

marine
spatial
planning
global



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MSPglobal 2.0 National Training in Ghana

Accra, 29 and 30 January 2024



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HANDS ON: MSP Challenge board game

Moderated by Michele Quesada, IOC-UNESCO

#MSPglobal Edition

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Ministerie van Infrastructuur
en Waterstaat

Signature Games





Introduction to Rica Sea

Rica Sea

- 3 countries: **Bayland**, **Peninsuland** and **Island**
- Each country has its own maritime heritage and culture, and different ideas for the future use of marine resources
- Relatively shallow and sheltered location

SEARICA Regional Sea Convention:

‘Management of ecosystem services to provide for prosperity of mankind’

Main threats:

- unsustainable fisheries
- pollution
- invasive species
- destruction of marine habitats





Board Game

#MSPglobal Edition



- It is a **table top strategy game** designed for those with an interest in ecosystem-based MSP and Blue Economy.
- The goal of the game is to **show** some of the **dynamic** and **complex interactions** between marine related activities and MSP
- The game allows the players to **experience and discuss** the meaning and implications of **different maritime strategic objectives**

The game should get players
'thinking and talking'



Rules of the Game

- **Real life logic** (e.g. shipping lanes cannot be planned on land)
- **Land-Sea Interaction**: every economic function should have at least one pin that is connected by at least one thread to at least one port.
- **Multi-uses** can be combined (e.g. wind energy and aquaculture)
- **Treaty of Cari**: protection of underwater cultural heritage
- **International shipping lanes** can be redirected only with IMO permission
- Etc



Tokens (examples)

- Nature



Birds area



Fish



Cetaceans



Area of high
biodiversity



Marine
Protection



No Take Zone



Tokens (examples)

- **Aquaculture**



Aquaculture



Seaweed
(cultivation)

- **Fisheries**



Commercial
fishing



long line
fishing



Fishing



Tokens (examples)

- Renewable Energy



Wind
energy



Ocean
energy



Cables /
Pipelines

- Tourism



Scenic point



Beach
tourism



Nautical
tourism



Nautical
tourism



Common Ojectives



- Prevent and significantly reduce **marine pollution**
- Sustainably manage and protect marine and coastal ecosystems using **ecosystem-based approaches**
- Minimize and address the impacts of **ocean acidification**
- Effectively **regulate harvesting** and end overfishing, illegal, unreported and unregulated fishing
- **Conserve at least 10%** of coastal and marine areas



Pre-planning

MSP Team

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

OBS:

- *Each sector has different categories (e.g. government, private sector, NGO)*
- Industry representatives do not necessarily represent national interests



MSP Strategy

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

Short-Term + Long-Term





Sectoral Plan

Existing Conditions

❖ Based on country sheets

- **Maritime sectors** draw on the paper the sectoral current conditions
- **Nature** places ecosystems and biodiversity on board + draw on the paper the current MPAs
- **Planner** ensures coherence with country sheets

Paper (individually)

Draw as X



Future Conditions

❖ Based on national objectives

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

Paper (individually)

Draw as F





MSP Plan

Integrated MSP Plan

- Each sector **place on the board:**
 - ✓ current cond.
(colorful tokens)
 - ✓ future cond.
(white tokens)
- During this exercise,
participants negotiate, while
the **planner moderates and**
ensures coherence with
national vision and objectives

Game





FEEDBACK

Thank you for playing!



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