



Document title	Report on the Baltic LINES MSP Challenge Shipping Workshop including interactive simulation for the Baltic Sea “Shaping the Future of Shipping in the Baltic Sea”.
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Background

Baltic LINES project organized an international shipping sector stakeholder meeting – “Baltic LINES MSP Challenge Shipping Workshop” including interactive simulation for the Baltic Sea “Shaping the Future of Shipping in the Baltic Sea”. The workshop took place 24 – 25 January, 2018 in Riga, Latvia. The workshop was designed to provide more insight into the potential spatial consequences of future scenarios for the development of the Baltic Sea ship traffic. The document contains a report, including the software of the MSP Challenge, how the workshop in Riga was organized and its first results.

Action requested

The Meeting is invited to take note of the report on the Baltic LINES MSP Challenge Shipping Workshop and to support organization of the energy workshop in Copenhagen (October 2018).

Report on the Baltic LINes MSP Challenge Shipping Workshop

Workshop objectives /reasons

Maritime Spatial Planners need to integrate spatial demands of the shipping sector in their plans. They can do this by designating specific space in their spatial plans for shipping purposes. This can be non-shipping zones, shipping zones, anchoring zones and more. Most important is that the spatial plan is not only taking into account the current shipping routes but will also look how to include the interest of the shipping sector in the future. This means that planners need to understand how much space potentially is necessary on which location in for example 2030 or 2050. While this is hard to determine, planners use with the aid of shipping experts forward looking tools to make estimations about this. For example, planners can develop a scenario which trends might happen where in the future. By this, they can integrate the potential outcomes (a future space in the sea) already in their plan.

While these future shipping scenarios are important for all Baltic Sea countries and shipping routes are of transnational nature, the transnational Baltic LINes project has been working on spatial shipping scenarios for the entire Baltic Sea. Hereby the project used a three-step approach, leading to a final report on the future of shipping in the Baltic Sea (report is under development).

1. Firstly, a scientific sector-oriented study has been done. This study used quantitative data of the existing situation and used extrapolations to predict future trends. Extrapolations have been done by using several variables, based on the different visions: Low economic growth, sustainable economic growth and high economic growth.
2. Secondly, interviews and a questionnaire have been held with a small group of shipping experts. This questionnaire provided a more detailed overview of the sector specific future trends, and also included some spatial issues.
3. **The third activity has been a stakeholders' involvement via the interactive game, the MSP Challenge 2050. This game provided more understanding on the spatial implications of the future shipping trends. Input for the workshops came from the scenario report and stakeholders expertise (step 1 & 2), complimented by other material.**

This paper will present the outcomes of the 3rd step, the interactive workshops using the MSP Challenge game, which was held in Riga on the 24th and 25th of January 2018. The HELCOM-VASAB Maritime Spatial Planning Working Group supported the holding of this workshops, for example by signing an endorsement letter which was send to the participants. In the following a short summary will be given regarding the software of the MSP Challenge, how the workshop in Riga was held and the first results obtained.

The software

The MSP Challenge 2050 Baltic Sea Edition is a Baltic Sea specific version of the MSP Challenge digital game. It is staged in the Baltic Sea region and offers best-available real-world geographic data on human activities (e.g. locations of wind farms, electricity cables, pipelines, etc.). The main strength of using the software compared to normal 'drawing/sketching software' is that the MSP Challenge makes use of simulation models. Three models are running in the background of the game, namely on ecology, shipping and energy. The models are used to calculate and show consequences of certain decisions taken. For example, if a player draws a new shipping lane the model on the background calculates the increase of efficiency of shipping routes (shipping model), but also the potential consequences for renewable energy and the environment (e.g. shipping will affect a certain kind of endangered species).

During the Riga workshop an early version of MSP Challenge 2050 Baltic Sea Edition was used to engage shipping stakeholders. Not all models were finished yet. The software was used to evoke more creative and more argument-based responses from shipping stakeholders on the future of shipping in the Baltic Sea. The software stimulates people to develop ideas, implement them, and see the consequences through

simulation, all in multiple iterations (i.e. trial-and-error learning). During the simulation phases, the participants could see what the effects of their potential plans would be.

The workshops concept

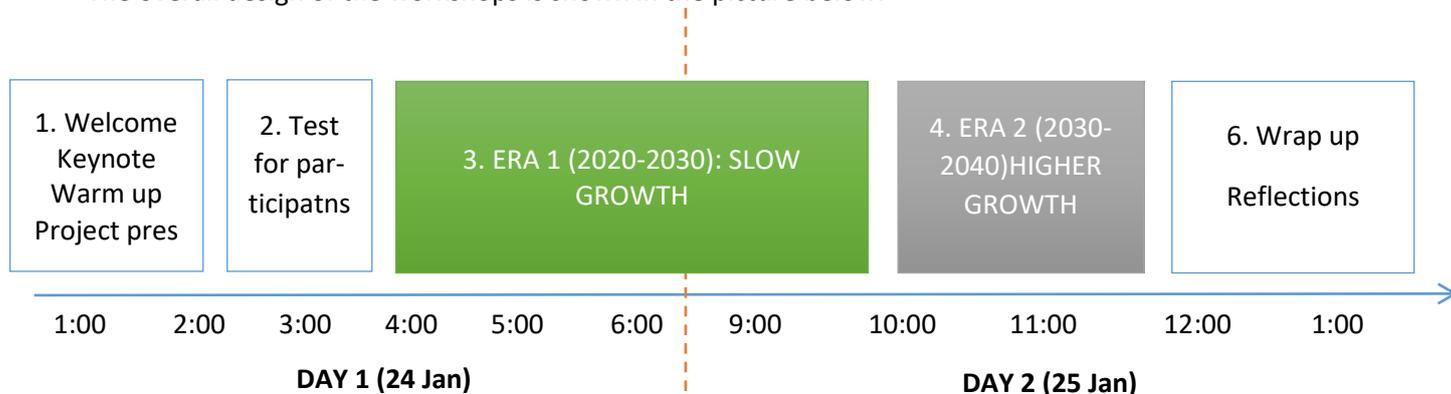
In designing the MSP Challenge workshop, the scenario report (the low growth and sustainable growth scenario) and input from stakeholders formed the basis, using the shipping data offered by HELCOM. Three teams were established, each consisting of 9 people (of which 6 were the aforementioned carefully selected shipping stakeholders):

- Team South-West: playing from the viewpoint of South-West Baltic:
 - Denmark – Sweden – Germany – Poland – Russia (Kalinigrad) – Lithuania.
- Team Central: playing from the viewpoint of Central Baltic
 - Sweden – Latvia – Estonia – Russia (St. Petersburg) – Southern Finland.
- Team North-East: playing from the viewpoint of North-East Baltic & Bothnian
 - Sweden – Finland – Russia (St. Petersburg) – Northern Estonia.

Each team had the following roles, with appropriate team badge:

- ‘Shipping planner’ - all the external participants were given this role.
- ‘BSR Strategy representative’ – additional role for one of the external participants.
- ‘Maritime Spatial Planner’ - the single MSPlanner, given to project team.
- ‘Planner (other activities)’ - given to project team, looking particularly at energy and environment. Planners ‘non-shipping’/devil’s advocates take this role.

The overall design of the workshops is shown in the picture below.



To help the participants identify issues and develop ideas, we first offered two presentations, covering recent developments and the status quo of shipping in the Baltic Sea. We then asked the participants to play the aforementioned two rounds, which represented two eras in MSP Challenge (2020-2030 and 2030-2040 respectively). By the end of the morning session on the second day, we wrapped up the workshop with a debriefing, reflecting on the kinds of issues and ideas that were explored further, as well as their potential consequences.



1.

The simulation gaming workshop setup in Riga, Latvia, on January 24-25, 2018.

The workshop results

The workshop in Riga led to the following three results:

- Providing input for the shipping scenarios.** As the main objective, the workshop was designed to provide more insight into what the shipping experts and stakeholders see as the potential spatial consequences of future trends (e.g. new ship designs, bigger ships etc.). Overall, it has been found out, that these consequences might be very limited. However, insights have been collected on the potential relation between shipping and general economic trends and how this could affect the demand for space.
- Increased awareness at shipping stakeholders for other uses.** While shipping is a more traditional use, stakeholders are very focused on maintaining the status quo. However, new developments, e.g. offshore wind farms, will come. By interfering in the game play by building offshore wind farms at suitable locations in the Baltic Sea, the awareness of the shipping stakeholders has been increased that other uses might influence their routes. A part of the of the stakeholders will go home with this thought and might get further involved in MSP, while another part is still in the denial phase, and further awareness actions might be necessary.
- Development of the MSP Challenge software and workshops concepts for other purposes.** The Riga workshops was the first workshop with the updated MSP Challenge software. The software will be updated further until the end of the Baltic LINes project (March 2018). The Riga workshop as a result provided input how to use these digital formats in stakeholder engagement. The next Baltic LINes workshop in Copenhagen (October 2018) will focus on Energy and engage stakeholders from this sector. Again the project team would be grateful if the HELCOM-VASAB MSP Working Group could support this initiative.