CONFLICT RESOLUTION

Implementing the MSFD entails identifying how different ecosystem services interact and how one use may conflict with or complement other uses.

You are here:

GUIDELINES

1 2 3 4 5 6 7

WHAT

Ways of resolving Conflict

Coastal areas are typically densely populated, and much of the coastline is already committed to a variety of uses. The expansion of offshore activities is likely to lead to new conflicts and hence opposition to these developments.

Management task

Understanding of how Drivers, Pressures and current policies/management co-conspire to produce problems and how these can be described/modelled in terms of causality.

The MSFD is the first concerted attempt by the EU to apply an ecosystem-based approach to the management of human activities that impinge upon the quality of the marine environment and to expedite the progress made by Member States in adopting specific management tools, such as maritime spatial planning, as a means to resolve conflicting uses of the ocean environment.

This requires tools that help resolve conflicts of interest and trade-offs between regions/actors. The Joint Fact Finding guideline provides a background to approaches to address stakeholder engagement. This guidelines shows two examples of tools that can help analysis and resolve conflict that might exist between different stakeholders and their use of the coastal and marine space: the Touch Table and Multi-Criteria Analysis (MCA).

It is essential that marine policies and their implementation are integrated to maximise the benefits, minimise the costs and reduce conflicts between users of the marine environment.

CONFLICT RESOLUTION

The expansion of offshore activities is likely to lead to conflict and opposition to as they can conflict with existing stakeholder uses of the areas planned for development.

You are here:

GUIDELINES

1 2 3 4 5 6 7

CORE

The Touch Table

Approaches to facilitate communication between stakeholders: the Touch Table

Touch tables are a form of interactive display that can be used as the interface between spatial information and participants. The "Touch table" makes it possible to draw maps using for example a nautical map, a tidal currents map, a seabed map or shipping lanes as background. The table can also be used to combine information to generate suitability maps, value maps and conflict maps. Participants can make changes to the maps by touching the screen. The touch table allows participants to view the "bigger picture" and not to focus purely on their own area of interest, and promotes sharing of information.

Use of the 'Touch Table' in interactive land planning
(photo: Ron Janssen)

Click here for more information on the Touch Table

It is important that stakeholders can visualise information in order to support negotiations about sea use change and to see the effects that their compromises make to an overall situation.

CONFLICT RESOLUTION

Results from multi-criteria analysis (MCA) can support negotiations about sea use change. Multi-criteria methods can be used to show trade-offs between stakeholder objectives.

You are here:

GUIDELINES

1 2 3 4 5 6 7

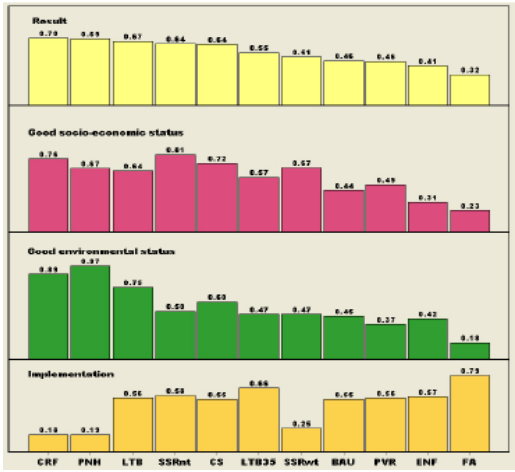
CORE

Trade-Offs

The MCA-based approach is interactive providing negotiators with both information on favourable exchanges of sea use and feedback.

MCA-based tools have been applied to the management of the Rapana fishery in the Black Sea, which provides a complex management problem with three groups of objectives:

- Good economic status (Pink bars)
- Good environmental status (Green bars)
- Implementation (dark Yellow bars).



MCA ranks alternatives and shows their overall performance against the objectives. The analysis shows alternatives are ranked from left to right with Continuity of Rapana Fisheries (CRF) ranking first closely followed by Protect Natural Habitat (PNH). Free Access (FA) ranks eleventh and last. The results show there is limited conflict between Environment and Socio-Economic while the converse is true for Implementation.

1	CRF	Continuity of Rapana fisheries
2	PNH	Protection of natural habitat
3	LTB	Lift trawling ban for current fisheries
4	SSRnt	Subsidise extraction small Rapana (No Trawling)
5	CS	Current situation:
6	LTB35	Lift trawling ban for less than 35 meters depth
7	SSRwt	Subsidise extraction small Rapana (With trawling)
8	BAU	Business as usual
9	PVR	Promote value of Rapana
10	ENF	Enforcement of bottom trawling ban
11	FA	Free access to Rapana fisheries all depths

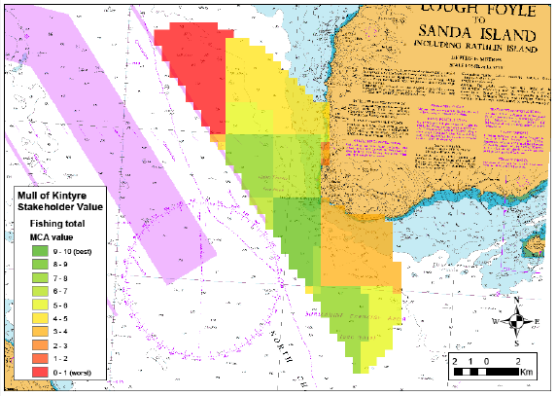
It is important to structure and aggregate the information in a way to make it suitable to support negotiation interactively to include considerations that were impossible to include in the formal specification of the problem.

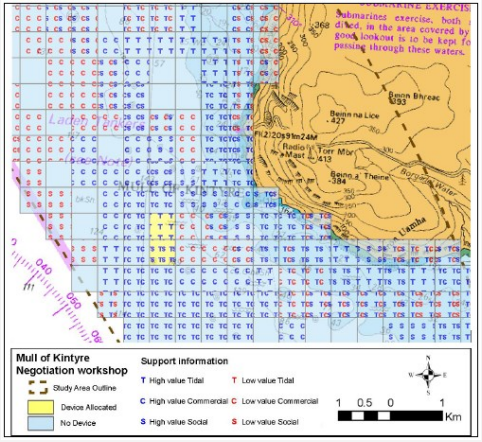
Click on arrow below to go back to all guidelines

Using the Touch Table

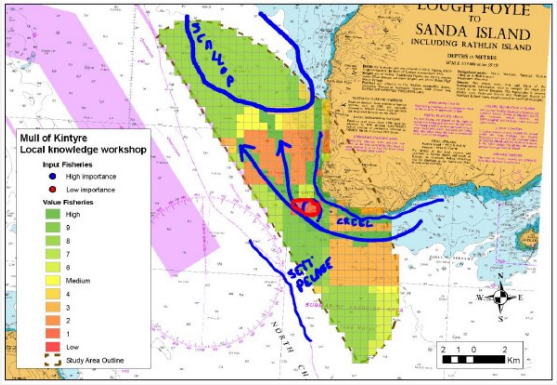
Tidal energy devices (source: marineturbines.com, hammerfestrom.com , openhydro.com

The example is based on stakeholder workshops to allocate tidal devices using an interactive mapping device (the 'Touch table') to support participative marine spatial planning. Digital maps presented on the Touch table are the means of communication between participants.





The process illustrated the importance of spatial data at the appropriate small scales relevant to individual decisions and the touch-table provides an effective mechanism of the collection of this data on an ad-hoc basis. The 'Touch table' makes it possible to draw maps using, for example, an historical map, an aerial picture or a soil type map as background. The participants use their hands to change the land use maps. The table can also be used to combine information to generate suitability maps, value maps and conflict maps.



The maps allow each stakeholder to identify features that are important to them in a spatial context and helps identify areas of potential conflict over any existing uses or new development. The maps also help indicate how social dynamics function in an area of interest and how these might change if new developments take place.