

Task no. 6.3

Deliverable no. D6.3



One Incident, One Response

Workshop report













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1 Summary

This is a report of the “*One Incident, One response*” workshop on holistic and integrated management of marine emergencies held in November 2023 in Brussels. The workshop was organised for European authorities in the framework of the IRA-MAR project (2021-23) on ‘Improving the Integrated response to pollution accident at sea & chemical risk in port’, co-funded by the European Union Civil Protection.

2 Overview, aims and participants

The workshop took place on the 21st and 22nd November 2023 in Brussels, organised and facilitated by IRA-MAR project partner Sea Alarm. The aim of the workshop was for authorities to explore the future needs of maritime incident response in a changing world. Objectives were to roll out the new OneX tabletop exercise package and gain insights from authorities on how this tabletop could be useful to them, and to gather feedback on the draft framework (guidelines) for holistic/integrated management of marine incidents.

Climate change and the net-zero energy transition are guaranteed to change global trade, the future of ships and shipping, shipping patterns, harbour operations, and the production and use of energy at sea and on the shore. Considering these changes, it is important to assess how the marine incident preparedness and response should transition as well to deal with new risk profiles that will emerge. What could be the characteristics of the incidents of the future, and which operational needs could become important in order to prevent and mitigate the impacts at sea and on the shore? Is there a need to extend response capabilities, and what should be on the minds of decision makers, authorities, experts and response managers? The workshop was an interactive setting for authorities to explore these emerging risk profiles of future marine incidents and how to prepare for a response to new scenarios in a holistic (overseeing all possible scenario types) and integrated (maximising the effectiveness involving all responsibilities) way. The concept of *One Incident, One Response* was introduced as a philosophy for responding to existing and future marine emergencies in a holistic and integrated way. Participants explored the philosophy through a series of unique tabletop exercises and serious games from the brand new OneX tabletop exercise package, developed within the IRA-MAR project.

The workshop was attended by a total of 27 participants from 19 different countries in Europe and North Africa (including project partners and representatives from IRA-MAR beneficiary countries Morocco and Tunisia). 20 authorities working at sea pollution response and/or shoreline pollution response attended. Two staff from the European Commission’s DG Echo participated, as well as one participant from French institute Cedre and 4 organisers/facilitators from Sea Alarm.

The agenda and participants list of the workshop are given in Annex 1 and 2. All presentations given at the workshop are saved [here](#). During the second day of the workshop, a professional videographer was in attendance to prepare a short video of the event. A number of interviews were also held with authorities to give their views and perspectives on holistic and integrated marine emergency response.

3 Outcomes

3.1 Day 1

3.1.1 Introduction, opening and project overview

Following a brief welcome and opening, a short icebreaker session was carried out to know better who was in the room, plot their location on a map poster and share their expectations for the workshop.

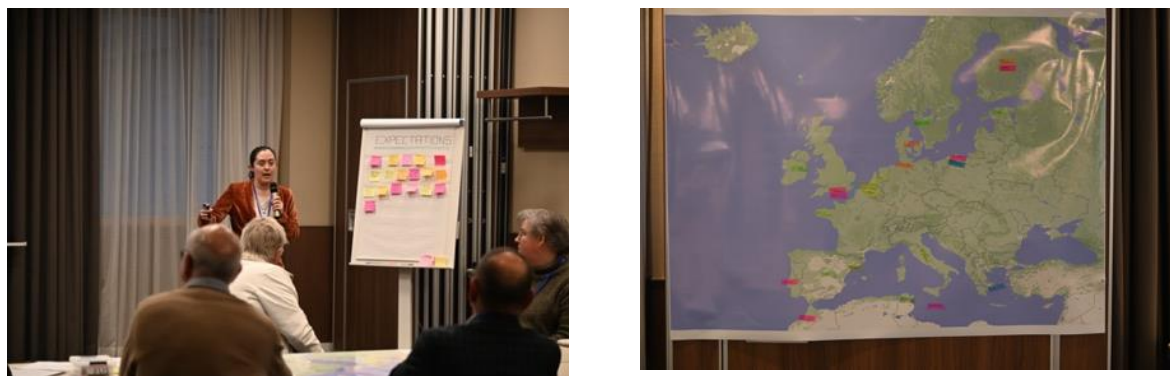


Figure 1 Opening session and icebreaker

Julie Rigaud-Marechal, from the Secrétariat Général de la Mer (France), presented the IRA-MAR project, its partners and different work packages. Sea Alarm then presented WP6 on holistic and integrated management of marine emergencies, where the '*One Incident, one Response*' concept was created. The different project activities were outlined: a desktop study and background document, developing of the OneX tabletop exercise package, this workshop and creation of guidelines (draft framework) on holistic/integrated management. Highlights of the desktop study based on a questionnaire, interviews and a literature study were presented, indicating that authorities surveyed have real concerns about emerging new risk profiles, but that development of capability for these new risks is not keeping up. Observations suggested that authorities have some doubts over how coordinated their incident management would be in practice across a range of different stakeholders and that there are several challenges which could hinder this process, such as the high rotation rate of staff in coastal authorities. Several countries surveyed have some useful concepts and models which allow a more joined up approach to marine emergencies and are interesting for other countries to consider. The full desktop study is published [here](#).

Sea Alarm introduced the *One Incident, One Response* philosophy, which has been elaborated in a draft framework (guidelines) circulated to the workshop participants before the event. Developing a framework for holistic/integrated management of maritime incidents is included in the long-term strategic action plans of the main European regional Agreements (Bonn Agreement, Helsinki Convention and Barcelona Convention). The framework being developed in this project could be discussed, considered and modified if necessary by the Regional Agreements to help support this task in their Action Plans. It was emphasised that the framework is not meant to overhaul incident management systems in each country, as this is unrealistic, but rather to develop a framework that countries and

Regional Agreements can reflect on and discuss as part of their future preparedness journey. The presentation gave an overview of the framework, its purpose and what it provides. It is designed to be framework that binds aspects of a holistic and integrated response and makes them work together, stronger than individual components on their own, and is a stable tool that will bridge different generations of users.

The session ended with a poll using the Mentimeter app to gather initial thoughts from the participants on how they see new emerging risks and their preparedness to deal with them.



Figure 2 Poll session using Mentimeter app

3.1.2 The OneX Exercise Package

Sea Alarm introduced the OneX Exercise package, a brand-new suite of games designed to be played in a tabletop exercise setting. The presentation explained the characteristics of the games, designed to be a playful method of task-oriented management of complexity via:

- Focus on systematic analysis of tasks and making them concrete.
- Playing with strategy, planning, logistics and operational setup.
- Generating a wide range of scenarios within a short exercise period and playing with variables in any given scenario to see the implications.

General ground rules were given for playing the games. The package includes a range of maps, posters, dice and card decks and incorporates a form of roulette as a playful way to generate different scenarios. OneX uses anonymous maps which can be adapted to any country or shoreline, games and cards can also be tailored to include additional scenarios, other locations and stakeholders. By the end of the project, selected games with lower complexity will be available for authorities with instructions. It was emphasised that this was the first outing for the OneX package and feedback and suggestions from authorities were welcome and an important outcome of the workshop.

3.1.3 Local and regional games

The participants were split into three groups, each led by a facilitator from Sea Alarm, to begin the first game – an exercise on organising a local coastal response. This game focused on exploring the challenges of responding to a container vessel incident with loss of cargo (containers) arriving to the shore, looking at the types of products that could be encountered, resource needs and operational management of such incidents with much variability in the products that could be considered.

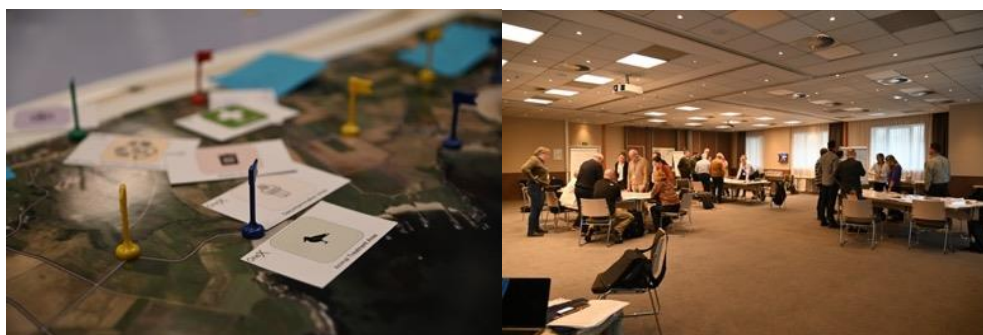


Figure 3 Groups playing the local response exercise

The second game was carried out in the same groups, looking at the different levels of preparedness that countries can have for dealing with emerging new risks and considering preparedness from a regional perspective. Authorities playing the game were led into thinking about ‘engineered resources’ available to deal with new risks such as HNS spills or large cargo ships and reflecting on the different types of engineered resources that may be needed for the future, at national and regional level. Both games led to lively discussions and a number of suggestions on ways that the games could be refined and improved.



Figure 4 Groups playing the regional response exercise

3.1.4 Country discussions

Each country was asked to give a short presentation on their ‘new risk’ emergency preparedness, by answering these three questions:

1. To what extent do you think your country is preparing to respond to new risk profiles? Do you see progress to address this? (Please provide examples)
2. Are those developments under the coastal or maritime authorities? Or both?
3. What do you think is lacking/what are the main stumbling blocks?

The results of these short presentations indicated that:

- Countries are mostly well prepared for traditional incidents (oil or HNS that behaves like oil) but lack of HNS preparedness/solutions/training, hard to know what to invest in.
- There is some reluctance to develop capacity for new risks if no big incidents, no political support to invest/develop new forms of preparedness, lack of finance, bigger problems in today’s world.

- Some movement can be seen in some countries e.g. improving integrated management following recent incidents such as the *Fremantle Highway*, new structured discussions on new risks with onshore/offshore authorities, initiatives to inform/train local authorities, investment into some new selected items of technology/equipment for new risks.
- Discussions are being held at Regional Agreements on some issues (e.g. responding in wind farms, subregional discussions on preparedness for new risks.)
- European Commission representatives encourage Member States to develop new response capabilities, look for projects to support such as MODEX, also their aim to develop specific capacities for coastal/inland areas with a holistic approach.

3.2 Day 2

3.2.1 The 'Olympic rings' model

The day began with a relaxed icebreaker activity where they were asked some fun questions about personal preferences and had to split into groups depending on their answers. After a brief recap of day 1, participants were introduced to the programme for day 2.

Sea Alarm provided an explanation of a poster showing a methodology for developing of a holistic and integrated approach using an 'Olympic rings' analogy. Here, an athlete who aims for a gold medal can only achieve that with a strong discipline, focused pathway, and support infrastructure over many years in which the capability is built up. Similarly, a crisis management system is also preparing to aim for success in a response, to prevent escalations to loss of lives and damage to the environment, economies and the well-being of coastal communities. This requires a recognition of what different stakeholders can bring, and how they can work together via key interactive processes to maximise their joint delivery in a response (see Figure 5).

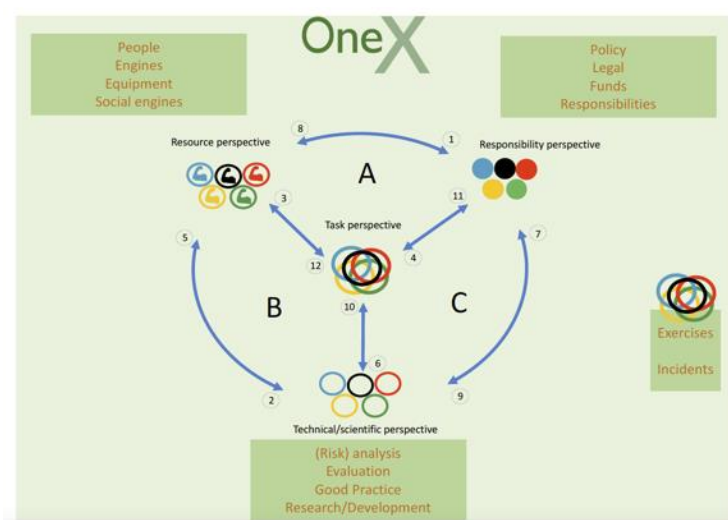


Figure 5 The 'Olympic rings' analogy, showing relationships between tasks that will emerge from a scenario (task perspective), the knowledge as to how best to deal with these tasks (technical/scientific perspective), the decision to adopt these tasks (responsibility perspective), and the empowering of resources that can be built up to prepare to handle the tasks (resource perspective).

The Olympic rings model is a core component of the *One Incident, One response* framework being developed in the IRA-MAR project and is designed to be a model with defined targets and activities, that countries can take home and analyse to see how well they are doing in each area/perspective.

3.2.2 Roulette, scenario and estuary games

Sea Alarm gave an overview presentation of further games in the current OneX package, including roulette, the scenario and estuary games. The roulette game is a fun way of generating scenarios and the characteristics of those scenarios and can be incorporated into the other games if wished. The setup of the games allow players to very quickly generate scenarios and explore multiple scenarios within hours, also very flexible as can vary one thing and see how that changes the scenario. Pre-fabricated scenarios can also be prepared depending on the users needs.

A series of three games were explained based on the same scenario, but looking at different aspects: the strategy and tasks for an at-sea incident (1), then looking at strategies/tasks for an inshore region (2) and lastly the tactical organisation of response activities across a large area of impacted shoreline (3). Participants were given an overall orientation as a whole group of the setup of the three games and then split into two groups to play games 1 and 2 in parallel. Through playing, participants were able to explore response tasks and priorities for different spatial and temporal phases of the response. In other words, considering tasks and priorities as the potential pollution moves from the at sea into the nearshore and onshore areas, and defining key challenges for the response on a timeline. A final stage also looked at assigning tasks to different stakeholders, to highlight the mix of different entities that may be involved in all different elements of a coastal response.

Following the game play, the group was asked for general feedback on the games and OneX package that they had seen, which is summarised as follows:

- There was a general feeling that the games have value and are interesting as a general concept.
- Games generate interactivity and exchange between players, good for learning together on where potential gaps are. So fit for purpose with some adjustments to accommodate specific requirements of the players.
- There are some areas for improvement that have become apparent from playing the games for the first time, which should be considered for the future.
- Who should be the players? This was a first pilot rollout of the OneX package with maritime (and shoreline to a lesser extent) authority experts. Would benefit from having more mixed players including representatives of at sea, onshore, legal, insurance etc. Then all the actors can understand what is my contribution, how do I connect at the right time with the right authority, are there gaps?
- Very useful for coastal authorities who are not familiar with maritime incident response. Discussion-based approach so maritime authorities can play this with coastal authorities to explain, help their understanding, will bring benefit in a spill.
- Maritime authorities playing helps to see how to engage with them.

- A number of suggestions were given on additions to the card decks for specific items/challenges/considerations and slight adjustments to the ways that different games are played, for example being able to write on posters with your own national stakeholders in addition to having them predefined at a generic level.



Figure 6 Groups being shown and playing the roulette, scenario and estuary games and authority interviews on day 2

Following the game discussion, the Swedish representative presented photos and outcomes from the Marco Polo oil spill incident in October 2023. The Finnish representative also provided an overview of the Finnish MERT (Marine Environment Response Tool), a browser-based awareness system for oil spill response authorities, which provides a common operating picture for all stakeholders and is an interesting model for creating an integrated command structure for a response.

3.2.3 Integrating the framework into Regional Agreements

Participants were split into three regional groups for the Baltic, North and Mediterranean seas. They were each provided with a copy of the 6 recommendations from the draft framework circulated to the participants before the workshop. Each group was asked to consider the following questions:

1. What do you think about the recommendations made (1 to 6¹), can they provide an added value?
2. Do you think they could be integrated into a Regional Agreement programme on Holistic and Integrated Management?
3. Which ideas / messages / concepts from the overall *One Incident, One Response* approach do you think are most important or relevant?

¹ 1) Regional Agreements discuss/modify recommendations if useful, 2) establish think tanks national & international level, 3) tactical scenario-based coastal authority planning, 4) wildlife response preparedness, 5) dialogue with salvage industry on development to keep up with new risks, 6) developing capacity with the non-emergency response community.

Observations from the groups are summarised below:

- The recommendations are useful, not all can be accommodated with the scope of the Regional Agreements' work but still valid.
- Discussions may be difficult to progress at Regional Agreements where coastal authorities are not represented, no remit/expertise on coastal response.
- Some issues are clearly more of a national responsibility, especially those on tactical scenario-based coastal response planning and developing capacity with NGOs/non-emergency response community.
- Difficulty to pass judgement on the recommendations at this stage, requires further consideration at national level.
- Think tanks are a good idea, still to determine what the best construction would be.
- Some issues which are operational could be more easily organised at subregional level (smaller groups).
- The OneX games could be played as part of annual BALEX exercises (tabletops).
- Implementing the framework through regional and national programmes should be considered as a journey, via change management, a gradual process in stages.

3.3 Outcomes/final discussions

The last session was held in plenary to get an idea from what participants' reflections were on the workshop, the OneX games, the draft framework and how it can be presented to Regional Agreements, did people get insights and were they inspired? A summary of main reflections is given below:

- Many of the participants of the workshop found the OneX tabletop package both useful and inspiring for their work. In particular, they emphasised how OneX could be adapted for their own national contexts and help to identify national gaps.
- The participants found that the OneX tabletops could be useful on different levels. The first two which looked at coastal and regional aspects and were more general, could be useful to discuss different scenarios and alert procedures. The games on day 2 were found useful to go into further detail, expose assumptions in national plans and identify gaps.
- Many of the participants thought that the OneX tabletops could be used as part of their larger exercises that they organise nationally to better prepare for marine incidents of the future.
- The draft Framework can be used as a good discussion tool to identify gaps in holistic and integrated management approaches at the national level, however more work can be done to focus on the integrated approach. This will require more discussion and dialogue with national authorities.
- Almost all of the participants preferred the use of *One Incident, One Response* instead of holistic and integrated management as the terminology going forward, with 3 being unsure and no participant rejecting the idea.
- The participants found the game elements, such as roulette, a helpful and inventive tool to carry out the tabletops which allowed for out-of-the-box thinking. OneX is also beneficial as it can be used to look at the longer term aspects of a response, time jumps are easy to facilitate.

4 Conclusions

The IRA-MAR project activities on holistic and integrated management of marine emergencies are very relevant for authorities in today's changing world of emerging new risks, which bring new and significant challenges to any country facing the sea. During this workshop, the tools and concepts being developed under the project were the subject of a series of structured discussions and games to see how they resonate with authorities and to consider areas for further development and improvement. The insights provided will be considered for the final deliverables to be submitted under the project and for the evolution and further development of the One Incident One Response framework in the future.

Participants were requested to complete an online feedback form and their comments continue in line with the highlights provided in the closing session of the event, including several suggestions on how the OneX games can be adjusted/improved. Results of the feedback forms can be found in Annex 3.



Figure 7 Group picture of Workshop participants

Annex 1 – Agenda

Day 1 - Tuesday 21st November

start	finish	length	Breaks	Session #	Topic
09:00	09:15	00:15		1	Opening and Welcome
09:15	09:45	00:30		2	Icebreaker - Who is who?
09:45	10:05	00:20		3	Intro to IRA-MAR - WP6
10:05	10:45	00:40		4	One Incident, One response. Towards a Framework for Holistic and Integrated Management of Maritime Incidents
10:45	11:00	00:15		5	Views and expectations
11:00	11:20	00:20	Break		
11:20	11:30	00:10		6	Introduction to OneX Exercise package
11:30	13:00	01:30		7	OneX Exercise: One Incident, One Response Concepts (1)
13:00	14:00	01:00	Lunch - <i>Group Photo</i>		
14:00	15:00	01:00		8	Open Discussions: EU Countries Preparedness to new risks
15:00	15:20	00:20	Break		
15:20	17:05	01:45		9	OneX Exercise: One Incident, One Response Concepts (2)
17:05	17:15	00:10		10	Day close-out
17:15			Free time		
19:00			Dinner		Cercle du Voyager

Day 2 - Wednesday 22nd November

start	finish	presenter	
09:00	09:10	00:10	11 Icebreaker and Opening
09:10	09:15	00:05	12 Recap Day 1
09:15	10:15	01:00	13 OneX Exercise: One Incident, One Response Concepts (3)
10:15	10:35	00:20	Break
10:35	12:35	02:00	14 OneX Exercise: One Incident, One Response Concepts (4)
12:35	13:35	01:00	Lunch
13:35	14:50	01:15	15 Transferring the One Incident, One response approach into the Regional Agreements
14:50	15:10	00:20	Break
15:10	16:10	01:00	16 Final discussions - Workshop Outcomes
16:10	16:25	00:15	17 Closeout
16:25			END WORKSHOP

Annex 2 – Participants list

	Type of participant	Country	Name	Organisation	Email address
1	Participant	Finland	Heli Haapasaari	Finnish Border Guard	heli.haapasaari@raja.fi
2	Participant	Sweden	Anders Udéhn	Swedish Coastguard	anders.udehn@kustbevakningen.se
3	Participant	Denmark	Nanna Bjørg Flensburg	Danish Navy Command	fko-sv-n374@mil.dk
4	Participant	Germany	Dr. Jessica Ramm	Dept 3 - Marine Pollution Response - Coastal Section Central Command of Maritime Emergencies (CCME)	jramm@havariekommando.de
5	Participant	Poland	Maciej Grzonka	Maritime Search and Rescue Service	maciej.grzonka@sar.gov.pl
6	Participant	UK	Neil Chapman	Environmental Scientist Lead, Maritime & Coastguard Agency	Neil.Chapman@mcga.gov.uk
7	Participant	Belgium	Eric Donnay	Head of Team Environmental compliance at sea - DG Environment, Federal Public Service for Health, Food chain safety and Environment	eric.donnay@health.fgov.be
8	Participant	Estonia	Kaspar Anderson	Counsellor, policy maker, Ministry of the Climate/Marine Environment Department	kaspar.anderson@kliimaministerium.ee
9	Participant	Greece	Koukas Georgios	Hellenic Coastguard/Marine Environment Protection Directorate	gkkoukas@hcg.gr
10	Participant	Belgium	Tom Germonpré	Federal Public Service for Health, Food chain safety and Environment	tom.germonpre@health.fgov.be
11	Participant	Belgium	Wim De Schutter	Federal Public Service for Health, Food chain safety and Environment	wim.deschutter@health.fgov.be
12	Participant	Poland	Jerzy Kiszczak	Deputy Director Maritime Search and Rescue Service	jerzy.kiszczak@sar.gov.pl
13	Participant	Finland	Sammy Grefberg	Instructor, Lt Senior, The Finnish Borderguard/ Border- and Coastguard Academy	sammy.grefberg@raja.fi
14	Project partner	ISPRA - ITALY	Valerio Samarini	Researcher ISPRA (Italian Institute for Environmental Protection and Research)	valerio.sammarini@isprambiente.it
15	Project partner	CEDRE	Maryline Porhel	Cedre	Maryline.Porhel@cedre.fr
16	Project partner	MITMA - SPAIN	Pablo Pedrosa Rey	Head of Pollution Response Unit, Direccion General de la Marina Mercante	ppedrosa@mitma.es

	Type of participant	Country	Name	Organisation	Email address
17	Project partner	SGMER - FRANCE	Julie Rigaud-Marechal	International Affairs Officer, General Secretariat of the Sea, France	julie.rigaud-marechal@pm.gouv.fr
18	Project beneficiary country	Morocco	Naoual Zoubair	Ministère de la Transition Énergétique et du Développement Durable	n.zoubair.env@gmail.com
19	Project beneficiary country	Malta	Stephen Baldacchino	Port Officer, Authority for Transport	stephen.a.baldacchino@transport.gov.mt
20	Project beneficiary country	Portugal	Joana Sofia Jerónimo	National Maritime Directorate General (DGAM) - Marine Pollution Response Directorate (DCPM)	joana.sofia.jeronimo@marinha.pt
21	Project beneficiary country	Tunisia	Samir Khedhira	Agence Nationale de Protection de l'Environnement (ANPE), Expert Contrôleur Général	samirkhedhira@yahoo.fr
22	European Commission	EU	Asta Mackeviciute	Policy Officer, European Commission	Asta.MACKEVICIUTE@ec.europa.eu
23	European Commission	EU	Gian-Marco Desogus	Desk officer in ERCC for maritime incident, European Commission	gian-marco.desogus@ec.europa.eu
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25	SAF (Facilitator)	Sea Alarm	Daniela Barreras Biesot	Sea Alarm, Senior Technical Adviser	daniela@sea-alarm.org
26	SAF (Facilitator)	Sea Alarm	Edel Shanahan	Sea Alarm, Technical Adviser	edel@sea-alarm.org
27	SAF (Facilitator)	Sea Alarm	Saskia Sessions-Puplett	Sea Alarm, Senior Technical Adviser	saskia@sea-alarm.org

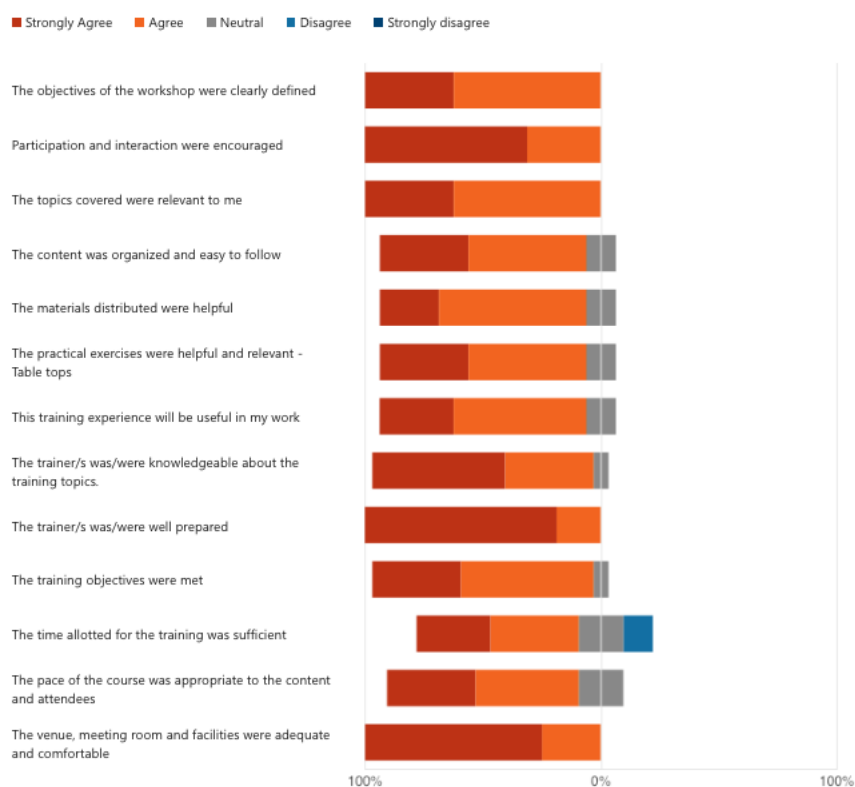
Annex 3 – Feedback form results

16 participants responded to the feedback form. Below are some summarised extracts from the feedback forms that participants provided. Some key observations are:

- The mean score for the workshop given on a scale from 1 to 10 was 8.4.
- There was noticeable appreciation for the OneX package, both the product itself and the style of learning through serious games. The majority found the OneX tabletop package to be ‘excellent’, ‘very good’ or ‘good’.
- Several suggestions for improvement were given, including having more time to play the OneX games, some changes to how the games are played (e.g. having more generic aspects that can be filled in by players, more offshore elements) and having the opportunity to play the games with more shore-based authorities/responders.
- The majority said that it could be useful to run OneX in their countries, with some adjustments, with/without assistance from Sea Alarm and that international events such as BALEX Delta exercises could be good platforms to launch the *One Incident One Response* way of thinking internationally and nationally.

5. Please indicate your level of agreement with the statements listed below

[More Details](#)



What did you like most about the workshop?

Exchanges and interaction with other participants

The variety of scenarios in the last game, with its randomness, is really interesting.

The practical exercises – Table Top

Time management, alternating "active" (gaming-discussion) and "passive" phases (explanation) discussions.

New tabletop exercise, scenarios, the interactivity stimulated by a gaming environment

Meeting colleagues from so many different countries, including countries I don't normally cooperate with, was very rewarding

Compact, open and relaxed atmosphere. The launch of the game itself was what i expected most.

I also like how you defined co-operation, OneX. Thats a nice brand and vision. The materials and speakers were appreciated.

I'd like to get to know the responsible persons in the other countries since I am new, to appreciate the established holistic approach from a marine-coastal viewpoint and the importance of one overall operations management in the event of an incident.

The purpose and whole idea. The course leaders' commitments and good discussions. Meet all the committed and professional people in this work shop.

What aspects of the Workshop could be improved?

In order to test a sea/land interface, it would have been desirable to have a greater presence of land-based players. In my opinion, the specifications for the OneX game have not yet been clearly defined, in particular the objectives (training or discussion only ?), the targets (experts or beginners?), the duration of the game, etc. Defining the specifications properly will certainly enable you to finalise the game.

Offshore response is to be given more importance.

As soon as the games have a final version, they will be more effective in achieving specific results in terms of simulation and purpose.

The information in some of the games should be more generic or even not be filled in, in order to promote the possibility for everyone play mantainning in mind his original functions.

More time needed to try all possibilities of different developed games.

I would have liked more focus on the actual discussions on the framework pertaining integration of maritime and shoreline response (what paths can be taken) and less focus on the game itself

The games require some adjustments on the basis of the expereince gained during the workshop

Good question, i don't know what could be done better? I liked the definition of the framework, materials, setup and the product itself.

More hours for exercises, sometimes it was not so much time to go into further details of the table top excercises or games.

Eviter de se focaliser sur les schémas institutionnels des pays européens.

I do not know if it is possible, but some preparatory tasks (homework) for participants might help them to understand the games better and thus the games would start bit more strongly from the beginning

The games presented to us looked complicated at first, so there is a need of a well prepared "game master" who would lead and moderate the table top exercise. Whitout such a person it will take a lot of time for the participants to get started and to benefit from the gameplay.

La traduction pour mieux s'exprimer et participer efficacement

Better test running of the games.

What impact will attending this workshop have on you personally and on your organisation?

Nothing in particular

This workshop has been very beneficial for me as I now have a better understanding of holistic and integrated management, gaining insights into new risk profiles such as HNS. This knowledge enhances my ability to contribute to more efficient and effective emergency responses.

One of our tasks is to promote training and interaction between the competent bodies and the various stakeholders in this field. We need to update methodological approaches, as discussed in the workshop

This workshop provided me with new tools and ideas. In my organization it will depend on the possibility, or not, of put in place some of the ideas.

Make use of produced materials for policy making

Focus on better understanding and cooperation.

For me, a renewed interest in the mechanisms guiding a response structure. Less for my organisation

Confirmation that "serious game" is an interesting tool for simulating complex scenarios of maritime accidents and to train people on how to react & organize the response in an integrated/coordinated way.

TableTops exercises are used frequently as a part of training. This method and way of building the exercise gives more tools to trainer. Also time is valuable, this gives the opportunity to play and evaluate different scenarios on a limited time scale. When connecting different unknown people to an exercise it takes usually time to "break the ice". This was fun and unexpected way of getting started.

Personnellement un gain d'une approche permettant le développement de la planification de manière holistique et intégrée qui pourrait être mise en œuvre pour la lutte contre la pollution marine accidentelle ou encore pour relever d'autres défis.

It gave us the opportunity to learn about the experiences and the equipment of other European Countries that are involved in marine pollution issues

Might help us in having more interactive trainings and workshops in the future

To know the responsible persons personally in the other countries in context of the different agreements.

The game concept is an interesting way for preparing table top exercises, and is something that I would like to return, when in need to host a table top by myself.

La technique de suivie et modération de l'incident de pollution

The idea is very good and interesting and should be followed up.

What impact do you think this training will have at a European level?

It will have created interaction and a desire for greater exchanges between countries or within each country, and for improvements in anti-pollution preparation.

More collaboration and desire for exchange between countries. Increase knowledge of holistic and integrated incident management, but rather on a national than international level.

It is difficult to predict, and it will depend on the political will to take up proposals from the bottom up. I think it can be easily acquired and put into the system at an operational level.

Its a good approach, could be a good start to make different organizations look both in the same direction.

good attempt to push different sea areas for start thinking same way

Hard to tell

For countries where there is currently no mechanisms for an integrated response to marine pollutions, the questions and discussions raised by the framework can certainly help to ignite the process towards a holistic and integrated response - and as such this will influence the supranational, European response structures

I think that the "serious game" approach will be more and more used for table top exercises. The workshop will increase support to integrated and coordinated multidisciplinary/interagency response.

Maybe this could be tested in next Balex Delta? Why not.

L'utilisation d'un langage unique au moment de la crise faciliterait la gestion des événements de pollution accidentelle notamment qui sont susceptibles de toucher plusieurs pays.

It could help us all to set the marine pollution response scene to the next level. Game can indicate that some response actors are not strongly enough incorporated in the contingency plan.

Do you think it would be useful to run the OneX Table top Exercise in your own country with other colleagues / departments / authorities? Would you need assistance from Sea Alarm?

Exercise 2 (regional) is an interesting way of exchanging information at regional level (Bonn agreements, etc.), in order to reflect on the resources that can be pooled.

Once OneX has been finalised, it will be of interest at national level for exchanges between the various players (on land and at sea), particularly on who does what/who is responsible for what.

Yes I agree. Assistance from Sea Alarm most probably will be requested.

It would be very useful

Yes, I think it will be useful. I'm not sure if I will need assistance or not. It will depend on the persons involved and on the adaptations needed.

Yes I think it would be useful, but later stage, Sea Alarm assistance would be highly appreciated.

Yes.

Similar table top exercise formats are already in place

Yes, but in a customized version to take into account the Belgian situation.

Ofcourse the games needs to be set up to the wanted level, tactical - operational - strategical. Also the game should identify the national key-players and partners, plus legal aspects and levels of decision making must be set.

Need adjustments as our national coastlines and responses between authorities are little bit different. Can consider playing real cases in different locations but with original scenario and timespan. Slightly different view.

What we don't play so well is the scaling of supportive duties, logistics, HR, comercial and legal aspects.

How to play a 3 week timespan in 3 hours?

Instead of printed maps, video projectors and whiteboards can be used (or at least A4 prints).

Keys to success is to find the correct legitimate partners and to position them correctly in the game.

HNS point of view was surprisingly good invention.

Overall, strategic level case-revolvers to test and train contingency plans and preliminary check-lists for different situations are the most likely focus at first.

The ideal thing would be that the game would be nationally independent of SeaAlarm personel and support.

At this first stage, maybe international exercises could be good launch platforms to deliver "the way of thinking" to higer rank participants i.e. Balex/Helcom in the Baltics. National trainers like me should be capable of running games locally as we do TTXs.

Oui, je recommande l'organisation d'un tel exercice au niveau national avec la participation des acteurs nationaux et l'assistance de Sea Alarm. Une version française est vivement recommandée.

My opinion I would say more actual exercise senarios.

I think yes! Playing such a game nationally in multiauthority setting could help the participating actors to understand their own and roles (and limitations) of others better

Yes, I think it will be useful to try in Germany. At the moment I do not know if assistance from Sea Alarm would be needed.

Yes it would be useful when we would like to organize a table top related to complex maritime incident. As I stated before, the OneX Table top looks a bit complicated at first, so I see a need for a experienced "game master", possibly from Sea Alarm.

Oui avec votre assistance

Of course, maybe with some "local" adaptation.



Secrétariat général de la mer



ROYAUME DU MAROC



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