Baltic Sea2Land Game
"Navigator in Action –
Planning Crew Simulation"

Title: Guidelines in the form of a Baltic Sea2Land Game "Navigator in Action – Planning Crew Simulation"

Output of Activity: 3.3.

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To make the Sea2Land Navigator (Navigator) tool easier to understand, we created guidelines in the form of a game aimed at professionals, students or anyone else interested in learning more about the possibilities offered by the Navigator.

Objective – participants, taking on different professional planning roles, collaboratively use the Navigator to work through complex, real-world scenarios. The focus is on experiencing the Navigator as the central tool for structured analysis, conflict management and sound decision-making.

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The aim is to simplify the functionality of the Navigator. Participants in the game are asked an MSP-related question, for example: "There are plans to build a wind farm, but there is a nature reserve nearby where endangered birds of prey live. Conservationists are alarmed. How do you proceed?" The participants then have time to come up with their own approaches/ solutions. When they have finished, they are shown what a solution would look like if the Navigator had been available. The results are compared and points are awarded for consensus.

Please feel free to use the Navigator Game, and adapt it to your needs!

The Navigator tool: https://navigator-helcom.hub.arcgis.com/

Baltic Sea2Land Game

Navigator in Action – Planning Crew Simulation

Simplify the rather complex functionality of the Navigator!

Guidelines of the Navigator game

https://navigator-helcom.hub.arcgis.com/

Preparation

- **Group size:** 2–6 persons per team; multiple teams possible
- **Roles:** Assign each participant a role reflecting real stakeholders (e.g. spatial planner, investor, environmental agency, municipal leader, farmer)
- **Materials:**
  - Task cards and challenge cards linked to Navigator modules
  - Summary sheets for Navigator functions (e.g. data analysis, stakeholder mapping)
  - Notepads/ whiteboards for each team
  - If possible: digital interface or printed screenshots of the Navigator
- **Moderator:** Acts as facilitator, introduces the tool, guides the process, and triggers new challenges

Game Structure

### Step 1: Introduction & Quick Navigator Tutorial
- The moderator briefly explains the game's purpose: learning to apply the Sea2Land Navigator in realistic planning processes
- Short interactive demo: All key Navigator modules are introduced with quick examples (e.g. data analysis, site selection, stakeholder dialogue).
- Clarify game principles: Teams must always use the Navigator (not just their own experience) to advance.

Step 2: Scenario Launch
- The moderator presents a detailed scenario relevant to the region (e.g. "Fehmarn aims for energy autonomy by 2035 amid land-use, acceptance, and regulatory challenges")
- Each team's "mission" is to use the Navigator to create a step-by-step action plan, addressing conflicts and requirements outlined in the scenario
- Context: Brief presentation or handout summarizing scenario background, objectives, and main conflicting interests

Step 3: Role Assignment & Team Strategy
- Each participant briefly presents their stakeholder's viewpoint
- Teams discuss and align their approach, anticipating tensions and opportunities from their assigned perspective
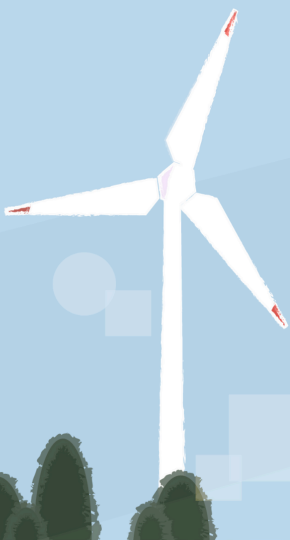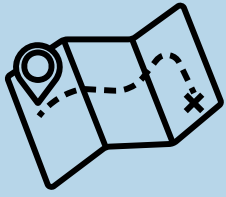
Step 4: Stepwise Problem-Solving – The Navigator as Your Roadmap
The process is divided into discrete phases – each matching a Navigator module:

1. **Data Collection & Status Quo Analysis**
   - Teams must use provided (or simulated) Navigator data functions to establish the baseline (e.g. current energy consumption, existing renewables, land availability)
2. **Potential Assessment**
   - Using Navigator maps/ tools: Identify developable areas, overlaps with protected zones, or technical limits
3. **Stakeholder & Conflict Mapping**
   - Navigator's tools help identify and visually map key stakeholders and conflicts (e.g. using a "conflict matrix" or "stakeholder engagement map")
4. **Option Development**
   - Teams use Navigator checklists to formulate concrete actions (e.g. "Wind farms in zone X, solar upgrades for public buildings")
5. **Evaluation & Trade-Off Analysis**
   - Use Navigator analysis features to weigh pros/ cons, flag unforeseen consequences, and prioritize feasible solutions

At each phase:
- Teams must document how they are using the Navigator (what data, questions, features, or decision aids)
- Specific task cards give additional instructions or goals tied to Navigator functions

Step 5: Challenges & Dynamic Events
- At set intervals, pull a challenge card: New stakeholder demands, political changes, regulatory issues, or public resistance can arise
- Teams revisit their current plan – always using the Navigator (e.g. to broaden stakeholder involvement or update site suitability)
- "Blind spot" checks: If teams miss a critical factor (as flagged by the Navigator), they receive a mini-challenge or need to backtrack
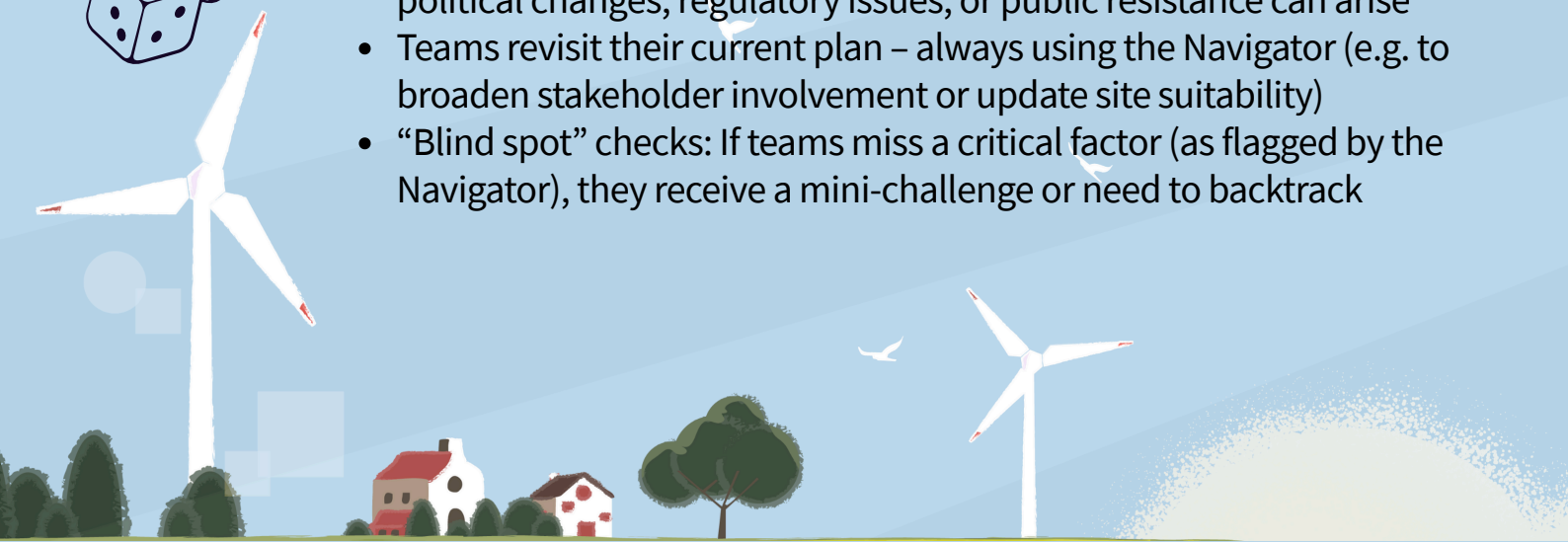
Step 6: Team Presentations
Each team presents:
- How they used the Navigator at each step
- Their recommended solution and rationale
- Key challenges and how the Navigator guided (or failed to guide) their decisions

Emphasis: Not just WHAT was decided, but HOW the tool structured and clarified the planning process

Step 7: Group Reflection & Debrief
Guided by the moderator:
- Which Navigator features unlocked new ideas or made the process more robust?
- Where did the tool streamline discussions, clarify conflicts, or help reach consensus?
- What were the negatives or gaps, if any?
- How would participants apply the Navigator in their real work?

Playful and Competitive Elements
- Navigator Cards: Task cards linked to mandatory use of certain Navigator modules
- Surprise/ Disruption Cards: Trigger unexpected developments requiring immediate re-analysis with the Navigator
- Mini-Challenges: For missed aspects or oversights – solved via the tool
- Time Limits: Adds urgency; score for progress and tool-based problem-solving under pressure
- Optional scoring: Teams are evaluated on the quality/ feasibility of solutions as enabled by the Navigator, not solely on creativity
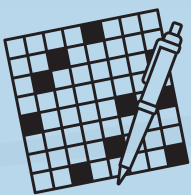
Tips for Success
- Warm up with a trivial planning task using the Navigator to build team confidence
- The moderator should occasionally offer hints, frame questions, or spotlight overlooked tool features
- Prioritize interaction, experimentation, and learning by doing

Outcome:
Participants gain hands-on experience with the Navigator, discover step-by-step how it supports complex planning, and understand both its potential and its limitations – through an engaging, cooperative, and interactive format tailored for professional audiences. The tool is not just a passive reference point, but is actively and critically explored as the central path to problem-solving.