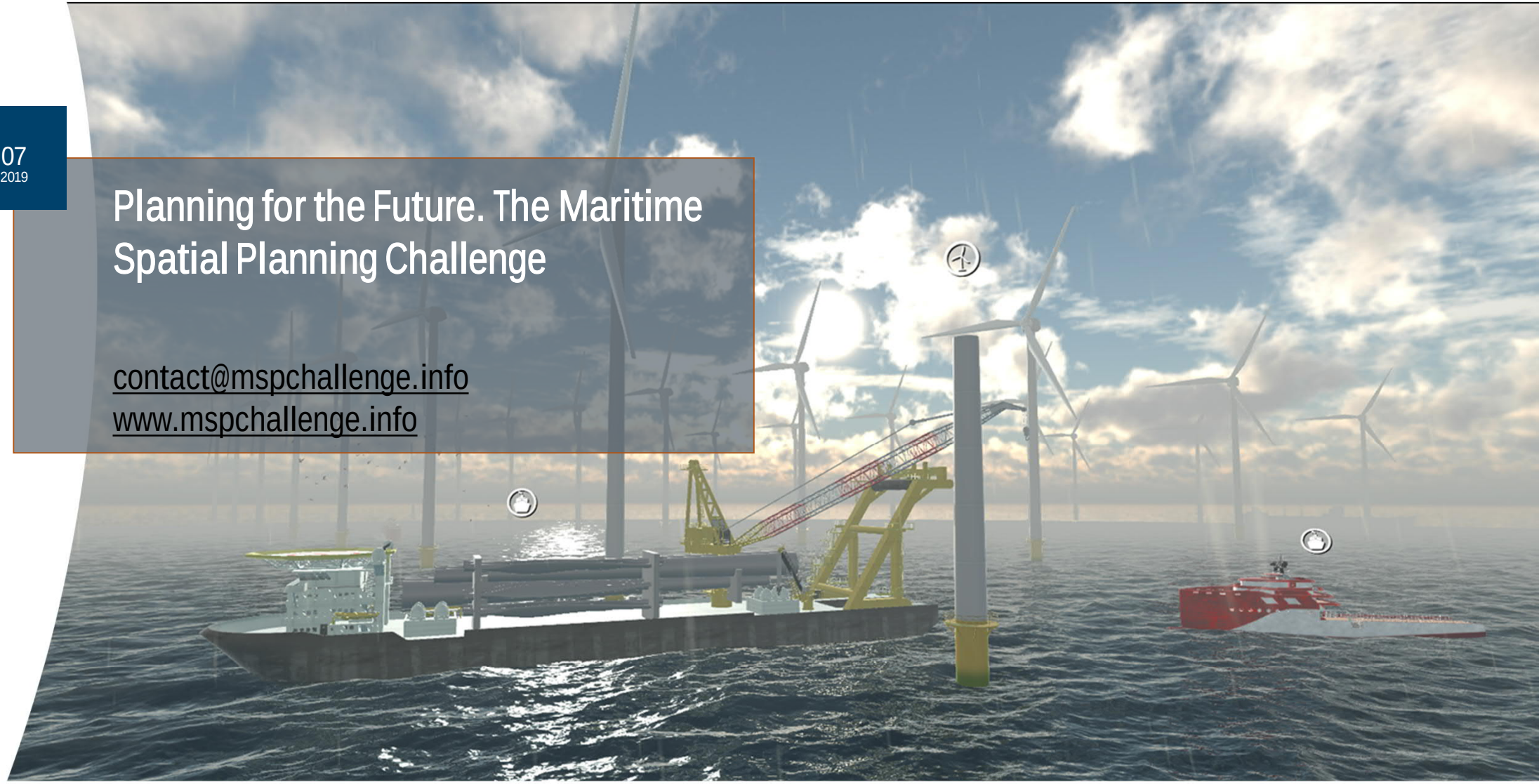
07
2019

Planning for the Future. The Maritime Spatial Planning Challenge

contact@mspchallenge.info
www.mspchallenge.info



DISCOVER YOUR WORLD

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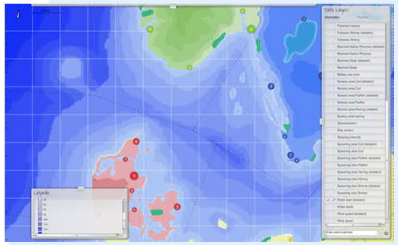
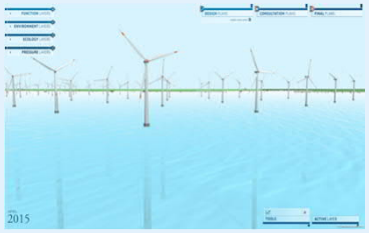
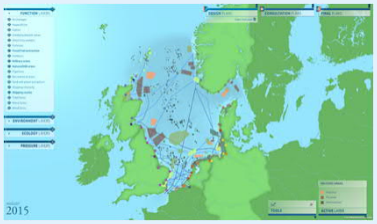
Evolution of the MSP Challenge

2011 MSP Planning Challenge original





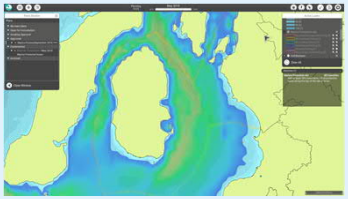


2013 MSP Challenge 2050

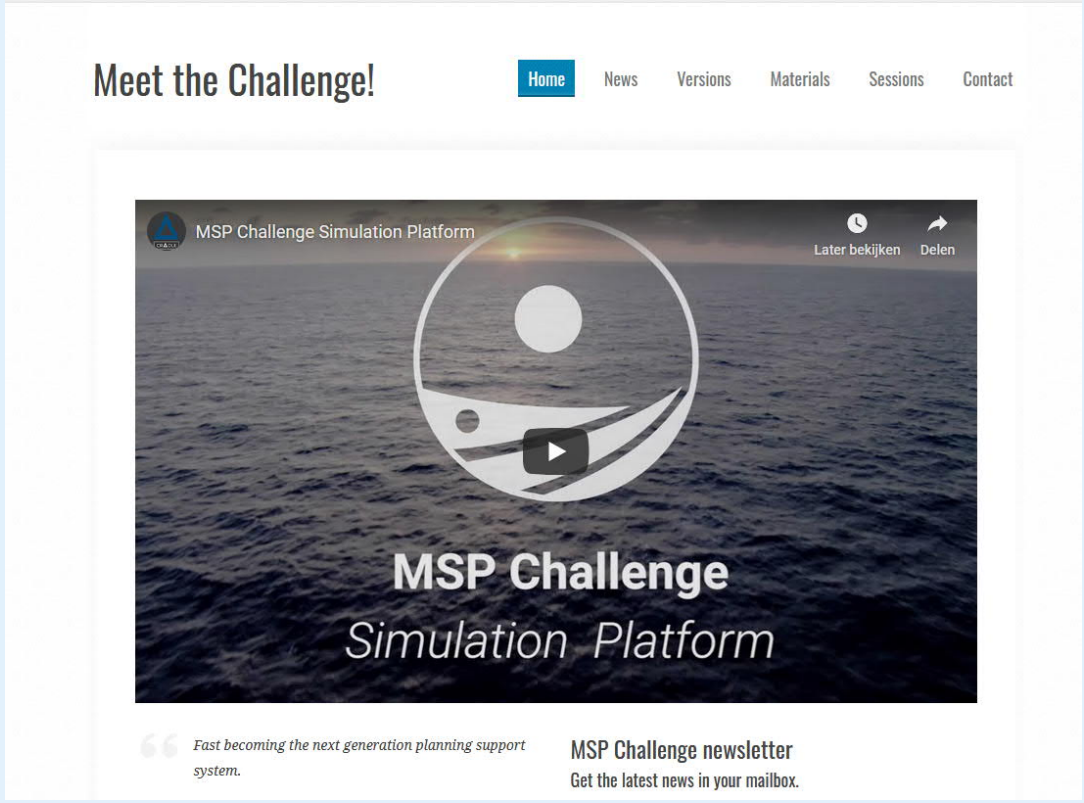
2016 – now MSP Challenge board games

2015 Start MSP Challenge Platform

2018 MSP Challenge North sea, Baltic and Clyde ed.



MSP Challenge simulation platform (trailer)



The MSP Challenge simulation platform

A game-based platform for collaborative learning of stakeholders and planners to support real world Integrated Ecosystem Based Maritime Spatial Planning.

- State of the art game technology
- Integrating real geographical data (GIS)
- Ecopath with Ecosim (EwE) ecosystem model
- Shipping and energy simulators
- Ocean View: 3D Virtual Reality Module
- Scenario options: e.g. player goals, time control
- Role-play enhancement: e.g. narrative
- Expandable, adaptable

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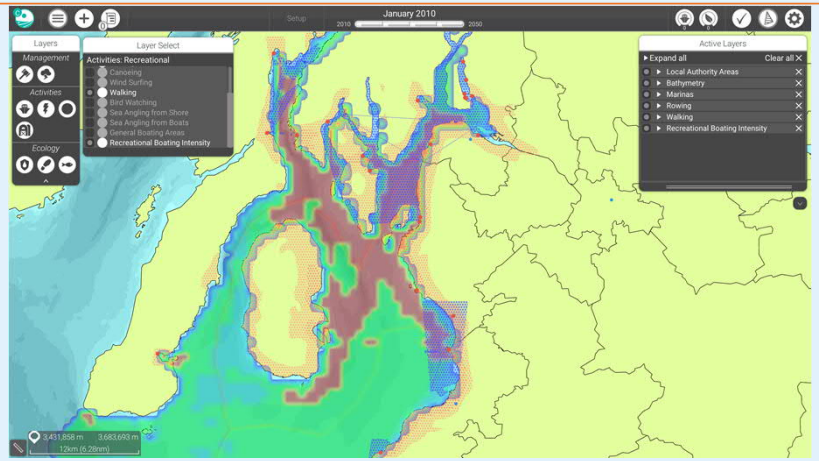

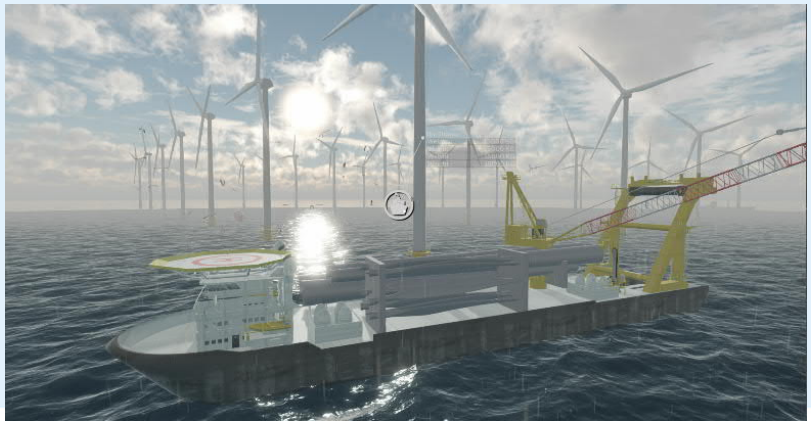

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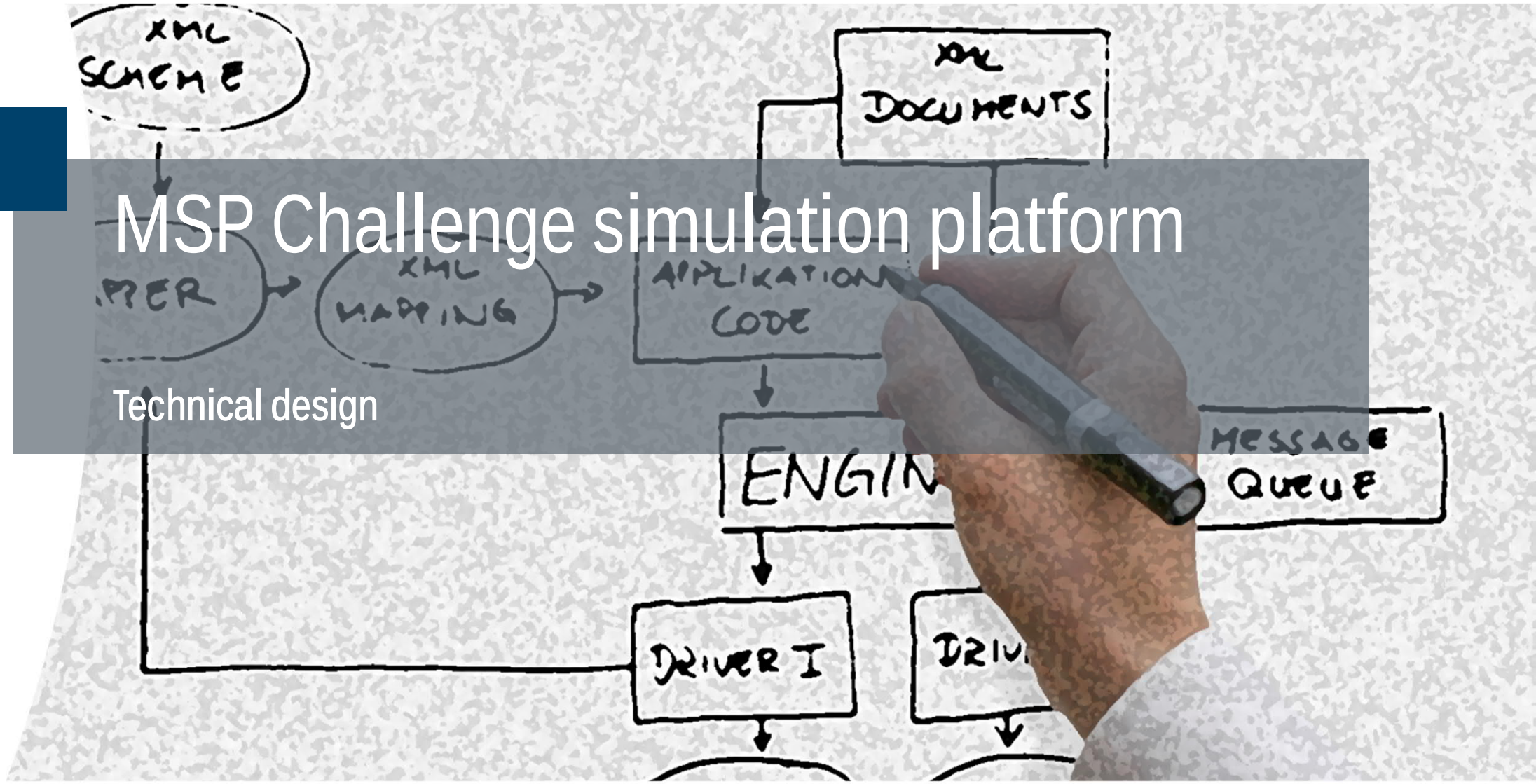
MSP Challenge simulation platform

Technical design



MSP Challenge simulation platform
User steps

- Game Master goes online to the MSP Server
- Game Master Request a new game
- Game Master defines the game setting
  - Game area, Teams, Maps, Restrictions
  - Objectives & Challenges
- Game Master invites other players, and players can join MSP Challenge Game
- Score focus Key Performance Indicators

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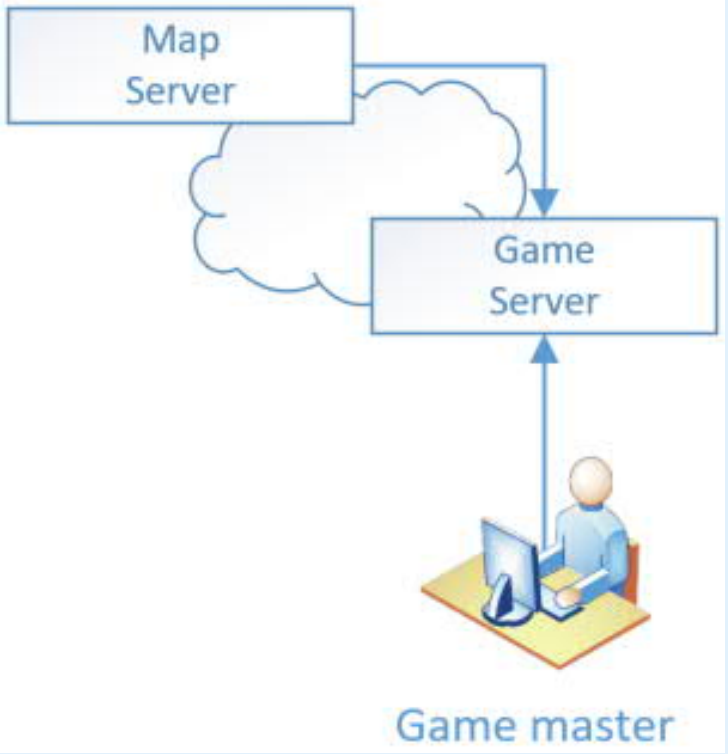

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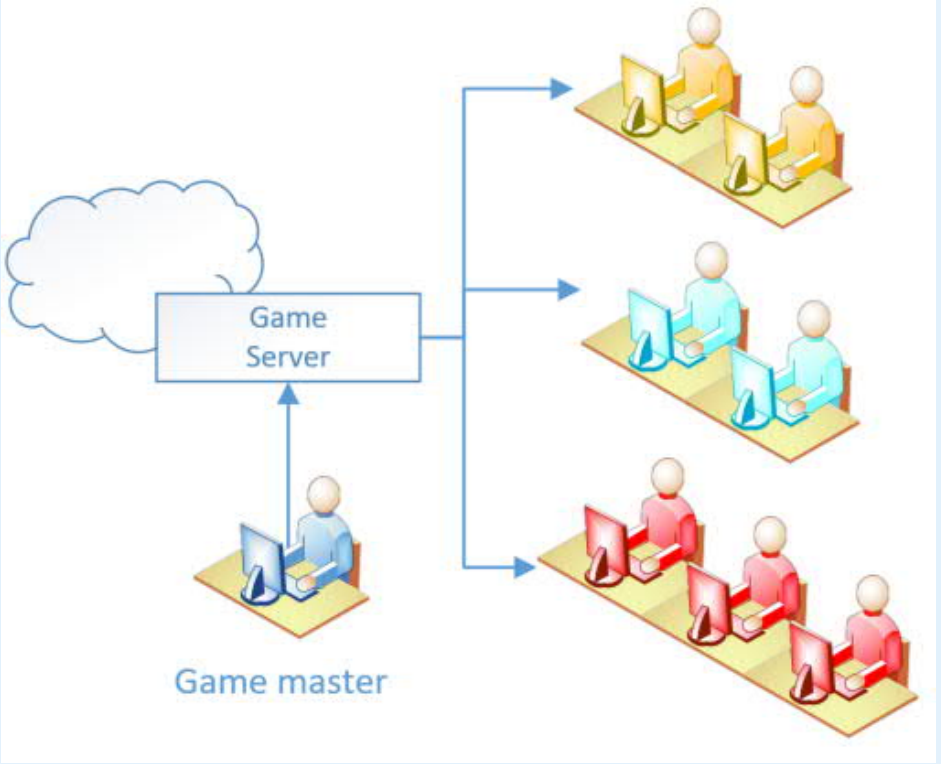
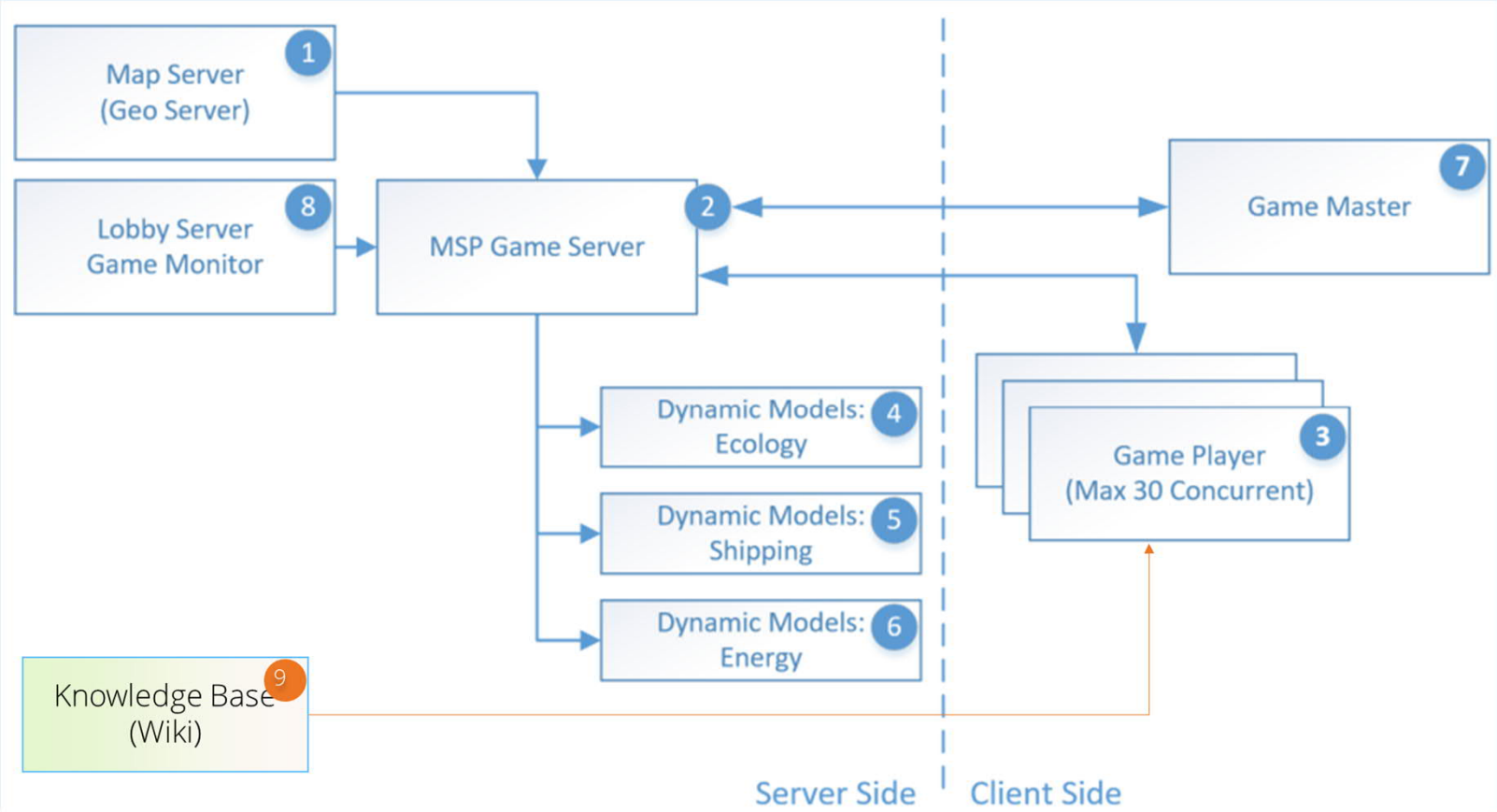
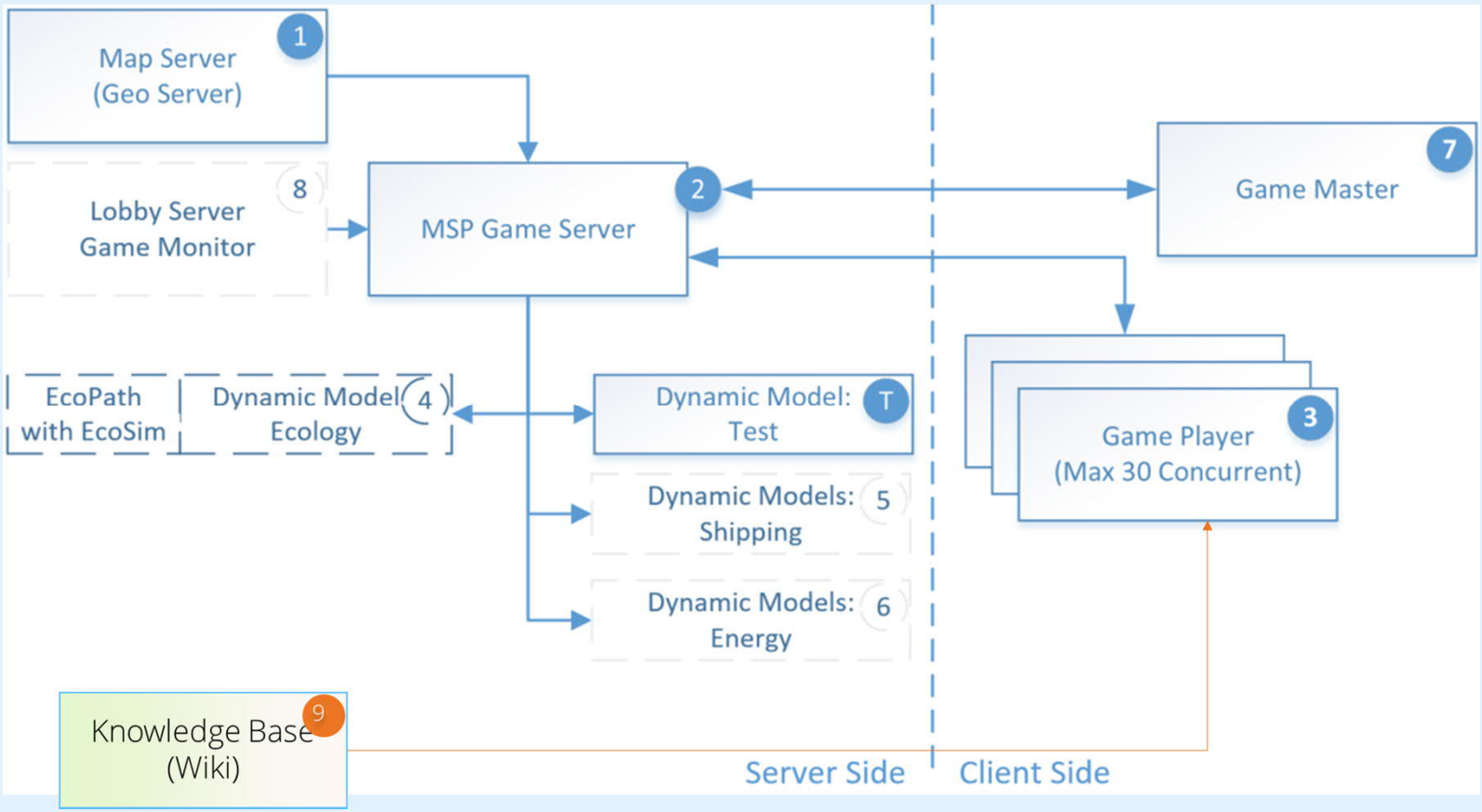


MSP Challenges simulation platform
Architecture



MSP Challenges simulation platform
Architecture



Further reading…

ARTICLE IN PRESS

Marine Policy xxx (xxxx) xxx–xxx

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Communicating Maritime Spatial Planning: The MSP Challenge approach

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ABSTRACT

The MSP Challenge uses game technology and role-play to support communication and learning for Marine/Maritime Spatial Planning. Since 2011, a role-playing game, a board game and a digital interactive simulation platform have been developed. The MSP Challenge editions have been used in workshops, conferences, education, as well as for real life stakeholder engagement. The authors give an overview of the development of the MSP Challenge and reflect on the value of the approach as an engaging and 'fun' tool for building mutual understanding and communicating MSP.

1. Introduction

The 2nd International Conference on Marine/Maritime Spatial

2. The MSP Challenge

In the seminal book 'Gaming: the future's language', Duke [2] ar-

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