Safety Game: OSH Education for First Liner Forestry Workers

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Discussing forestry workers and forest operations means discussing heterogenous sizes, economic stability, cultural backgrounds, responsibility levels, and applied technologies in forest operations. ILO has underlined that participatory OSH protection as an effective strategy in generating a safe and health forest work operation. Education and training at all levels have been considered as essential enabling conditions assuring the for this strategy. In the other side, most of common forestry workers in Indonesia have poor understanding and poor training experiences on OSH protection techniques and other related subjects, resulted in OSH protection ignorance. This common situation not only occured in Indonesia (with more than 4,5 million forestry workers), but also occured in several developing countries. This research is aimed to develop an education instrument that may applied globally for first line forestry workers, by adopting concept of worldwidely known fun game "Monopoly" and "Snakes and Ladders". Objects in the game were adopted from international OSH protection concepts released by ILO. To make the game coherent and pertinent, local contents were also accomodates. As the first step, the game prototype was designed for Indonesian plantation and community first liner forestry workers appliying manual or semi manual forest operation system. The game line therefore was dealing with techniques related to small diameter log, chainsaw operations, manual hauling-loading-unloading, small and medium truck for transporting, and tropical climate. Results on pre and post test and self-assessment on workers' knowledge and perception toward OSH protection would reflect the effectivity of this instrument.

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