

# Science communication and engagement with the Biodiversity Offsetting Game

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12.2.2019

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## Offsetting Game Project

- Kone foundation funding 2018-2020
- First full printable version online this week?

- Leader: Dr (Sc.Admin.) Nina V. Nygren
- Post doc researcher: PhD Lucas Brunet
- Researcher, game design, gamification: Ville Kankainen (M.Sc.)

Illustrator: Julia Prusi

- Steering group:
  - PhD Jarmo Saarikivi, University of Helsinki
  - Dr (Sc.Admin.) Taru Peltola, Syke
  - Dr Heta Heiskanen (public law, now Climate panel Finland)
  - PhD Toni Lahtinen, Literature research
  - PhD Karoliina Lummaa, University of Turku, humanistic environmental research

**Biodiversity offsetting (BDO)** 



## What is biodiversity offsetting?

- Governance practice / policy tool that...
  Links
  (quantified, measured) damage to nature
  To...
  restoration / conservation efforts elsewhere
- Fungibility of biodiversity values
- Credits, markets



# Hopes

- Developers etc hope offsetting makes constructing and planning easier
- Protected species can be traded for restoration / conservation elsewhere
- Conservationists hope offsetting makes destruction of nature more expensive and difficult
- More avoidance and mitigation of harm, more funds for restoration





- Greenwashing
- Selling of unique biodiversity values
- Net loss of biodiversity
- Uncertainties
- ...





#### **Finland and France**

- Finland
  - Voluntary
  - No legislation on BDO yet
    - (except EU legislation on Natura2000 and mistranslation of EIA legislation)
  - Practice in formation, "wild west", "implementation ambiguity" (Maarten Hajer 2005)
- France
  - Mandatory
  - Legislation and established, developing practices
  - Standard practice in development projects
  - Biodiversity offsetting bank projects
  - Experience of problems, uncertainties, systemic issues







# **Offsetting Game**

- Research output
- Science communication
- Research tool
- Interaction tool?
- Teaching / learning tool?









#### Research tool

Playing with experts

Game design: our framing of BDO

Players reacting to these frames and reframing game elements, events, dynamics, BDO etc.

- Feedback
  - "who is this game for?"
  - Design feedback what is missing or wrong in the simulation
  - Expecting a tool to learn / teach how to do offsetting processes correctly
- Curiosity, having fun
- Reticence, frustration



## **Preliminary lessons**

- Game design
  - Fun, new, challenging way to package and communicate research results
- HOW to simulate a complex practice with a game?
  - What to leave out, what to include
  - Design decisions
- Very difficult and time consuming!
- Desing is not an easy way out
- Domain knowledge combined with design expertise?

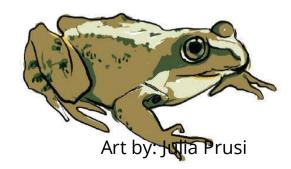


## **Offsetting Game Project**

- https://research.uta.fi/offsetting-game/
- Funded by Kone foundation
  - Special theme call on biodiversity offsetting
- https://www.facebook.com/offsettinggame/
- Presentation video: https://vimeo.com/246304444
- https://twitter.com/GameOffsetting







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