

iBLUE-GAME

Indicators for Biodiversity: Lessons on Usefulness and Essentiality

B-USEFUL will first identify end-user needs and work with experts to co-develop biodiversity indicators, targets and scenarios. Based on these components, it can carry out model forecasts of changes in biodiversity and ecosystem services.

To identify end user-needs, a serious game was designed: iBLUE. 'Serious games' have the primary purpose to communicate, collect information, educate or gain insight, apart from pure entertainment. The iBLUE-game is developed as a means

to inform policy makers and area managers on biodiversity indicators. By playing it, we also collect information on the needs and barriers of end-users in marine biodiversity management, in specific regarding the use of biodiversity indicators and the realization of management measures in order to realize an improved biodiversity.

The iBLUE-game is played with end-users to gather data on policy makers' decision making in biodiversity management. The participants take on the role of a national policymaker who must implement marine protected areas, while balancing environmental concerns against other interests, such as wind energy implementation and fishing activities. They are motivated to set up biodiversity monitoring programs to support marine spatial planning. Why do they protect certain areas, and not others? How do they define 'valuable'

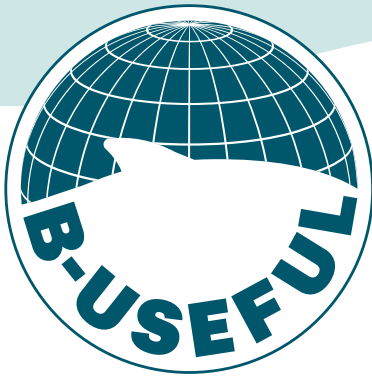
biodiversity and how do they measure this? How do they select indicators to measure biodiversity? How do they deal with uncertainty and lack of information? These are all questions of which the answers will help us develop a decision-support tool. During the game, participants will learn about marine biodiversity indicators, and how to apply and select them in a useful manner.



More info:
b-useful.eu

Practical information:

1. Target group is end-users (marine biodiversity managers/policy makers, or others involved in biodiversity monitoring/management decision-making)
2. 6-12 participants per game
3. Participants need to fill in a pre- and post-game questionnaire (1 hour total)
4. Length of game: 2-3 hours
5. Game is played in person (not online)



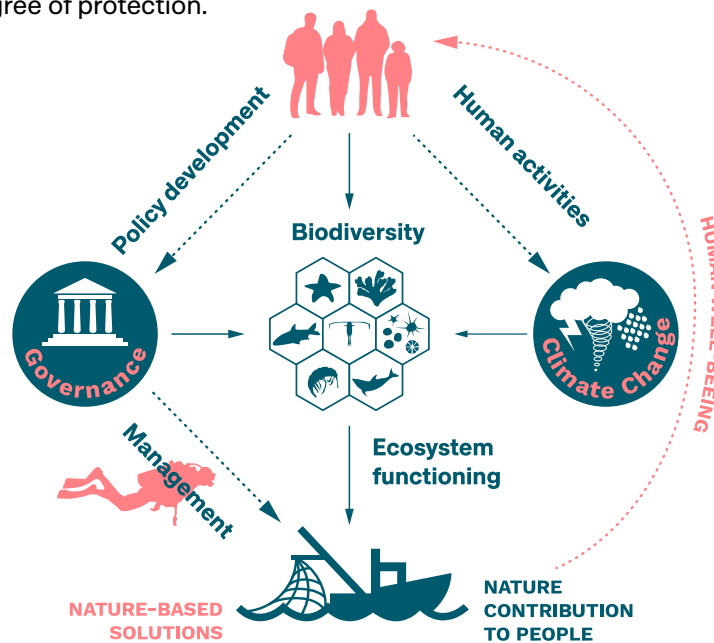
User-oriented Solutions for Improved Monitoring and Management of Biodiversity and Ecosystem services in vulnerable European Seas

Europe's marine biodiversity is under pressure. Putting it on a path to recovery by 2030 requires informed science advice and decision-making.

In this context, the EU-funded B USEFUL project will develop user-oriented tools and solutions to monitor, assess and protect marine biodiversity in European waters. It will bring together knowledge on natural and human pressures on marine ecosystems, the decline in biodiversity and the relationship of biodiversity to the ecosystem and its functioning. Specifically, it will improve existing European data infrastructures and governance frameworks. The support tool will assist end users in prioritizing conservation efforts in biodiversity hotspots, or other high-risk areas requiring a stricter degree of protection.



Visit our website:
b-useful.eu



Main aims of B-USEFUL:

1. Develop **biodiversity indicators** that fit end-user needs and policy goals
2. Assess **status and cumulative impacts** on marine biodiversity and their associated services
3. Identify **vulnerable species, habitats and ecosystems**
4. **Simulate** biodiversity under **various future scenarios** of climate change and human pressures
5. Develop **interactive, online decision-support tools** fit for informing marine spatial planning