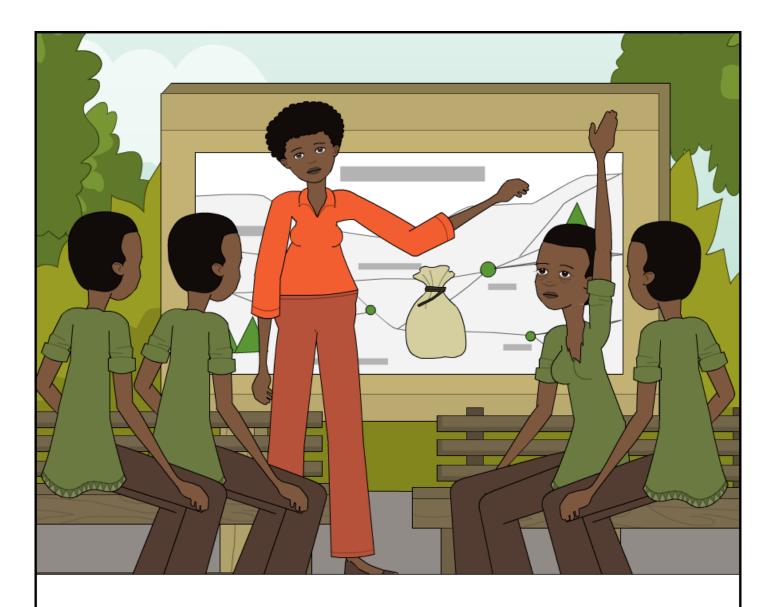
Firm showcases new agricultural products / services as having value



Firm selects farmers as random 'winners' to try the new products/services out



Farmers use prizes on their land, or their land gets prepared by the firm as the prize.



Winners often have to come for a training or debrief to get their prizes



Contests create prestige around trying something new ... so that it's not as scary or risky



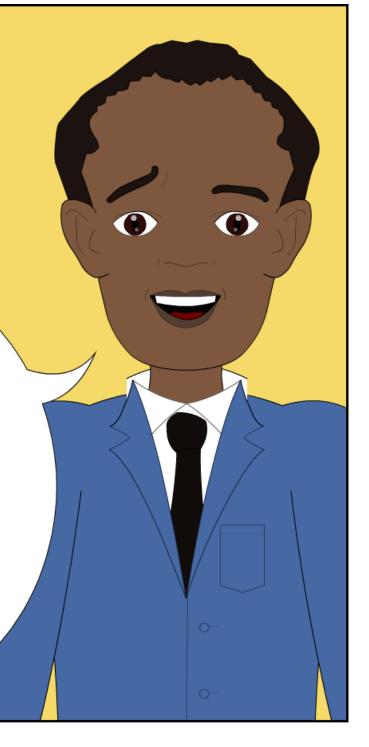
Other farmers see the results of what they are doing, trust them because they know them, and copy them!



Firms are using the random 'winners' to put in place real-life demonstrations by showcasing the 'winners' test cases

Amplify existing behaviors

Now let's look at an example where some farmers have started taking on new behaviors and we want to influence others too!



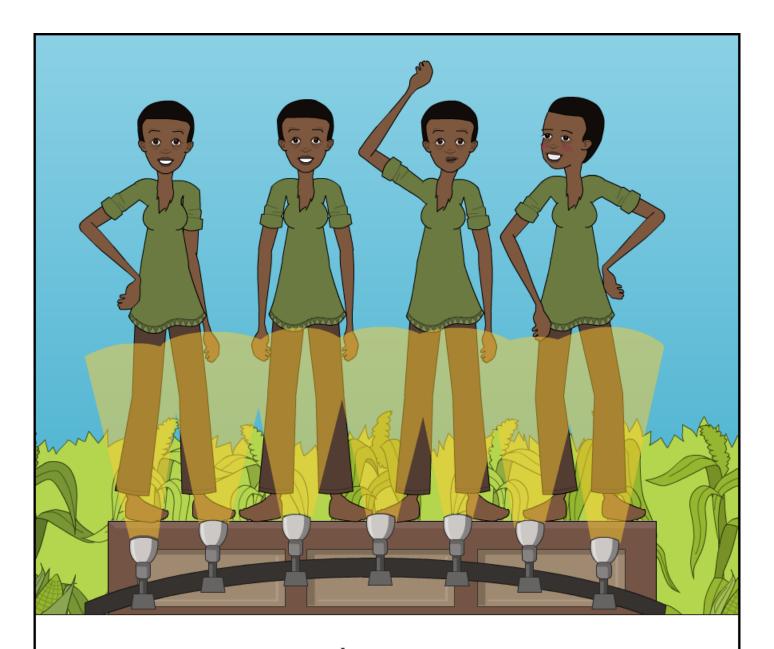




Identify several high performing farmers and select them as contest winners



Or put a spolight on the most successful random 'winners' from before



Raise their profile so much that others want to be like them!



Amplify through radio, awards, certifications, publicity ...

