Ministry of Infrastructure and the Environment

Maritime Spatial Planning

THE CHALLENGE

Live it, understand it, decide.

Noordzeedagen 2016
Lodewijk Abspoel

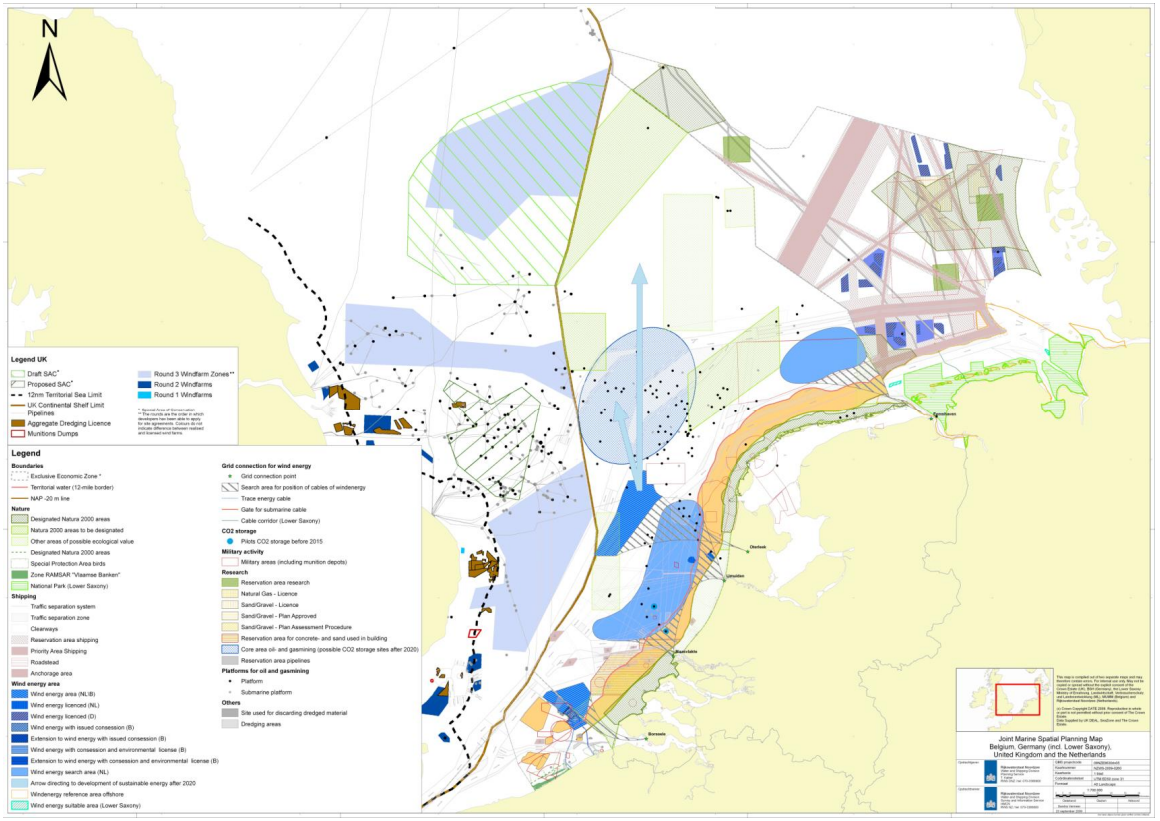
6 oktober 2016

Policy approach eMaritime Spatial Planning

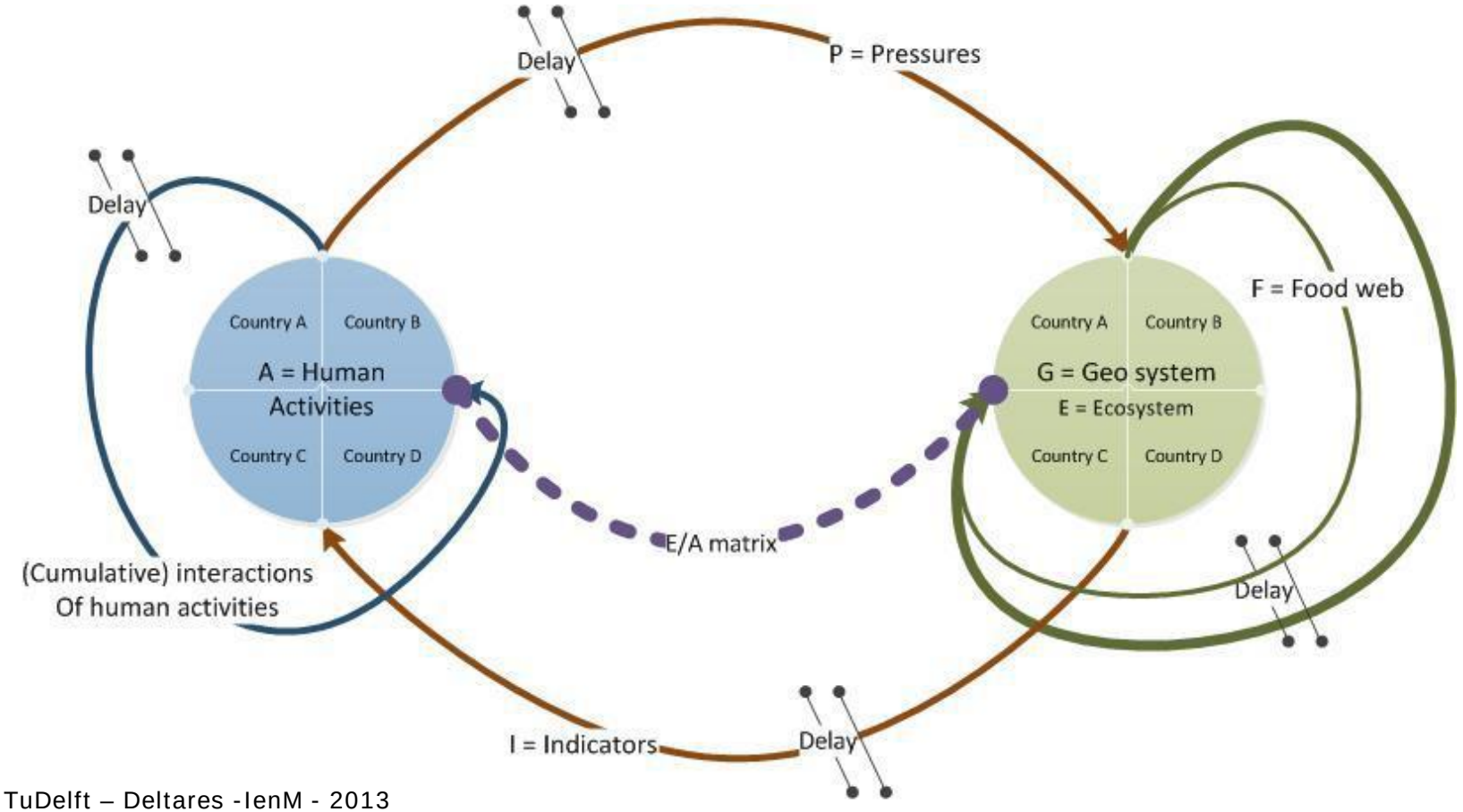
- ✓ think big
- ✓ think long term
- ✓ think Eco and Euro systems
- ✓ think human(s)
- ✓ separate fact from fiction
- ✓ think land-sea interactions
- ✓ think spatial

Use the Maritime Spatial Planning – policy model. Think all these things at the same time:

Do not ‘believe’ in 2D maps with system 1 but use system 2. Have a peek of the combined maritime spatial map of southern North Sea (2010) and separate fact and fiction:



Understand the interaction of €- & eco-systems



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Organise playful “political” discussions

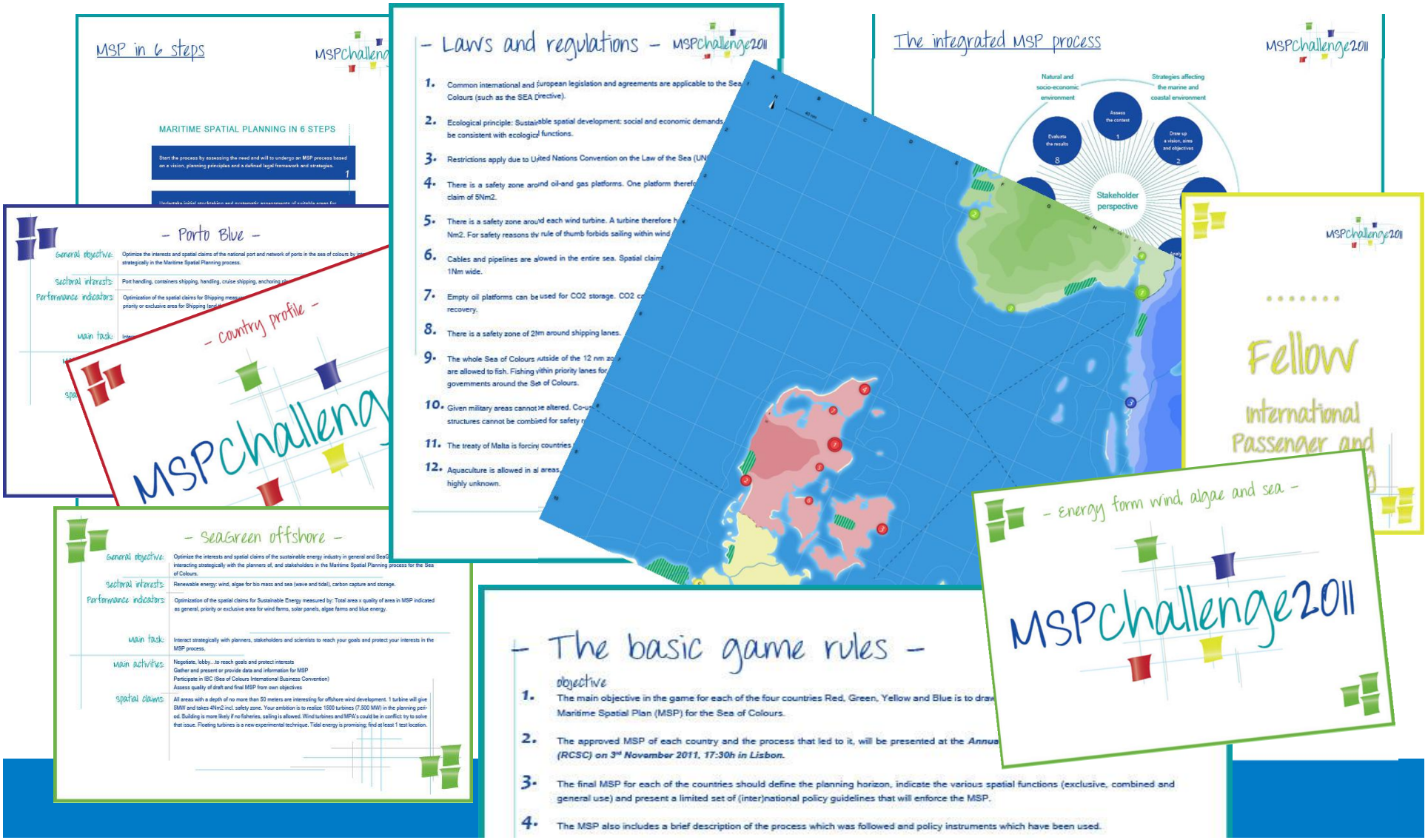
- On national level connect:
  - Central government
  - Regional government
  - Local government
- On EU level connect:
  - Council
  - European Parliament (intergroup Seas, rivers, islands, coastal areas)
  - European Commission
- Global level

Marine Spatial Planning Challenge 2011

- Multi-player, computer supported role-playing game about Integrated, Eco-based Marine Spatial Planning
- Based on the Baltic case (Kattegat/Skaggerak)
- Played in Lisbon 2011, VHL University 2012, Reykjavik 2013, University of Sevilla 2014, ICES training course 2014, University of Montreal and New Brunswick 2014, University of Waterloo 2015.
- Circa 60 – 100 players

MSPChallenge2011

Game material MSP challenge 2011

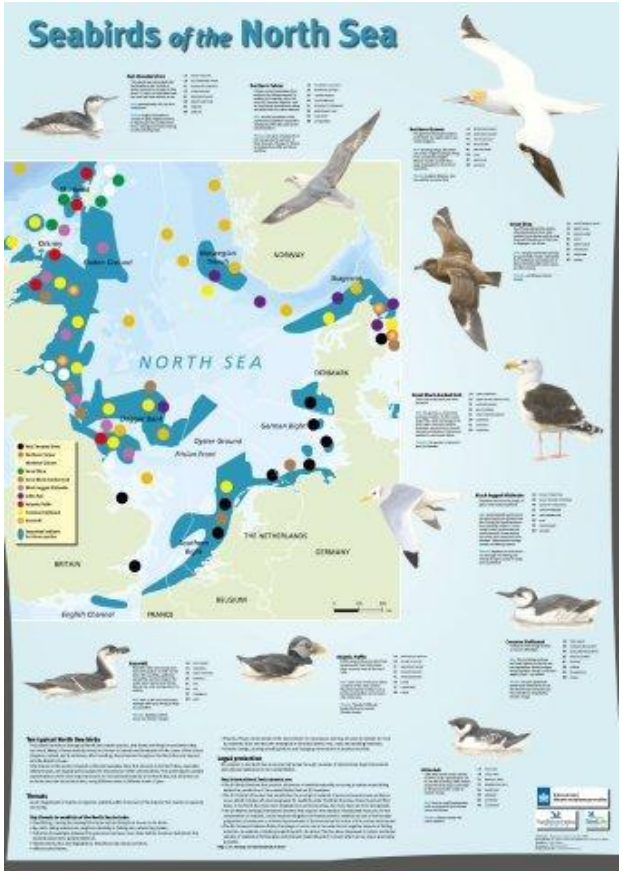


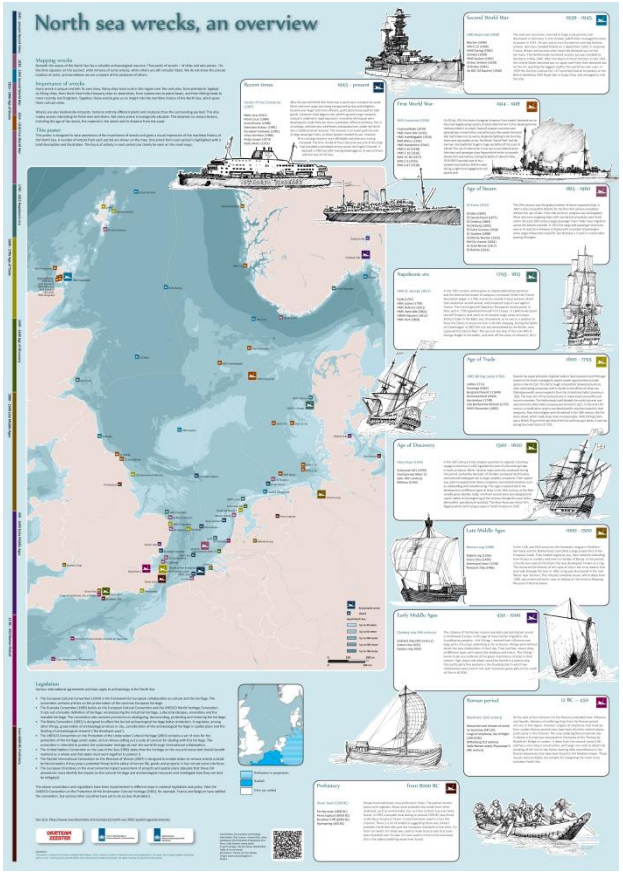
Impression (MSP Challenge 2011 - Lisbon)

Mari*time* Spatial Planning Challenge 2050


MSP Challenge 2050
CONSULTATION PLANS
International approval:
Anchorage
Fossil fuel extraction
Pipelines
Sand and gravel extraction
December 20
Plan
Plan Purp
FUNCTION LAYERS
ENVIRONMENT LAYERS
ECOLOGY LAYERS
PRESSURE LAYERS
Noise
Sediment disturbance
Hard substrate
Contaminants
Barrier
Marine litter
Reduced visibility
All layers in group are invisible
Menu bar closed
Some layers in group are visible
Invisible layer
Visible layer
DESIGN PLANS
make new plan
Design your plans
CONSULTATION PLANS
Name:
Enter plan name here
Select layers:
Aquaculture
Anchorage
Cables
Dredging deposit areas
Electricity sockets
Fossil fuel extraction
Military areas
Nature2000 areas
Pipelines
Recreational areas
Sand and gravel extraction
Tidal farms
Wave farms
Wind farms
Realization:
OK
CANCEL
COUNTRY YELLOW
G.O.D.
GAME OV
DIR
COUNTRY GREEN

Additional Game Material MSP Challenge 2050

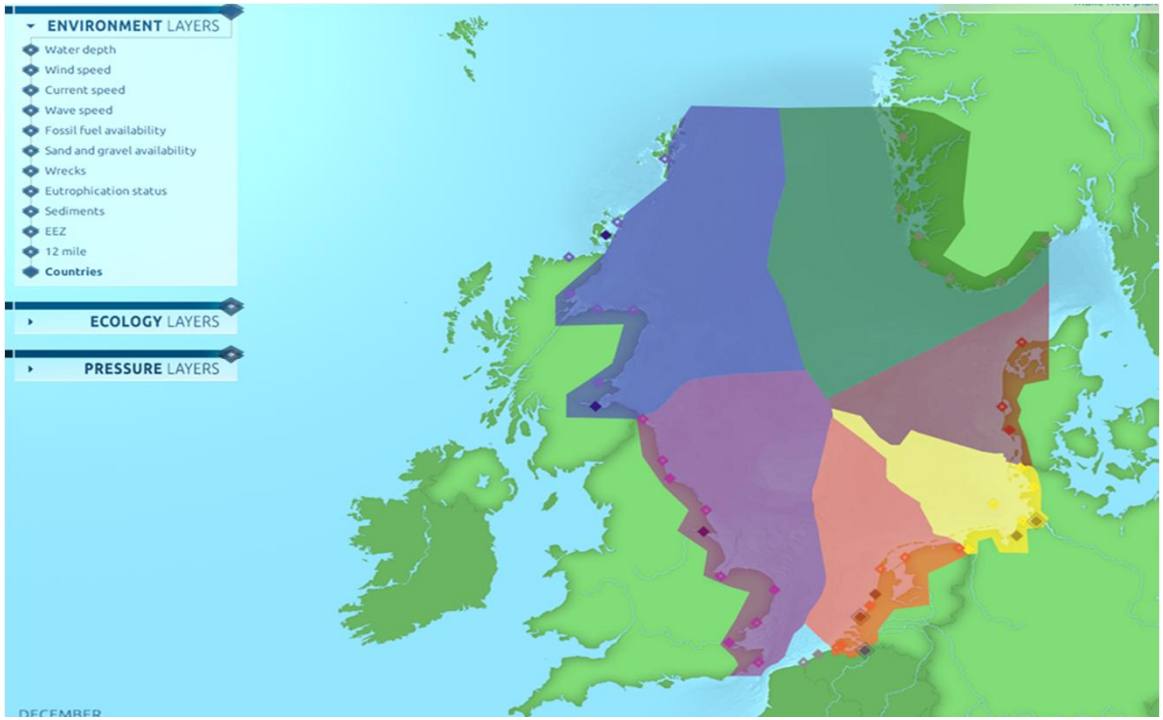




Game world

6 Countries

- Orange
- Yellow
- Red
- Green
- Indigo
- Purple



2D to 3D zooming

Zooming

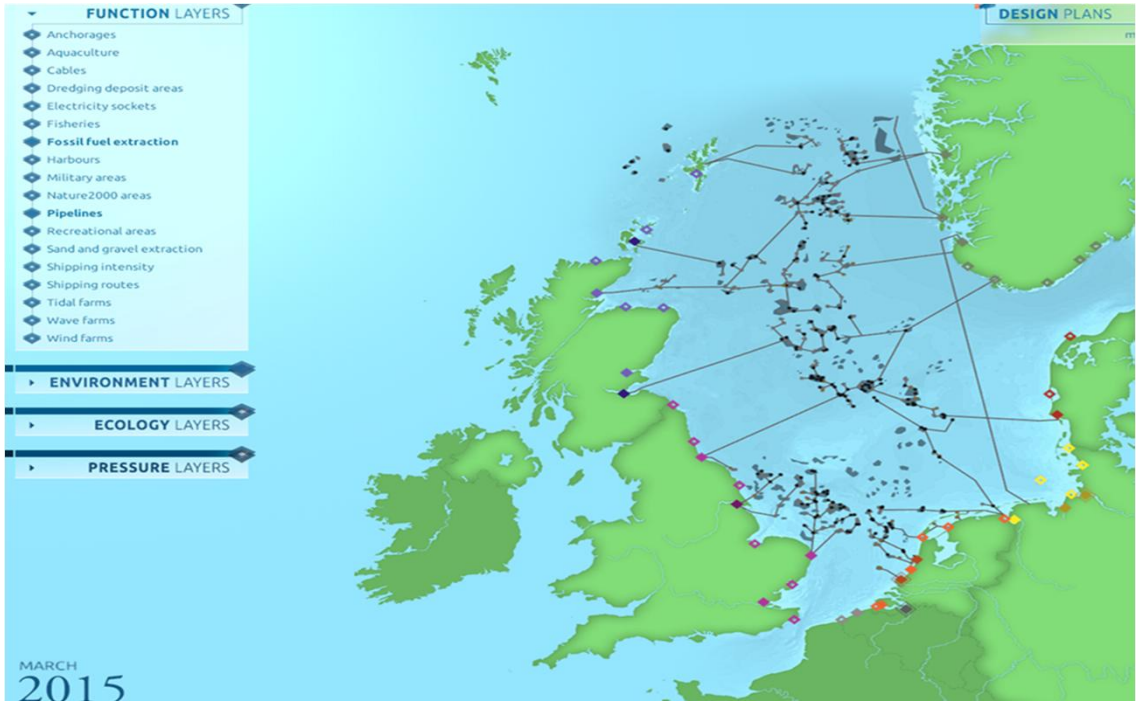
Animation

Visualization

Function layers

18 functional layers

- Shipping
- Wind energy
- Cables
- Aquaculture
- Military
- Oil and Gas
- Etc.

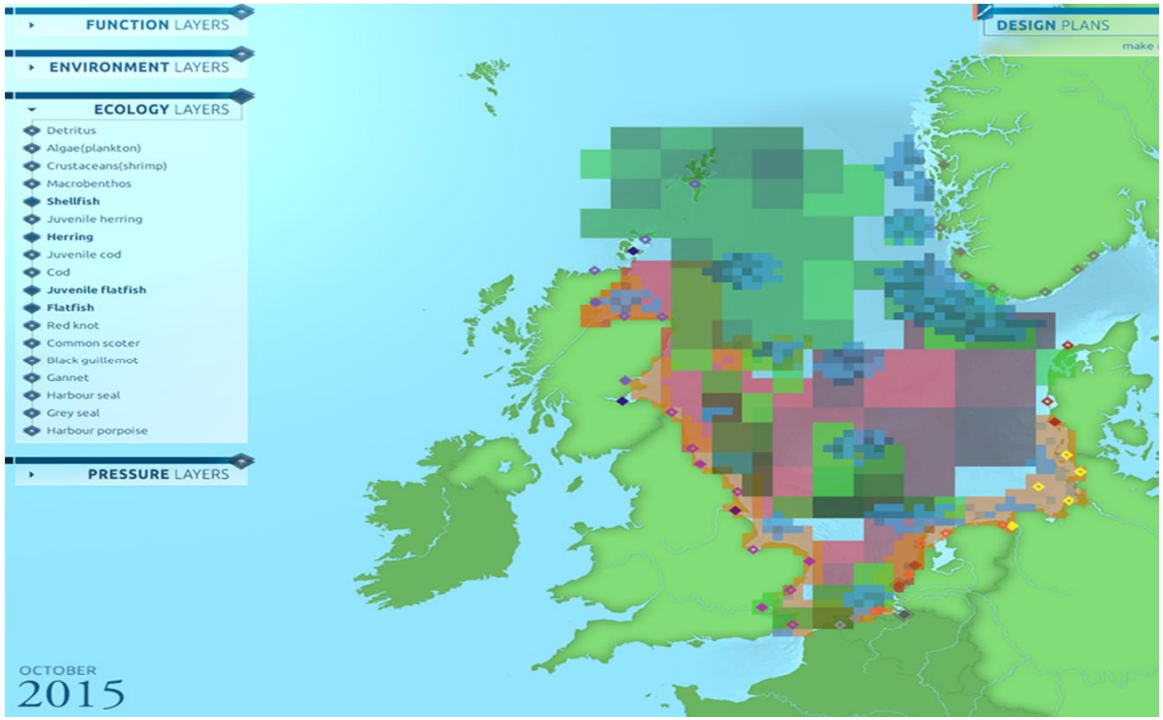


Click and select one or more layers

Ecology layers

Ecology layers

- Algea
- Shell fish
- Fish
- Birds
- Sea mammals
- Etc.

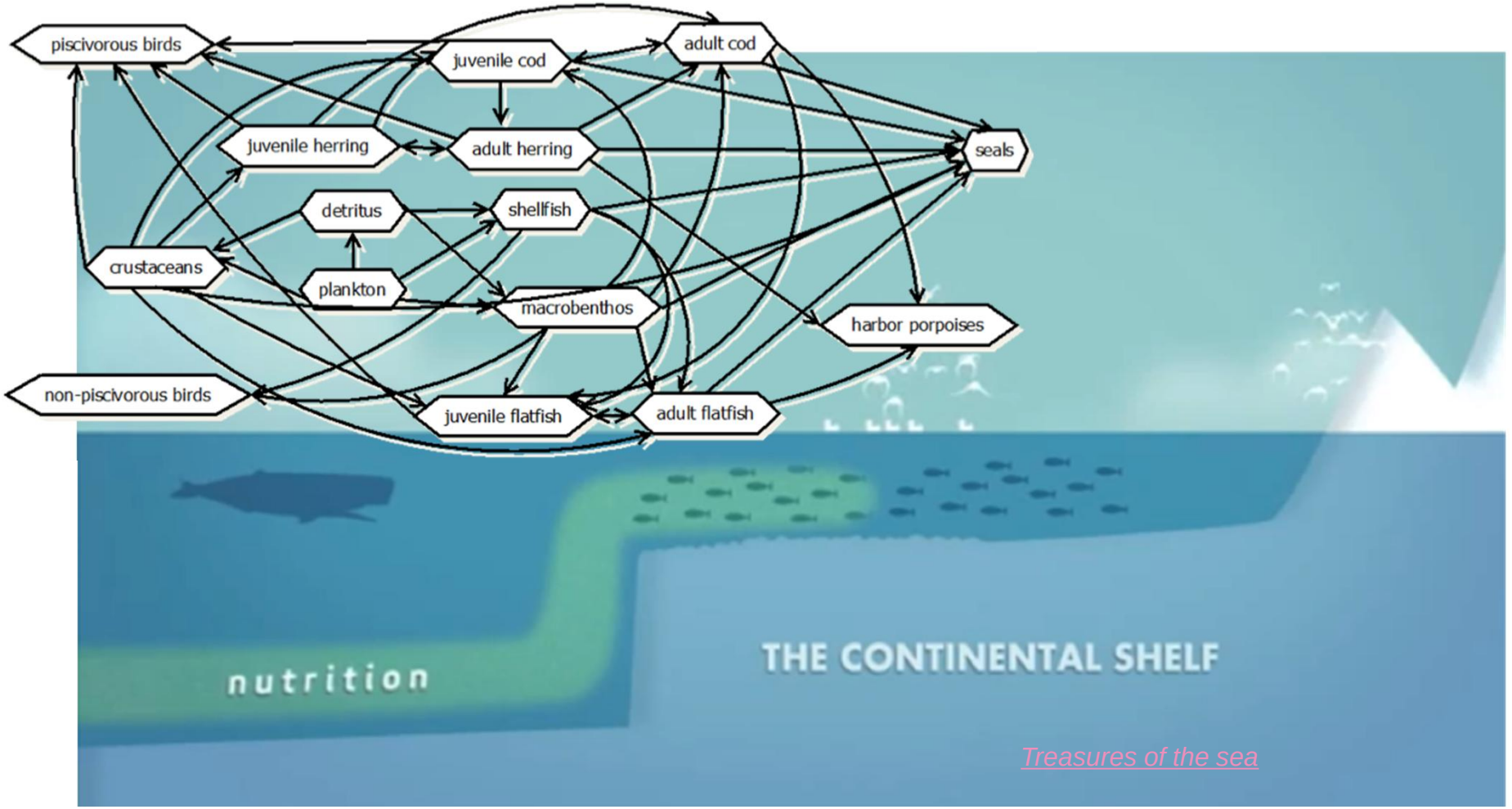


Click and select one or more layers

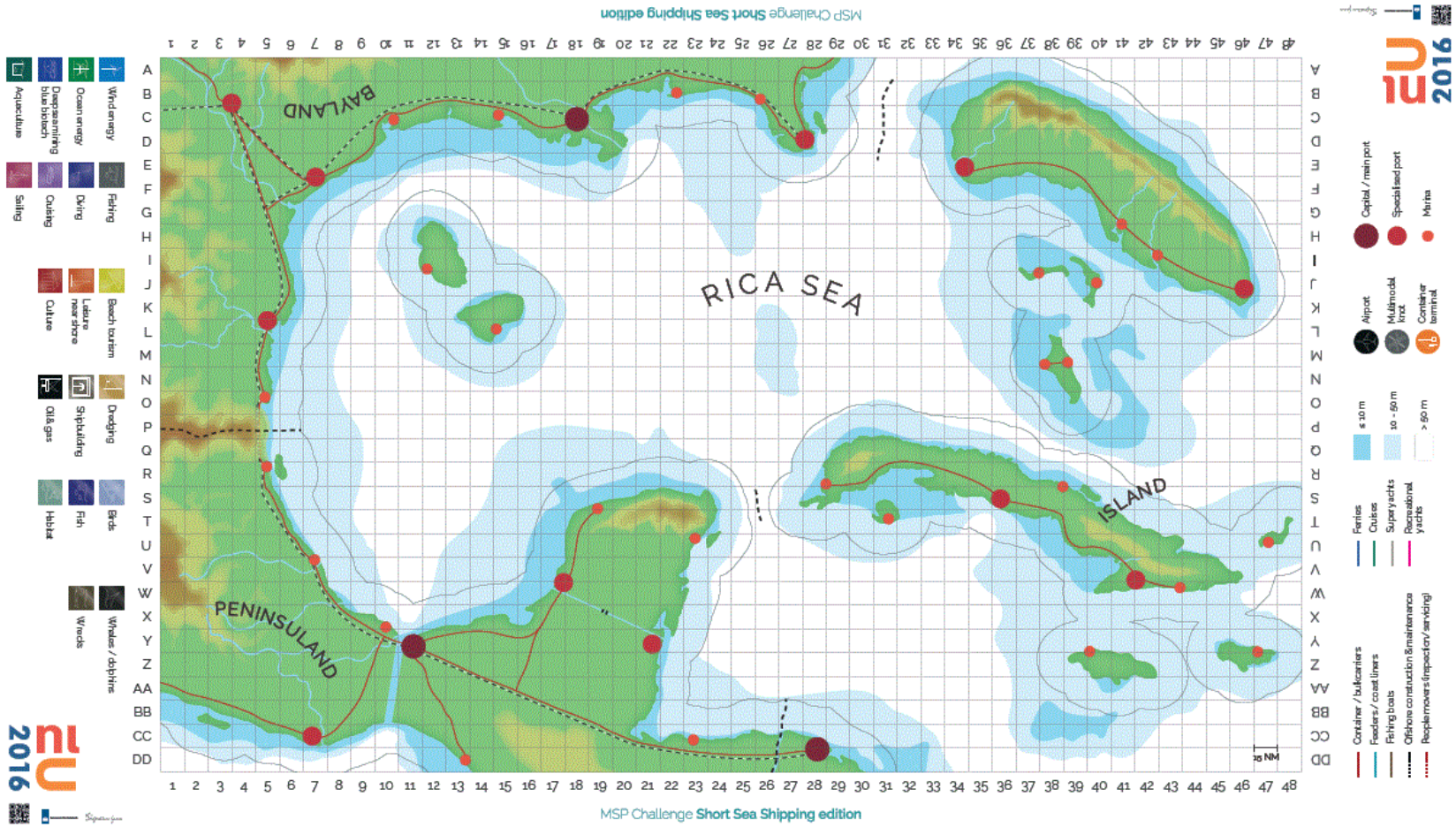
See what you've build and your performance

Impression MSP Challenge 2050 North Sea edition Kopenhagen June 2016

MSP challenge: integration ecopath foodweb



MSP Challenge Short Sea Shipping edition EUNL



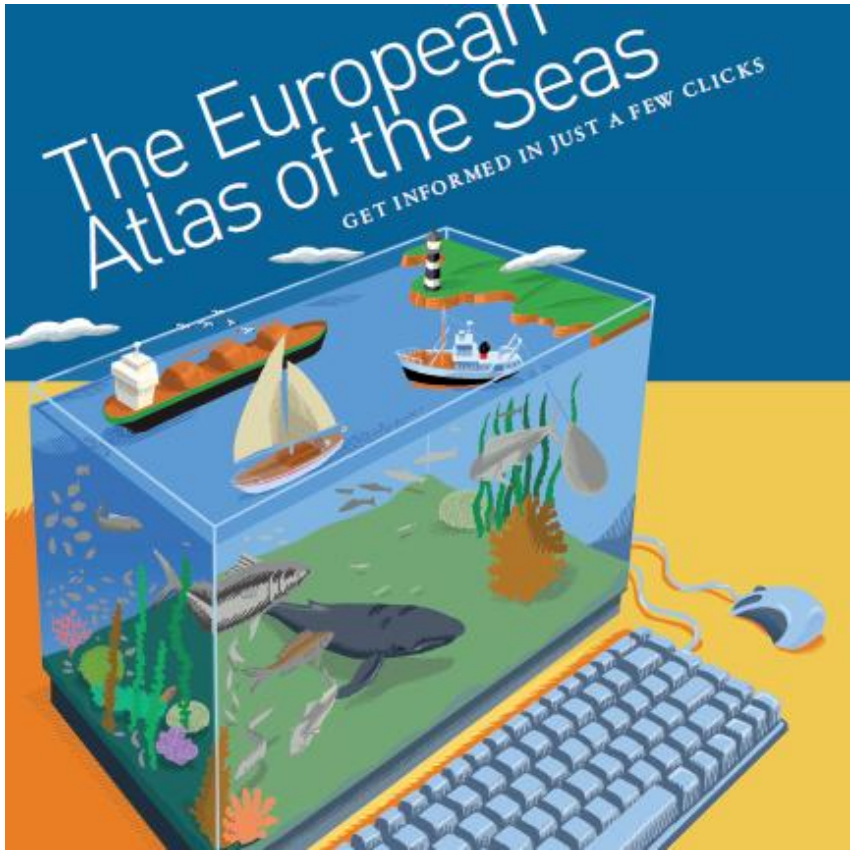
Impression MSP Short Sea Shipping Challenge

Help us build the Digiquarium – visit www.mspchallenge.info

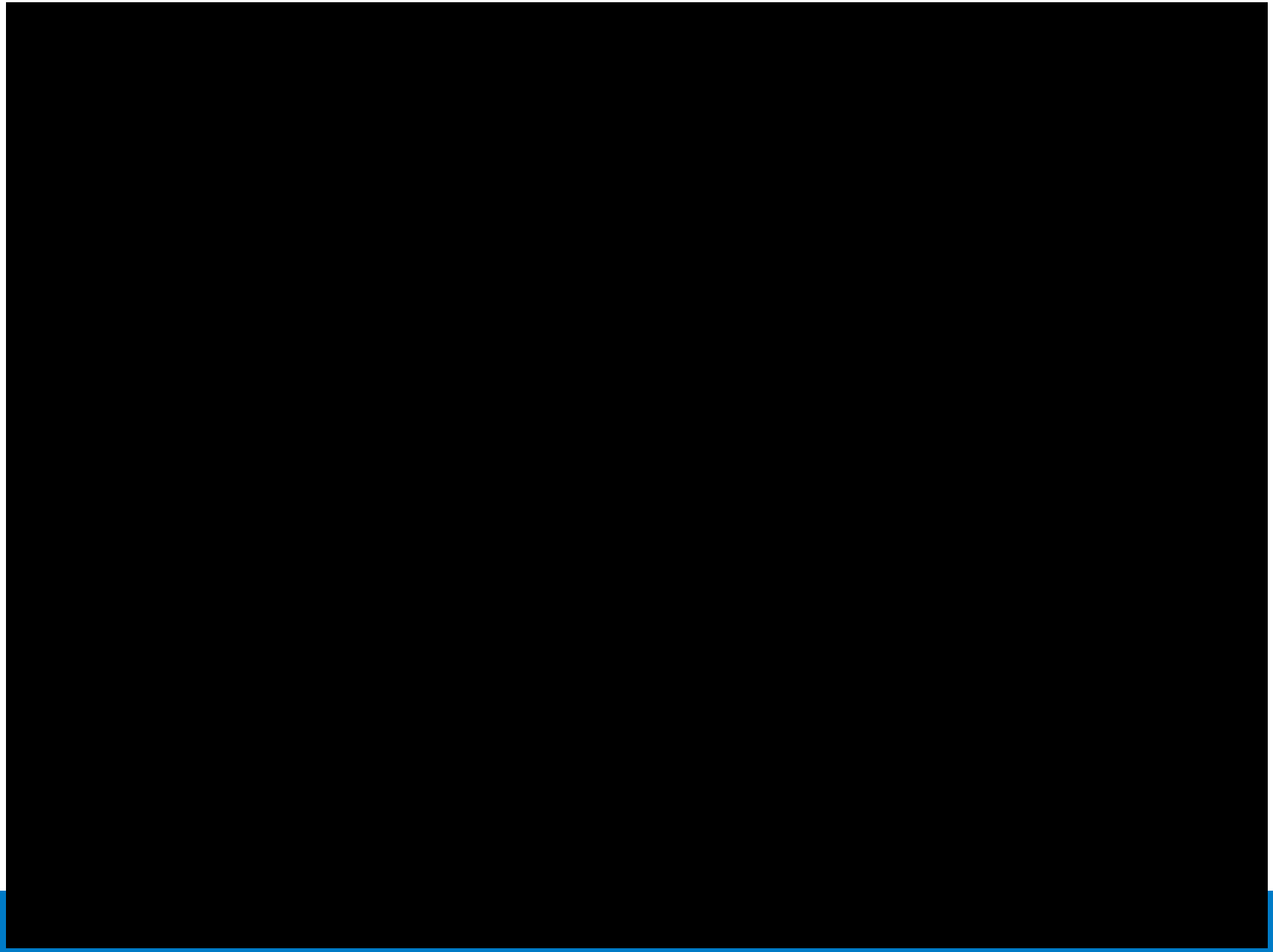
1. The Marine and Maritime Spatial Challenges have been inspired by the logo of DG Mare's Atlas of the Seas.

2. Do you believe in the power of gaming and the possibility to get an up and running digital aquarium to manage our seas in a sustainable way?

3. Than support us in the quest to build the Digiquarium and serious game towards a clean, healthy and productive ocean of tomorrow!



Maritime Spatial Planning Challenge 2050 - trailer



Partners & developers