

“Producing Nature”: An ethnographic case study on a game farm in thicket

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Preliminary Findings

MSc. Thesis

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DANGER

GEVAAR

INGOZI



DANGER

WILD ANIMALS

GEVAAR

WILDE DIERE

INGOZI

IZILWANYANA EZINKULU



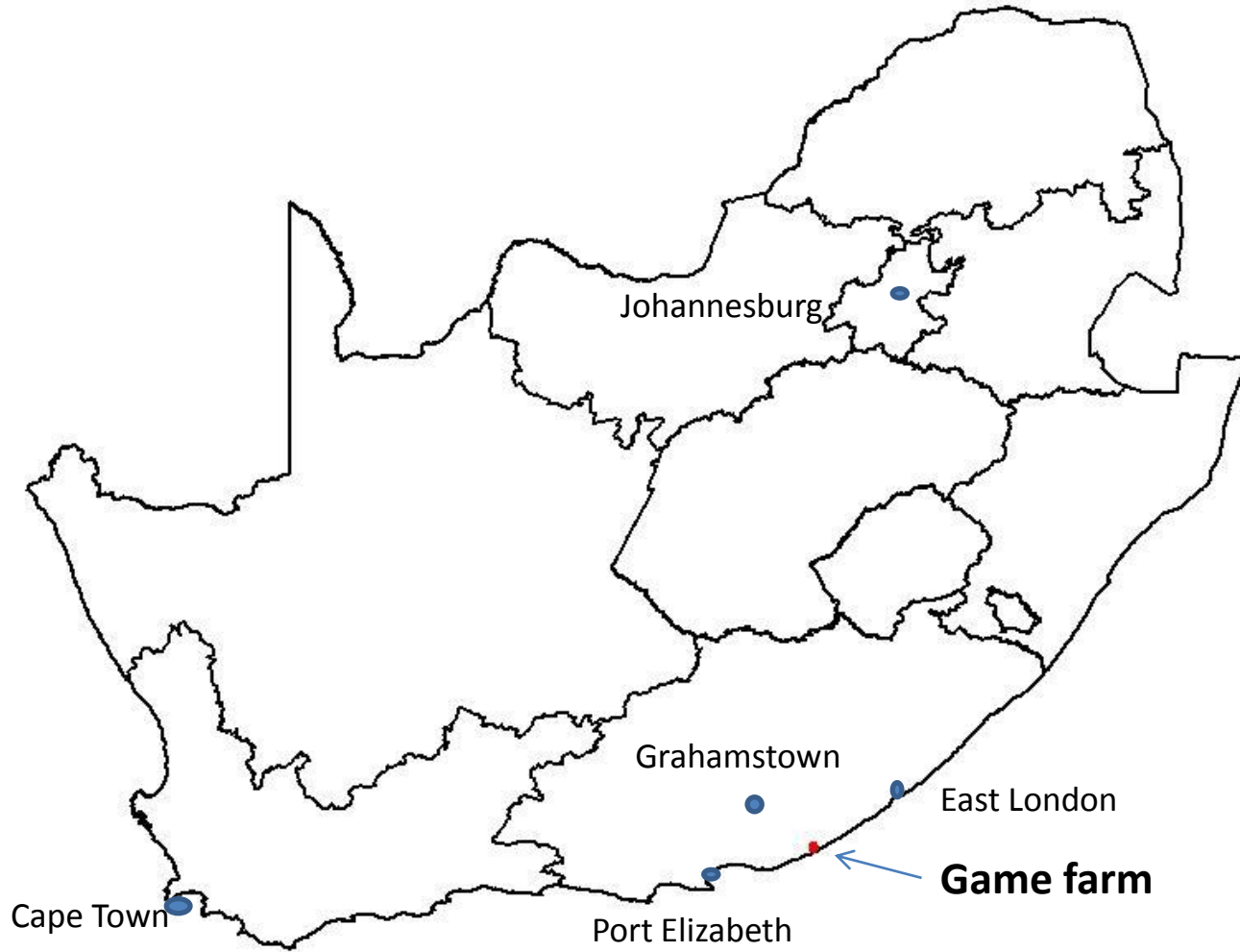
Questions

- Who are these game farmers?
- What are their motivations?
- How do they give meaning to 'their' game and the environment?
- Which other actors are involved?
- **How does game farming change the landscape?**

Objective

- How the interaction between landowners and their environment is expressed on a game farm.
- A better understanding of game farmers and game farming from a sociological perspective

Locality map



The Game farm



The Game farm



The Game farm



Animal categories

- Indigenous and extralimital species
- Game farm and non-game farm species
- Trophy animals and vermin

Animal categories



Lynx: Vermin or a trophy?

Passion for hunting and game



“ I am a conservationist”

“ Without hunting their
wouldn't be any game left”

Labour



“It saves
money...
...and trouble”

Unskilled
people
unemployed

Thicket is about people!