

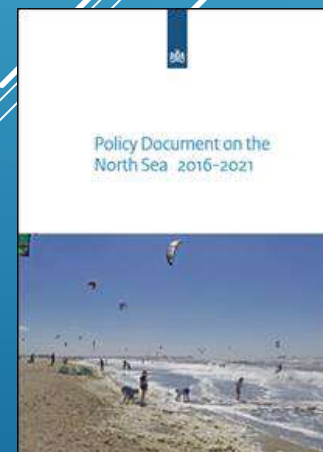
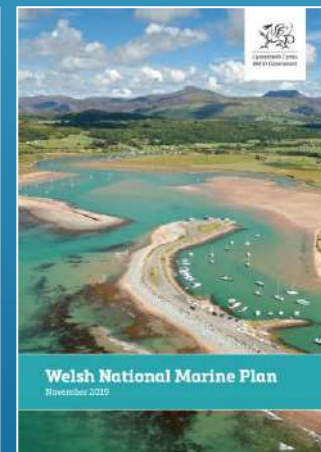
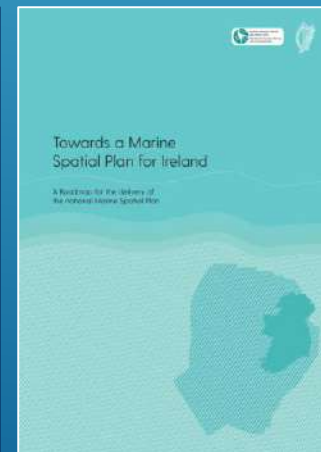
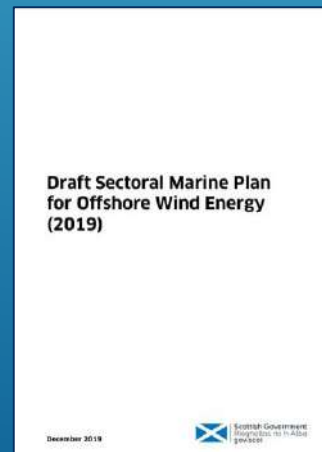
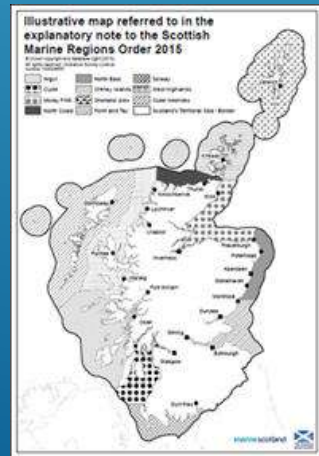
MSP CHALLENGE

RHONA FAIRGRIEVE, ATKINS
COASTAL FUTURES, 16 JANUARY 2020



MARINE PLANNING IS...

- ▶ A process for accommodating multiple activities in marine areas
- ▶ Politically-driven
- ▶ Stakeholder-guided
- ▶ Local, sectoral, national & international in scope
- ▶ Still evolving
- ▶ Complex!



MSP CHALLENGE – 2 VERSIONS



MSP Challenge digital game

- ▶ High tech
- ▶ Role-playing strategy game using networked laptops to plan for ORE in shared sea basins
- ▶ More similar to 'real life' GIS-based marine planning approaches
- ▶ Some previous MSP knowledge useful
- ▶ North Sea, Baltic Sea & Clyde Marine region editions use EcoPath with EcoSIM to simulate effects of marine planning on key indicator species over period of up to 40 years



Board game

- ▶ Low tech
- ▶ Table-top, role-playing strategy game
- ▶ Entry level activity
- ▶ Some/little/no previous MSP knowledge needed
- ▶ 1 board → multiple uses
- ▶ www.mspchallenge.info

MSP GLOBAL 2050

Innovative mechanism for stakeholder engagement

- Cross-border marine planning in a fictionalised, shared sea basin
- Role-playing to represent marine & maritime interests on, in and adjacent to water resources
- Scenarios explore opportunities & limitations of marine planning: offshore energy generation, marine tourism, marine protection ... even marine litter
- Encourages communication across borders
- Enables greater understanding of interactions between national economic, environmental & social objectives AND their potential impacts on others
- Fun!



3 adjacent administrations:

- Bayland
- Peninsuland
- Island

Different economic objectives:

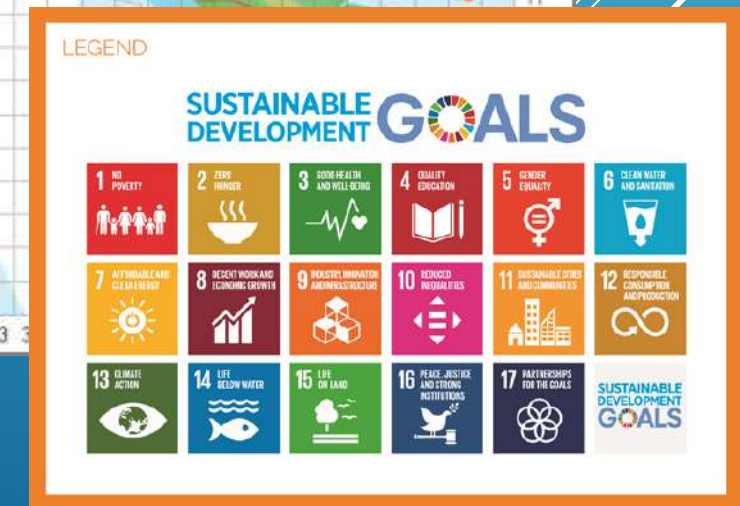
- Individual
- Interlinked

Roles:

- Marine Planners
- Nature Advisor
- NGO
- Oil & Gas
- Energy Infrastructure
- Renewable Energy
- Fisheries
- Aquaculture
- Ports
- Maritime Industry
- Shipping



- Local Business
- Deep Sea Mining
- Blue Biotech
- Tourism & Recreation



SUPPORTING INFORMATION



CONSIDERATIONS

- ▶ Existing uses of marine resources:
 - ▶ mobile fisheries
 - ▶ aquaculture
 - ▶ oil & gas installations
 - ▶ ports & shipping routes
 - ▶ ferry links
 - ▶ recreation
 - ▶ land/sea interactions
- ▶ Expect the unexpected....!



EXPERIENCES



CONCLUSIONS

► Innovative mechanism for stakeholder engagement

- Boards are a simple tool that can demonstrate a process that can be very complicated and complex.
- Evidence from questionnaires circulated to participants before and after games strongly suggests that their awareness and understanding of marine planning is improved, even after a short time with the game.
- Role-playing to represent marine & maritime interests on, in and adjacent to water resources, allows personal experiences to be represented.
- Scenarios explore opportunities & limitations of marine planning: offshore energy generation, marine tourism, marine protection have been developed to respond to ideas generated and evolving policy issues... even marine litter
- Playing the two versions of the game in combination with each other is useful: the boards provide a background to the more sophisticated electronic versions.
- Opportunities to tailor the sessions to test particular learning outcomes and in different languages: English, German, French, Chinese – Arabic & Russian in progress

FINAL THOUGHT

- ▶ “Serious gaming should be taken seriously. These tools can only truly work if being developed and played by those with a heart for the matter. In this case, that’s MSP to contribute to re-establishing harmony with the sea and ocean for those benefitting on land.”

Lodewijk Abspoel, NL Government and MSP Challenge instigator



MSP GLOBAL 2050



MSP Challenge #MSPglobal



Government of the Netherlands

Signature games

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