

Marine Spatial Planning

By Frieda Schwier

On the 23rd of January, about 60 students had the opportunity to play the game "Marine Spatial Planning."

This game is run by state authorities and ministries at the national or regional level. This organization works on technology development and innovation in Ireland. It gives scientific and technical advice to the government to support decision-making and to help protect and use Ireland's marine resources in a sustainable way.

Marine Spatial Planning (MSP) is a public process that helps organize and manage different human activities in the ocean. Its goal is to balance economic, social, and environmental interests so that the sea can be used sustainably. It is similar to land planning, but for the ocean. MSP brings together activities such as shipping, energy production, fishing, and nature protection. It also includes different stakeholders, uses scientific information, helps reduce conflicts, and plans how marine activities should develop in the future.

That is basically what we also did in this game. Firstly, we watched a little clip about the MSP, what they are for and who run it. Then we got divided into three teams, each team was responsible for another country. There was Peninsula, Bayland and the Islands. Everyone got a different job, like blue biotech, fisher, tourism, oil and gas etc. One of the students was the planner. Our task was to build our city that everyone is happy, that every job is fulfilled. Every idea from each job needs to go through the planner.

After a break, we were allowed to connect with the other countries that everyone profits from each other. And that's the way how we built our country, economically. We used compromises, we discussed and we agreed.

All in all, I think that it was an amazing game! I learned so much about economy, planning, building and that everyone needs to participate that each country functions, I think I learned this information for life.

Source: <https://marineplanning.org/>