Training the trainers

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MSP Challenge/MSPglobal training network on Marine Spatial Planning
Moderators

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Agenda

- Institutional Welcome & Ocean Commitment
- Tour de table
- The MSP Challenge initiative
- MSPglobal training experience
- Sharing experiences about using the game
- Q&A
Institutional Welcome & Ocean Commitment

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Institutional Welcome & Ocean Commitment

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Intergovernmental Oceanographic Commission of UNESCO
Tour de table
The MSP Challenge initiative
From idea, to game play, to a MSP Challenge training

• The idea for the MSP Challenge serious board game (training) was borne in the autumn of 2015
• Following a request from the director of shipping of the Dutch ministry for Infrastructure and Water management
• Who asked us to familiarize the European community on short sea shipping with ecosystem based Maritime Spatial Planning in an engaging way
• Time for production: 4.5 months. Time for the engaging exercise: 2 times 1 hour. Level of participants: directors. Position of participants: from EU industry & governments. Place of action: Amsterdam, February 2016

• Our challenge was to conceptualize a serious and engaging way for participants to have a hand on experience with MSP, relate this to short sea shipping, other activities and the marine ecosystem and make it forward looking to achieve societal goals through MSP
From idea, to game play, to a MSP challenge training: the making of (2015/2016)
From idea, to game play, to a MSP Challenge training; further developments 2016

• After the initial success and enthusiastic reactions to the serious gaming intervention Rhona Fairgrieve (then from the Scottish Coastal Forum) was a first mover in using the MSP Challenge abroad

• This also furthered the thinking in our (expanding) team and to develop the MSP Challenge into a Blue Growth edition, and subsequent editions for various audiences and regions (e.g. testing in Spain, working on sustainable tourism, inserting more ecological components), but foremost to make sure that more and more MSP officials, stakeholders and students could experience the Challenge

• For more scientific and practical guidance, we asked the ICES working group on MSP and ICZM for feedback, resulting in a 3 day training for ICES students on fisheries management and MSP which incorporated the MSP Challenge

• We also had the opportunity to use the MSP Challenge in numerous conferences, the NorthSEE and Baltic LINES projects to enhance MSP in the North & Baltic Seas and thus use the method for strengthening our community and for capacity building

• The original wooden MSP Challenges now reside with the University of Ghent (Belgium), The World Maritime University in Malmö (Sweden) and Van Hall university of applied sciences in Leeuwarden (Netherlands).
From idea, to game play, to a MSP Challenge training: capturing the evidence and the motion

Evidence

• We realized that the MSP Challenge was received enthusiastically, which spurred us to start scientific work to collect evidence on the power of this serious gaming approach for MSP learning

• This resulted in questionnaires for participants and moderators which Xander Keijser and Malena Ripken (from COAST center University of Oldenburg – Germany) c.s. reworked to various scientific papers on the efficacy of the MSP Challenge board game [the questionnaires are available for you to use too]

Motion

• Early on we realized that it’s worthwhile for a group of MSP Challenge participants to get more than just oral feedback on their performances, and to have group/community bonding

• In early sessions we used to ask the group if they would like to rename the RICA sea, based on the Maritime Spatial Plans developed and implemented on the board. We stopped as soon as we learned from Spanish participants that RICA means “tasty”. The visual feedback to the group has various options.
From idea, to game play, to a MSP Challenge training; joining forces with MSPglobal

• In March 2017 IOC-UNESCO and DG Mare from the European Commission organized the 2\textsuperscript{nd} MSP conference globally in Paris

• Here we were invited to do an introduction MSP Challenge session with the high-level speakers of the opening day

• Following this event we set ourselves on a joined journey with the MSPglobal project to develop the MSP Challenge for global use, make it available in a “travel-format” and capture representative tokens to simulate and stimulate MSP in and around all seas and oceans

• The MSP Challenge MSPglobal edition comes with an updated Handbook, a series of tutorials and a network of moderators with experience for you to connect with (if need be)

• In some areas additional materials have been developed which could be added in your MSP Challenge capacity building and training sessions upon request (in 2024): an addition for indigenous regions and (what we call) opportunity/evidence maps

• For now, however, there is some academic information we’d like to provide for you to become even more comfortable with the use of the MSP Challenge serious game.
Game facilitation

- A game facilitator does the PREPARATION (setting up everything), the BRIEFING = Instruction, the GAME PROCESS (time, logistics, steps, objects); the DEBRIEFING, The TECHNOLOGY (Computers, Projectors, Camera’s); Boundary ROLES (court, journalist, G.O.D.); The PSYCHOLOGY (feelings, emotions, conflicts, resistance, difficult players).

- Game Facilitation asks for Good preparation, Experience and practice, Understanding of the complexity of the topic, Personality traits (openness, humility...), mastering certain techniques, and styles.

- For instance, the facilitator can be (regarded) a subject matter expert and uses his authority to also instruct and explain (teach). Or...

- The facilitator veins relative ‘ignorance’ and uses techniques of questioning that puts the participants in their expert role to elicit knowledge and challenge each other.

- These tasks can be split up and assigned to different persons. Work in / as a facilitation team!

- A participant might challenge YOU and the whole exercise “It’s Just A Silly Game”. Or a participant gets over-enthusiastic and wants to know the philosophies behind it.

- Therefore, it is also good to understand something about GAMES (how they work) and theories behind GAMES for Learning and Change.
The MSP Challenge is a (great) example of a Serious Games, also called Simulation Game or Applied Game, Policy and Management games.

There is whole lot of knowledge and literature on the topic, including conferences, summer schools, handbooks, academic publications. If this fascinates you: Dig Into It.

The most important aspect of a GAME is the CHALLENGE: “A Game is a voluntary attempt to overcome unnecessary obstacles.” Bernard Suits in The Grasshopper Games, Life and Utopia

Games use MECHANICS and PRINCIPLES such as A NARRATIVE, WORLD CREATION, FEEDBACK but also ‘NEGOTIATED CONSEQUENCES’ (The loser of the game does the dish washing)

ENTERTAINMENT games focus on INTRINSIC VALUE of game-play. Fun for the value of FUN. Serious Games put emphasis on the EXTRINSIC VALUE of game-play – the value of its external consequences.

GAMES are good at creating IMMERSION, ENGAGEMENT etc. Immersion and engagement are good conditions for LEARNING. Learning is a good condition for CHANGE. THUS: Games are good for CHANGE.

COMPLEXITY / SYSTEM THINKING GAMES like MSP Challenge are good for developing A SHARED MENTAL MODEL
Debriefing, Reflection

• Debriefing is one of the important tasks of a **game-facilitator, moderator**.
• **A simulation game is merely ‘an excuse’ for the “debriefing” = post-game reflections.**
• The participants are asked to step ‘OUT OF THE GAME’. They are no longer IN their game role. They are challenged to look at what happened during the game and make a connection between the game and the “real world”. This is called ‘Transfer’.
• This can be done by asking questions such as:
  • What happened IN the game?
  • How did you experience that? How did it make you feel?
  • Why did it happen?
  • Can / does it also happen in real life? (How) have you experienced that? Do you have an example?
  • Could there have been alternative actions?
  • Etc.
• There can be several rounds of “Intermediate debriefing” during a game session.
• Challenge the players to do better, different in the next game round.
Double-loop learning

Context
Organization as game
Game as organization

Assumptions
What is this organization/game about?
How does this organization/game work?

Actions
Doing, playing

Results
KPIs, or game status

Single-loop learning
Becoming better, faster, accurate in repetitive actions

Double-loop learning
Rethink, make or adjust game strategies

Triple-loop learning
Changing (the rules of) the game, Design new organization or game
MSPglobal training experience
Outline of the practical exercise

- Introduction to Rica Sea and board game
- Pre-planning exercise
- Sectoral planning exercise
- Marine spatial planning exercise
- Exercise to define the EEZs
- 2030 Agenda exercise
- Exercise about transboundary MSP
- Feedback questionnaire

Total: About 5h
Pre-planning exercise

MSP Team

- 1-2 marine spatial planner(s)
- Maritime sectors (e.g. Ports, Fisheries, etc.)
- Nature

MSP Strategy

- Vision
- Objectives
  - Ecologic
  - Economic
  - Social
- Actions
- Actors
- Indicators

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

- Material: Country profiles + Flipchart & Post-its
- Develop for both short-term and long-term
Sectoral planning exercise (individual exercise to simulate lack of integration)

Existing Conditions
- Maritime sectors draw on the paper the sectoral current conditions
- Nature places ecosystems and biodiversity on the board game + draw on the paper the current MPAs
- Planner ensures coherence with country profiles

Future Conditions
- Maritime sectors draw on the paper the sectoral future conditions
- Nature draw on the paper the proposed MPAs
- Planner ensures coherence with national objectives

Material: Country profiles + A4 paper maps
- Draw as X
- Option: start with ecosystems and biodiversity already on the board game

Material: National objectives (from pre-planning exercise) + A4 paper maps
- Draw as F

About 30 min
Marine spatial planning exercise

- **Material:** A4 paper maps (from sectoral planning exercise) + Board game

- Each sector places on the board game:
  - Existing conditions (colorful side of the tokens)
  - Future conditions (white side of the tokens)

- During this exercise:
  - Participants negotiate
  - Planner moderates negotiations and ensures coherence with national vision and objectives

About 1h
Exercise to define the EEZs (parallel exercise during MSP exercise*)

- **Material: Big paper map + Board game**

- Only the Territorial Sea is defined on the board game
- One representative of each country (e.g. planner, defense) 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)

About 20 min*
2030 Agenda exercise

- Material: Board game

During this 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.
Exercise about transboundary MSP

Regional Vision
- Participants need to reflect about regional challenges to develop:
  - A common regional vision
  - Transboundary objectives

Transboundary MSP
- Participants need to check:
  - Potential transboundary conflicts and solutions
  - If the plans are coherent across borders
  - If the regional vision and objectives will be achieved

- Material: Flipchart & Post-its
- Material: Board game

About 1h
Sharing experiences about using the game
MSP Challenge – from SIMCelt to the world!

SIMCelt: cross-border & transboundary issues

- Initial assessment
- Support for Member States’ implementation of MSP
  - Spatial demands & scenarios for maritime sectors
  - Data & information requirements
  - Stakeholder engagement
  - Case studies on approaches to MSP implementation
- Guidance of transboundary cooperation between MS for MSP
- Evaluation of MSP process

www.simcelt.eu
Roles

- Each administration to have a Marine Planner & Nature Conservation Advisor
- Marine Planner must give permission for developments (ideally, with agreement of NCA but over-riding public interest can trump a MPA designation)
- Offshore Wind development scenario could have one or two developers vying for best places
- Onshore supporting infrastructure (ports, etc.) needs to be represented too
- Communities of interest around sea basin, e.g. recreational sailing, aquaculture, etc.
Example scenario – Offshore Wind Development

- Find 50 squares in white areas (50m+ depth) for floating offshore wind farms
- Every function at sea to be connected back to land, e.g. by pipes/cables or by a vessel route
- Fishing takes place across the Rica Sea unless actively prohibited by Marine Protected Areas or No Take Zones
- No vessels allowed inside windfarms apart from on an Operation & Maintenance basis
- Shipping lanes can be redirected with permission from International Maritime Organisation (Game Facilitator)
- Players can introduce innovations but Facilitator has the final word!

Indicative map showing wind, wave & tidal resources
Multiple uses – on, in, over and next to the sea
MSP Challenge in Higher Education
MSP Challenge in Higher Education

- Week 1: Lecture
- Week 2: Individual/group work, MSP & ICZM Tasks
- Week 3: Online live Tutorial
- Week 4: Gaming Day 1
- Week 5: Gaming Day 2
- Week 6: Reflection Day 1
- Week 7: Reflection Day 2
- Week 8: Theoretical Input
- Week 9: Evaluation
- Week 10: MSP Challenge Board Game
- Week 11: MSP Challenge Board Game
Learning Objectives and Competences

Primary Goal(s) — The module is intended to:

- enable students to develop a theoretical, practical and critical understanding of the notion of MSP and ICZM and the wider scientific and governance framework in which it is being implemented.

Sub Goal(s) — The module is intended to:

- follow current developments in MSP and ICZM theory and practice
- place MSP and ICZM within a broader scientific and governance framework
MSP Challenge in Higher Education
Welcome to the MSP Challenge/MSPglobal training network on Marine Spatial Planning

Thank you!