Maritime Spatial Planning Challenge
#MSPglobal Edition, IOC-UNESCO

MSP Challenge/MSPglobal
training network on Marine Spatial Planning

2022 Handbook
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Disclaimer:

The game has not been designed as a near-real planning exercise or decision support tool. It is a metaphor for Marine Spatial Planning (MSP) with a fictional narrative, stylized maps, colourful tokens and a minimum number of game rules. It should be used to introduce MSP to students, stakeholders or the wider public, and to shape a strategic dialogue among professionals.

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1. Ocean Commitments for the implementation of 2030 Agenda

Marine Spatial Planning (MSP) is directly linked to the 14.2 target of the Sustainable Development Goal (SDG) 14, which aims to “sustainably manage and protect marine and coastal ecosystems to avoid significant adverse impacts by strengthening resilience and taking action for their restoration in order to achieve a healthy and productive ocean”.

In fact, comprehensive marine spatial plans have the potential of contributing to the 2030 Agenda beyond the scope of SDG 14 when addressing, for example, poverty reduction, food security, well-being of coastal communities, promotion of offshore renewable energy, sustainable economic growth, etc.²

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1. MSPglobal: international guide on marine/maritime spatial planning: https://unesdoc.unesco.org/ark:/48223/pf0000379196

2. MSPglobal Brochure on MSP & Sustainable Development Goals: https://unesdoc.unesco.org/ark:/48223/pf0000374787
Since the first UN Ocean Conference, in 2017, the United Nations has a global open call for voluntary Ocean Commitments to support the implementation of SDG 14.

1.1. MSPRoadmap³

In 2017, the Directorate General for Maritime Affairs and Fisheries of the European Commission (DG MARE) and the Intergovernmental Oceanographic Commission of UNESCO (IOC-UNESCO) adopted a ‘Joint Roadmap to accelerate Maritime/Marine Spatial Planning processes worldwide’ (MSPRoadmap) as an Ocean Commitment. Capacity building on MSP was one of the priority areas of this roadmap, which is implemented mainly by the MSPglobal Initiative⁴.

The Dutch Ministry for Infrastructure and Water Management embarked with both institutions on a path of capacity development for MSP globally through the co-development and donation to IOC-UNESCO of the #MSPglobal Edition of the MSP Challenge serious board game. By 2020, IOC-UNESCO delivered about 15 training courses using the MSP Challenge game, benefiting around 500 stakeholders around the world.

In 2022, the MSPRoadmap was updated to include revised and new priority areas and actions. Capacity development and awareness about the MSP process and its benefits remains a key topic. Once again, the Dutch Ministry for Infrastructure and Water Management manifested its willingness to support the MSPRoadmap through the establishment of a network of #MSPglobal trainings.

1.2. MSP Challenge/MSPglobal training network on MSP

In 2022, during the 2nd UN Ocean Conference, the Dutch Ministry for Infrastructure and Water Management, IOC-UNESCO, the European Commission and 12 institutions submitted the Ocean Commitment ‘MSP Challenge/MSPglobal training network on Marine Spatial Planning’⁵.

The MSP Challenge materials are now available in all official UN languages (Arabic, Chinese, English, French, Spanish and Russian) plus Portuguese in order to make this #MSPglobal training

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³ For more information about the MSPRoadmap: https://www.mspglobal2030.org/msp-roadmap/
⁴ For more information about the MSPglobal Initiative: https://www.mspglobal2030.org/msp-global/
applicable all around the world. For the coming years, 12 organisations have volunteered to give MSP trainings in their institutions and share the material with others interested in it.

1.3. Role of training institutions

1.3.1. Store and maintain the game

The board game consists in a 23 kg suitcase full of material, which needs to be properly stored and maintain to be used several times.

Suitcase content checklist

- Pieces of the board game
- 3 boxes (one per country) with the following material inside:
  - Tokens
  - Metallic pins
  - Scissor
  - Threads
- 3 players folders (one per country) with the following material inside each:
  - The Rica Sea (background context / pointers for a successful game)
  - Country profile
  - Legends
  - Players badges
  - Lanyards
- 1 facilitator folder:
  - Handout
  - Legends
  - Facilitators badges
  - Lanyards
1.3.2. Share the material

The contact email of the training institutions will be available on the MSPglobal website in case other institutions and countries of the region wish to invite the institution for delivering a training or to make a request for borrowing the game.

1.3.3. Use the game and periodically report to IOC-UNESCO

As beneficiaries of the Ocean Commitment ‘MSP Challenge/MSPglobal training network on Marine Spatial Planning’, the twelve organisations volunteered to give MSP trainings using the #MSPglobal Edition of the MSP Challenge board game. In order to monitor this Ocean Commitment, the Dutch Ministry for Infrastructure and Water Management and IOC-UNESCO will need to submit short progress reports on the UN website. Therefore, the members of the training network are invited to provide a brief report about the use of the game at least once a year to: MSPglobal@unesco.org

<table>
<thead>
<tr>
<th>Progress Report #</th>
<th>Deadline</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>31 December 2023</td>
</tr>
<tr>
<td>2</td>
<td>31 December 2024</td>
</tr>
<tr>
<td>3</td>
<td>31 December 2025</td>
</tr>
</tbody>
</table>

The content of the brief report should cover the following aspects:

- Total number of trainings
- Total number of people trained
- Context of each training (table below)

<table>
<thead>
<tr>
<th>Title of the training</th>
<th>When</th>
<th>Where</th>
<th>Institution(s) responsible for the training</th>
<th>Objectives of the training</th>
<th>Language of the training</th>
<th>Number of people trained</th>
<th>Types of stakeholders trained (students; researchers; public employees; private actors; civil society representatives; etc.)</th>
<th>Additional comments (if any)</th>
<th>Picture of the training (if possible)</th>
</tr>
</thead>
</table>

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2. About the MSP Challenge

The ‘Maritime Spatial Planning Challenge – #MSPglobal Edition’ is a tabletop strategy game designed for those with an interest in ecosystem-based Marine Spatial Planning (MSP) and sustainable blue economy.

2.1. Concept

The board game is part of the ‘Maritime Spatial Planning Challenge’ concept, which uses serious games and playful learning for ocean management. Several MSP Challenge games – digital, role-playing and board games - have been developed at the request of the Ministry of Infrastructure and Water Management of the Kingdom of the Netherlands.

The MSP Challenge games have been developed in light of the implementation of the European Directive (2014/89) on Maritime Spatial Planning (MSP)7 and the opportunities it gives for ecosystem-based MSP.

2.2. Purpose

The goal of the game is to show some of the dynamic and complex interactions between marine related activities and maritime planning.

The game allows the players to experience and discuss the meaning and implications of different maritime strategic objectives such as the blue economy, land-sea interactions, short sea shipping, clean & healthy seas, and good environmental status of the ocean.

The game should get players ‘thinking and talking’ about the interrelations among these objectives, for instance how to align and apply them in practice.

2.3. #MSPglobal Edition

The #MSPglobal Edition of the board game is a slightly adapted and improved version of the original Short Sea Shipping Edition and the Scottish Marine Region Edition board games. These have been played at frequent occasions with planners, researchers, stakeholders and students as part of events organized by local, regional and national public administrations, including intergovernmental bodies and Agencies of the United Nations, transboundary projects and international conferences.

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3. Playing the MSP Challenge board game

Players should achieve a productive but also clean, safe and healthy sea in their national and shared marine areas through the spatial allocation of economic and ecological functions and the development of shipping and line infrastructure (energy grid, cables). The tokens and threads in the game symbolize all kinds of human activities, ecological functions, shipping lanes, cables and pipelines.

Players should try to get tokens and threads of different types on the game board, thereby promoting blue development with prospering marine industries, alongside a clean, safe and healthy Rica Sea. The number of different tokens and threads, and combination in which they are placed on the board, is up to the players.

Players represent different interests and may gradually find out that they get into each other’s way. For example, proposals for new Marine Protected Areas (MPA) or wind farms might require the redirection of existing shipping lanes. Can shippers and planners, or wind farm developers, nature conservationists and planners, coordinate and cooperate with each other to ensure a win-win situation for all their interests?

3.1. The Rica Sea

3.1.1. Background context

Rivers, islands and coastal areas characterize this sea basin. The three countries Bayland, Peninsuland and Island have a shared maritime and coastal heritage. One brief look on the map and you can easily understand why past generations of inhabitants and visitors named the sea the Rica Sea. Sea borne trade and raid have had their impact on the societies. The relatively shallow Rica Sea features challenges for seafarers and offshore construction during parts of the year (in wintertime winds pick up from the ocean). On the upside, its proximity to two oceans and a relatively sheltered location on the globe also offer a wide range of natural resources to work with, and tourists might be very much interested to spend their holidays in the Rica Sea.

The state of the marine environment in the Rica Sea is not what it could be. It is under threat of unsustainable fisheries, pollution, invasive species and destruction of coastal and marine
habitats. Most government officials and non-government organizations have picked up the concept of the Blue Economy. It is not said that businesses intentionally have unsustainable activities, perhaps it is a matter of perception and lack of a shared vision about how business and planning can be beneficial for the marine environment. The reciprocity of ecosystem goods and services and human activities is debated amongst scientists and users of the sea and coasts.

The specifics of the three countries and the potential of their marine and coastal areas translate into different ideas for blue development, which could turn out into conflicts across sea borders. Sea borders that have not entirely been designated, present a further challenge to planning and developing processes.

Scientists, nature conservationists and developers of offshore wind farms have recently promoted such processes, known as marine or maritime spatial planning processes. The governments of Bayland, Peninsuland and Island, have picked up the concept of MSP and Blue Business Development, which is reflected by the fact that all have designated staff assigned with the task to carry out ecosystem based MSP processes in the coming period.

3.1.2. Regional cooperation

The countries around the Rica Sea are part of the Conventions of the Law of the Seas. Both the sea basin itself and its adjacent marine areas fall under the Global Convention for protection and restoration of marine and coastal biodiversity.

SEARICA is the name of the regional sea convention. Its motto is: ‘Management of ecosystem services to provide for prosperity of mankind’.

To tap into the opportunities of future possibilities to maximize on the potential of the sea and coastal areas, the three countries have started various studies, both on economic and ecologic matters. Results should be forthcoming soon.

3.1.3. Countries
PROFILE PENINSULAND

KEY POLICY AREAS: Multiple use of space, shipping & accessibility and invest.

OBJECTIVE: Objective is to shorten transport routes at sea, provide for opportunities combining offshore functions with shipbuilding. Decision might be made to undo the Peninsular canal of its locks.

BLUE GROWTH OPPORTUNITIES: Blue Growth opportunities are cultivating of fish and seaweed, clean energy and tourism. Cultural heritage on land and in the sea is seen as key to provide growth in this sector. A LNG terminal could be constructed in the main port.

- Humans do not live at sea -

PROFILE ISLAND

KEY POLICY AREAS: Protect our resources, build with nature and innovate.

OBJECTIVE: Objective is to safeguard accessibility of the islands (e.g. ferries) and become the world leader in sustainable fishing and in the superyacht industry.

BLUE GROWTH OPPORTUNITIES: Blue Growth opportunities are blue tourism (like diving and whale watching), blue biotechnology and deep-sea mining. This calls for active and enhanced protection of marine life.

- Blue growth happens in a blue environment -
3.2. The map

The game is played in the fictional marine area called the ‘Rica Sea’, represented graphically on a large tabletop game board (1.60 x 2.80 m), with a stylized map of the fictional area.

The map shows a few parameters that should be taken into consideration while planning their socio-economic and ecological functions. Sea depth for instance is represented as light and medium blue on the map. Wind farms can only be placed in light and medium blue areas, not white ones (deeper than 50 meters). Sea depth should also be taken into consideration when planning blue energy (energy from waves, tides and currents).

The set-up of the board at the start of the game can already show a few ‘opportunity areas’ such as coastal and inland ports, cultural sites, historic wrecks, bird areas, populations of cetaceans, etc. Most of the sea area is underdeveloped but its sheltered location on the globe, proximity to nearby countries and ocean trading routes offers opportunities for maritime trade and marine activities. Distances to shore and ports are important for almost all activities, notably wind energy, shipping and dredging. A few major international shipping lanes have already been established.

Bayland, Peninsuland and Island are three adjacent countries that share the Rica Sea basin. The countries have their own maritime heritage and culture, and different ideas for the future.

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development of the resources within the Rica Sea. The countries around the sea have only recently agreed to start planning their uses of the sea, by allocating functions to marine space over time.

3.3. Players

In each country, players assume the roles of maritime planners (1 or 2 per country), nature conservationists or a representative of a marine-related industry: Ports, Shipping, Fisheries, Aquaculture, Tourism & recreation, Renewable energy, Oil & gas, Energy infrastructure, Blue biotech, Deep sea mining, Local business, Maritime industry.

One or two participants can be asked to play a free role as scientists, as representative of an (inter)governmental organization or as court. Others can be asked to observe the process and give feedback during the (intermediate) debriefings.

Industry representatives reside in one of the three countries, but not necessarily represent the national interest of this country. Representatives of maritime industries within the different countries should consider how their interests might be best served.

Shippers and port developers for instance are eager to develop (short sea) shipping, direct connections as well as maritime upstream and downstream activities. This is done by developing shipping lanes between ports (e.g., ferries or plain cargo), and also between ports and marine activities (e.g., fishing, wind farm construction and maintenance, etc.). They thus become involved in maritime planning decisions.

Fishers, energy companies, tourist operators and nature conservationists will come up for their interests. Energy transition at sea is a major opportunity for blue development. The development of coastal areas and land-sea interaction should also be taken into consideration. For ecological or other reasons, such as safety, certain economic activities and shipping may conflict. Hence, shipping (lanes) may not go through Marine Protected Areas (MPA), wind farm, military zones.

Planners should discuss the best positioning of activities in the Rica Sea as well as in their own jurisdictional waters. Discussions about cross-border and transboundary issues will be key. Economic functions (such as wind farms) placed on the game board induce shipping (e.g., construction and maintenance). All economic activities in the Rica Sea need to be sustainable and also connected to a port. This is why planners need to coordinate with economic sectors and those with an interest for the state of the marine and coastal ecology.

Decision-making on a come and serve basis may not be very effective. Planners therefore have to develop MSP and make a plan for their country. It is up to the country planners to define and achieve their planning authority and competences.
What can planners generally do?

- Monitor and evaluate (review) – What is going well and what is not? Observe conflicts among different uses of space.
- Persuade – Come up with a vision where the country wants to go. Talk to the industry representatives to get them into a certain direction. Use scientific data.
- Legislate – Ban or restrict certain activities in certain areas for instance to protect the marine environment or guarantee safety.
- Stimulate – Introduce economic incentives (subsidies) or technological innovations, promote multi-functional use of space.
- Mediate – Solve conflicts among industry representatives and country interests.
- Coordinate – Work together with other countries to introduce new transnational planning institutions (organizations, rules, and harmonization).

3.4. How to play?

The game is designed for twelve to thirty players. Seven or eight players per country works best.

Players are divided over the three countries and assigned one of various roles: maritime spatial planner, and representatives of the fishing industry, offshore fossil energy industry, wind energy industry, blue energy, aquaculture, tourism and recreation industry, shipping industry, port developer and operator, nature conservationists.

Depending on context and objectives, moderators are free to change or add roles.

Each team has an asset box with the tools to play the game. Coloured tokens with symbols show different marine-related functions.

Material in the asset box of the #MSPglobal Edition of the MSP Challenge board game © IOC-UNESCO, 2019

Rolls of thread in different colours indicate the different sorts of sailing/shipping activities that take place in the area. The pins go into the holes on the map to connect threads and keep tokens in place.
Players **stand around the table / game board** with assigned roles.

The game board can be **set with a number of existing parameters already in place**, e.g., shipping lanes, wildlife habitats, land-based infrastructure, etc.

Planners and other players **develop economic and ecological functions** of the Rica Sea by placing the corresponding tiles onto the grid. This accordingly to their role and freedom to develop and/or plan.

**Tokens and threads** already on the game board give some direction on how to develop the marine area. Certain economic and ecological functions can be combined but other functions will conflict with each other.

**Opportunity Maps** in the game hint where the suitable locations (e.g., oil and gas fields) for certain activities (oil platforms) can be found.

### Guiding questions

The discussion in and after the game should be geared towards questions such as:

- Where and how do MSP and sustainable blue economy reinforce each other?
- Where and how do marine activities get into each other’s way?
- To what extend and how can sustainable blue economy be planned (either stimulated or limited)?
- To what extend and how can the marine environment be protected through MSP?
- To what extend and how do MSP authorities take sectorial interests (shipping, energy etc.) into account?
- To what extend and how are MSP authorities responsive to the needs and requests of stakeholders?
- To what extend and how can stakeholders influence MSP authorities and their decisions?
- What are criteria to monitor and assess the impacts of maritime activities (e.g., multi-functional or conflicting use of space, cumulative effects, land-sea interactions, ecological status etc.)?
- What are the mechanisms for inter-sectorial or transnational co-ordination among actors and / or countries? What can be done to improve the alignment between MSP, blue economy and the ecosystem?

### 3.4.1. Rules of the game

(1) Players are encouraged to bring **arguments from real life** into the discussion to convince others.
(2) Anything in the game is allowed as long as it has not been forbidden and it is plausible, functional and acceptable within the rules and the spirit of the game.

(3) A designated member of the facilitator team has the authority to give information, decide on or intervene in all matters that are unclear or not provided for in the game, such playing the role of an intergovernmental organization, other type of institution or authority.

(4) Some pointers for a successful game:

- **Real life logic** is applicable to the Rica Sea. Shipping lanes cannot be planned on land.
- Players can introduce innovations. Wind turbines for instance cannot be placed in deep water (white zone) at the beginning of the session. However, players can come up with a plausible innovation such as floating turbines.
- **Every economic function** should have at least one pin that is connected by at least one thread to at least one port. This helps identify ‘land-sea interactions’.
- **Different ecological areas** can be planned: special habitat areas, important bird areas and marine protected areas amongst others. The level of protection of important ecological areas and marine sanctuaries can also be set: precautionary use or a no-take zone.
- **Fisheries** take place throughout the entire Rica Sea unless it is actively prohibited. At the start of the session a limited set of tokens can be placed on the board to indicate the publicly known important fishing grounds. It is up to the players (fishers and planners) to further identify where fishing takes place and to map these.
- **Economic activities** such as oil and gas extraction, seabed mining and blue biotech should be located in areas where these resources are available, as indicated on the game board or on opportunity maps. It is wise not to hand out these maps at the beginning of the session, in order to avoid players copying them 1 on 1. The maps are merely what scientists say they know (and that maybe not accurate).
- Aquaculture and wave energy can be combined by promoting the multiuse of the marine space with other functions, such as wind energy, but it depends on things like technology, willingness to cooperate and finance. In real life such multifunctional use of space at sea proves pretty difficult to establish.
- **Coastal tourism** can take place throughout the entire Rica Sea. Some areas, however, might be considered to be more suitable than others.
- The **Treaty of Cari** is in situ, obliging protection of underwater cultural heritage. Such cultural heritage sites (e.g., wrecks, drown cities, etc.) might be placed on the board at the start of a session, and can either be covered with a Question mark token, or be visible to the players.
- For safety reasons, only sailing and fishing boats under 24 m are allowed within wind farms. Larger vessels must avoid them. Planners can alter this policy.
- **Shipping lanes** can be redirected with permission of the International Maritime Organization played by the moderator or a member of the facilitator team.
- **Co-use of military areas** with functions such as fishing is possible. However permanent structures such as ports or terminals cannot be combined with military functions for safety reasons.
- A **national or regional convention** is a gathering of all participants residing in respectively, one or all three countries.
3.4.2. Moderation

The game starts with a briefing by the moderator, explaining the Rica Sea, the challenge and rules. It is recommended to emphasize to the players that for the duration of the game, the Rica Sea is their world and that they are responsible for what happens. It is important for game play and learning by all that players clearly communicate their moves on the board to other players (be it planners or stakeholders). MSP is a process which needs to be transparent, and less directive planning is needed if stakeholders find solutions for coexistence by themselves.

Depending on the situation, the board game can be played and moderated in a structured or in a very loose and open manner. The game can be played in time-set rounds or steps. Or the moderator can simply let the players go.

After the game, the moderator can explain key concepts and practices, point out inconsistencies or assess player behaviour. Or simply facilitate a professional discussion among the players through open questions, such as ‘what happened during the game?’, ‘why?’ and ‘how does this resemble real life?’.

When time is limited to an hour or so, it is best to introduce the game world in 5-10 minutes, and then counting - 3-2-1 GO! - Let the players develop the Rica Sea for approximately half an hour. Then pause and reflect for 5-10 minutes. How is it going? What can and should be improved? Resume gameplay for another 20 or 30 minutes. Then have a quick round of observations and reflection. Depending on the moderation/facilitation capacity and MSP experience, further guidance, help and interaction with the groups and individual players is advised. This can be on a very practical level (how to tie the knots), an informative level (Did you see this or that feature on the board? Did you consider this or that protection/development?), or on the level of solving more complicated matters in planning (like: Does this activity require consent of the planner? Or: How much space does an activity at sea require? What might be the ecological consequence of a certain development?). Used in this way, the moderator finds the game highly effective for engaging and activating participants during a seminar or conference.

The game can also be played with more directive moderation, for instance by letting the participants play in rounds and steps, and or letting them put tiles on the board in a certain sequence. Here is a suggestion how you can moderate the game in a more structured fashion:
• Give the participants about 10 minutes to look at their roles, the game material and the objectives for their country. Allow them to talk and get to know each other’s interests.
• Then, let the industry representatives (e.g., shippers) start developing their part of the world for about 5-10 min. You can also gradually activate more industry representatives, while the planners observe, think, etc.
• Then when the board is being filled, let the industry players step back and observe. The planners step in to assess how the Rica Sea is developing.

There is a lot that planners can do to gain control and steer developments. Part of the learning is that they need to discover themselves how MSP can steer marine developments and protect the marine environment. They need to establish their own authority.

Have a look at the website for experiences or contact the developers of the MSP Challenge game.

**Debriefing - Thank you for playing!**

The game always ends with a debriefing. The moderator can start and guide the discussion by asking questions to the group of players:

1. How do you feel? What did you experience during the game?
2. Are you satisfied with the Rica Sea as it is now?
3. Do you feel satisfied with how it came about?
4. Did you experience or notice any changes / improvements while the game progressed? For instance, more or less chaos / control?
5. Was there a vision or strategy? Or, was it first come, first served?
6. Which issues were early on the agenda? Which issues were ignored?
7. Are there any strange decisions in the Rica Sea? Inconsistent, irrational or unlikely uses of space? Why did this happen?
8. Are there any conflicts between different uses of marine space?
9. Do you see any multi-functional uses of space?
10. How much of the Rica Sea is now marine protected area? Do you think that is enough?
11. Who put environmental protection on the agenda? Was that late or early in the game? How easy or difficult was it to get attention for environmental protection?
12. Do you feel that some interests are more or better represented in the Rica Sea than others?
13. Do you feel there are winners and losers in the Rica Sea?
14. Were there any conflicts between stakeholders?
15. Did the marine planners have control over the process? What did they do to get it?
16. How did it feel to be a marine planner?
17. What policy instruments did the planners use? Which instruments did they not use?
18. Did the planners or other players introduce new institutions in the game (organizations, rules like directive)? Why (not)?
19. How much transnational coordination was there in the game? Where could it have been more or better?
20. Did you have fun playing the game?
21. What did you learn about MSP from playing the game?
3.4.3. **MSP Challenge Questionnaire**

At the end of the training, a questionnaire can be used by trainers to get feedback from the participants on the use of the MSP Challenge board game.

Through this type of questionnaire, researchers have tried to gain insight into the effectiveness of the serious game MSP Challenge (see section 4.2). In other words, to what extent do participants learn about certain aspects of MSP using the MSP Challenge game.

Furthermore, the feedback helps the developers and facilitators of the session to continuously improve the game as well as its capacity development and awareness activities on MSP.

![MSP Challenge questionnaire template](image)

**MSP Challenge questionnaire template**
© IOC-UNESCO, 2022

3.4.4. **Example: #MSPglobal training**

IOC-UNESCO has already trained about 500 people using the #MSPglobal Edition of the MSP Challenge board game. The in-person trainings were organised during 2 or 3 days, and structured around theoretical sessions before the practical exercise with the game.

**Links to MSPglobal trainings, including materials used:**

- **English**
  - National Training in Italy
- **French**
  - Binational Training for France and Algeria
  - National Training in Morocco
- **Spanish**
  - National Training in Ecuador
  - National Training in Colombia
Members of the training network who wish to follow similar approach are encouraged to prepare informative sessions based on the new 2021 UNESCO-IOC/European Commission ‘MSPglobal International Guide on Marine/Maritime Spatial Planning’, which is available in Arabic, English, French and Spanish.

The green boxes below summarise the approach that can be used for the practical exercise with the game, as well as the chapters of the MSPglobal Guide that can be used to prepare informative sessions based on the most updated information about MSP-related topics as well as case studies from around the world.

One of the greatest characteristics of the MSP Challenge board game is that it can be adapted and played in different ways according to the target audience, the objectives of the activity and the time available. The members of the training network are encouraged to adapt the use of the game according to their own needs.

9 MSPglobal International Guide on Marine/Maritime Spatial Planning is available at: https://unesdoc.unesco.org/ark:/48223/pf0000379196
Session 1. Introduction to the Rica Sea and the board game

- The trainer presents the Rica Sea and its fictitious countries, as well as the SEARICA Regional Sea Convention.
- The trainer presents the rules of the game and some examples of tokens.

Information about the Rica Sea.
Examples of tokens about maritime sectors.

MSPglobal Guide:
→ N/A

Session 2. Pre-planning exercise

- Players establish the MSP Team for each country, i.e., distribution of roles:
  - 1-2 marine spatial planner(s)
  - Maritime sectors (e.g., Ports, Fisheries, etc.)
  - Nature
- Each country develops an MSP Strategy (short and long term) with the following components:
  - National vision
  - Ecologic, economic and social objectives
  - Actions
  - Actors
  - Indicators
- Each planner presents the MSP strategy to all. The countries are invited to comment the strategy of the other countries.

Note: Each sector has different categories (e.g., government, private sector, NGO) and that industry representatives do not necessarily represent national interests.

Distribution of roles (badges). Developing the MSP strategy. Presenting the MSP strategy.
MSPglobal Guide:

→ **Chapter 3: How to set the scene**
  - 3.1 Creating an MSP working group
  - 3.4 Identifying key stakeholders
  - 3.6 Identifying existing needs for planning ocean resources at local, subnational, national or regional scale, including transboundary aspects

→ **Chapter 4: Designing the planning process**
  - 4.1 The planning team
  - 4.2.3 Develop a strategy for the participatory process
  - 4.4 Defining the principles, initial vision, goals and objectives
  - 4.5.2 Identifying key indicators to monitor MSP

**Session 3. Sectoral planning exercise – Assessment of existing conditions**

- Based on country profiles, players draw on a paper map the existing conditions of each sector as well as existing protected areas.
- Facilitator can start with the tokens representing ecosystems and biodiversity already on the board game or invite the player representing nature to do it before drawing the protected areas.
- Planner analyses if the mapping is coherent with initial information provided in the country profiles.

*Note: At this stage, each player takes their own decisions individually. The objective is to simulate a still common situation of lack of integration, where sectoral planning takes place without considering the other users, resulting in conflicts.*
Session 4. Sectoral planning exercise – Assessment of potential future conditions

- Based on the MSP Strategy developed in the pre-planning exercise, players draw on a paper map the future conditions of each sector (i.e., potential areas of development) as well as proposed marine protected areas.
- Planner analyses if the proposals are coherent with national objectives defined in the pre-planning exercise.

Note: At this stage, each player takes their own decisions individually. The objective is to simulate a still common situation of lack of integration, where sectoral planning takes place without considering the other users, resulting in conflicts.

MSPglobal Guide:

→ **Chapter 2**: MSP and ocean governance basics
  - 2.3.1 Maritime uses
→ **Chapter 5**: Assessments for planning
  - 5.3 Identifying future conditions

Session 5. Marine spatial planning exercise

- Facilitator can start with the tokens representing international shipping lanes and land-based infrastructure already on the board game.
- Each sector places on the board game the existing and future conditions using the available tokens (existing = colourful side of the tokens; future = white side of the tokens).
- As conflicts start to arise, participants negotiate, while the planner moderates the negotiations and ensures coherence with national vision and objectives.
- Facilitator needs to do at least one debriefing in the middle of the session for planners to explain the plan to all, so inconsistencies can be identified and the plan adjusted.
Example of initial set up of the game for international shipping lanes. © IOC-UNESCO, 2019

Players placing the tokens according to sectoral plans. © IOC-UNESCO, 2019

Colourful and white side of the tokens. © IOC-UNESCO, 2019

MSPglobal Guide:
→ Chapter 5: Assessments for planning
→ Chapter 6: The plan

Session 6. Exercise to define the EEZs

- On the board game, only the Territorial Sea is defined. Therefore, one representative of each country (e.g., planner, defence) needs to negotiate the boundaries of the EEZs during the meeting of the ‘Rica Sea Committee of Boundaries’.
- Agreed borders are presented to all, then plans are adjusted accordingly on the board game (if needed).

Note: This is a short parallel exercise during the MSP exercise.

Negotiating the EEZ borders. © IOC-UNESCO, 2019

Final agreement about EEZ borders. © IOC-UNESCO, 2019

Checking the impacts of the agreed borders on the plans. © IOC-UNESCO, 2019

MSPglobal Guide:
→ Chapter 2: MSP and ocean governance basics
  - 2.1 Key concepts, principles and terminology
→ Chapter 4: Designing the planning process
  - 4.3.1 Defining the planning boundaries and initial considerations about the scale of the plan
Session 7. 2030 Agenda exercise

- Facilitator asks the players of each country to use the SDG tokens to identify the areas where uses or conservation will help the country to achieve the Sustainable Development Goals.

MSPglobal Guide:
→ Chapter 2: MSP and ocean governance basics
  - 2.5.1 Implementing the UN 2030 Agenda

Session 8. Exercise about transboundary MSP

- Facilitator asks participants to reflect about regional challenges to develop:
  o A common regional vision
  o Transboundary objectives
- Participants need to check on the board game:
  o Potential transboundary conflicts and solutions
  o If the plans are coherent across borders
  o If the regional vision and objectives will be achieved

MSPglobal Guide:
→ Chapter 2: MSP and ocean governance basics
  - 2.2.5 Cross-border and transboundary cooperation
  - 2.5 The transboundary dimension of MSP
→ Chapter 3: How to set the scene
3.3 Identifying existing international laws, regulations and agreements applicable and/or adopted by the country or countries

→ Chapter 6: The plan
- Box 6.7 Transboundary consultations

4. Additional resources

4.1. MSP Challenge/MSPglobal websites

- **Maritime Spatial Planning Challenge**
  www.mspchallenge.info

- **MSPglobal Trainings**, including supporting material for the MSP Challenge/MSPglobal training network
  https://www.mspglobal2030.org/resources/trainings/

4.2. Scientific articles about the use of the MSP Challenge

- **Maritime Spatial Planning—A Board Game for Stakeholder Involvement** (2017)
  https://link.springer.com/chapter/10.1007/978-3-319-91902-7_6

- **Stakeholder engagement in Maritime Spatial Planning: The efficacy of a serious game approach** (2018)
  https://www.mdpi.com/2073-4441/10/6/724

- **Communicating Maritime Spatial Planning: The MSP Challenge approach** (2019)

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SDG tokens of the #MSPglobal Edition of the MSP Challenge board game
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