



2021 United Nations Decade
2030 of Ocean Science
for Sustainable Development



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Pacific
Community
Communauté
du Pacifique

Pacific Community Workshop on the UN Decade of Ocean Science for Sustainable Development
2021-2030
Pacific Community Headquarters, Noumea, New Caledonia
23-25 July 2019

Working Group Arrangements

Appreciative Inquiry: A tool to co-design the Decade for impact

Day 1 Afternoon 3 hours	Co-Chairs: <ul style="list-style-type: none"> Raphael Bille, Project Coordinator, SPC Nick D'Adamo, Head, Perth Programme Office, IOC-UNESCO 	Working Group 1	A Clean Ocean A clean ocean where sources of pollution are identified and removed
	Co-Chairs: <ul style="list-style-type: none"> Stuart Kininmonth, A/Head, School of Marine Studies, USP Sylvie Goyet, Director, Environmental Sustainability and Climate Change Programme, SPC 	Working Group 2	A Healthy & Resilient Ocean A healthy and resilient ocean where marine ecosystems are mapped and protected
Day 2 Morning 3 hours	Co-Chairs: <ul style="list-style-type: none"> Karen Evans, Senior Research Scientist, Oceans and Atmosphere, CSIRO, and EPG Member Jerome Aucan, Research Scientist, IRD 	Working Group 3	A Predicted Ocean A predictable ocean where society has the capacity to understand current and future ocean conditions
	Co-Chairs: <ul style="list-style-type: none"> Herve Damlamian, Senior Specialist Oceanography, SPC Ofa Fa'anunu, Director, Tonga Meteorological Service, Tonga 	Working Group 4	A Safe Ocean A safe ocean where people are protected from ocean hazards
Day 2 Afternoon 3 hours	Co-Chairs: <ul style="list-style-type: none"> Andrew Smith, Deputy Director, Coastal Fisheries Programme, SPC Zulfikar Begg, Ocean Science Officer, SPC 	Working Group 5	A Sustainable Productive Ocean A sustainably harvested ocean ensuring the provision of food supply
	Co-Chairs: <ul style="list-style-type: none"> Molly Powers-Tora, Team Leader, Ocean Literacy & Maritime Capacity, SPC Duncan McIntosh, PI-GOOS Coordinator, SPREP 	Working Group 6	A Transparent & Accessible Ocean A transparent ocean with open access to data, information and technologies

These instructions guide the co-chairs of the Working Groups (WGs) in their discussions with the participants. The outputs of the WGs should inform the following three areas for each of the societal outcomes:

1. Knowledge gaps and research priorities
2. Barriers or limits and recommendations for action
3. Existing initiatives/networks and new opportunities for partnerships

It is also recommended that you explore and capture information on cross-cutting issues such as:

- Capacity development and transfer of marine technology
- Partnerships and financing
- From data to information on knowledge sharing: how to include traditional knowledge

Please keep in mind that the planning phase of the Decade has similar workshops in other regions of the globe all of which inform the same areas under each of the societal outcomes.

The approach that is outlined here is to use a participatory, co-creative design process, called an Appreciative Inquiry (AI). This is a strengths-based, positive approach to development and change. For example, rather than jumping into listing knowledge gaps, the AI process aims to first identify what has worked well and why.

The process is simple and can easily be accomplished in the available time - so try not to get hung up about the steps or not having enough time. It is meant to be a creative process to harvest ideas which may be worth exploring, without limitations. You have three hours for the AI process in total.

Equipment

You will need a stack of post-it notes (two different colours), markers, several large pieces of paper (butcher's paper), blu-tack, and printed copies of these instructions. This will be provided to each WG. Ask if you don't have your materials.

Step 1. Get organised

(Allocate 10-15 minutes for this step. Stop at 0h15m into your allocated WG time.)

- Each WG will have 30-40 participants, explain the arrangements to the whole WG
- Outline the Societal Outcome to the WG. Use the background information provided to you.
- Break into groups of no more than 10 people, so you may have 3 to 4 groups in each WG. Often more than 6 in a group means that not everyone gets to participate as much. Keep this in mind as everyone should be encouraged to participate.
- Each group self-organises with the following roles:
 - Facilitator - the person asking questions
 - Harvester - using post-it notes and the marker the harvester will capture key words in the conversation (can also be facilitator)
 - Barriers harvester - have someone parking perceived limitations and capturing them on post-it notes as well (different colour)
 - Time keeper - remember, the steps will make the group focus and ensure something tangible is discovered in the co-design process. This means that you also need a timekeeper to keep track of time.

Tip:

Avoid re-defining or changing the societal outcomes. Try not to get stuck on barriers such as funding or resources in the first few steps. The initial conversation is about harvesting limitless creative ideas and possible solutions, no matter how wild they are. If limitations and barriers are raised, acknowledge and capture them (or 'park items') so that these assumptions can be tested with follow-up questions later.

Step 2. Get started with an initial conversation on the societal outcome (Allocate 20-30 minutes for this step. Stop at 0h45m into your allocated WG time.)

Get the conversation going on your societal outcome with the 5-D phase of the Appreciative Inquiry. Use these questions to prompt the co-design conversation:

Define the issue

- What is the actual issue and to what extent?
- Where is the area, if any?
- Is there a time dimension to the issue?

Discover what is possible

- What could be possible
- Who could be involved?
- What makes this the best of what it is?

Dream the ideals

- What is the ultimate impact?
- What is the ultimate dream?
- What is the ultimate goal?

Destiny needed to make an impact

- What is needed to empower, learn, adjust and do something?
- What will you do?

Design for impact

- What do you need?
- What could happen?
- What is the project?

Other questions you could use:

- What is happening already that works?
- How could we now make things better?
- If there were not barriers what could we actually do?
- What gets us excited about this?
- What is our experience when we have this issue?
- What experience do we want to have while doing this?
- If we had X, what would be the outcome?
- Imagine the ultimate solution that can happen, what is your experience?
- What assumptions do you hold?

Step 3. Map it out

(Allocate 20-30 minutes for this step. Stop at 1h15m into your allocated WG time.)

Once you have completed the co-design conversation it is time to 'map it out' into *now*, *soon* and *future* actions to see the co-design solution. Please note that it is common to see the same thing come up as an issue and impact, so in this step, really think about whether something is an issue or an impact. This opens the opportunity to rethink issues as opportunities, and further discuss how you could turn an issue into an opportunity.

If you get stuck, start from the actual issue (again), and move the post-it notes around.

Template for the Map it out: On a large piece of paper draw the below table - this is the co-design map it out template.

You might want to have a conversation about what *now*, *soon* and *future* actually means in terms of a real-timeline, temporal scale. As *now*, *soon* and *future*, are potential milestones for Decade. Have a think about what you might need to do first and what you could do now to kick-start the process, and then go from there. The idea is to be in motion to make an impact.

Issue	Now	Soon	Future	Impact
Parked barriers / limits:				

Step 4. Paint a canvas

(Allocate 20-30 minutes for this step. Stop at 1h45m into your allocated WG time.)

With reference back to the post-it notes on the co-design map, you can start to fill in the blanks on the 'co-design canvas'. This is a simple on-page canvas, where you can start to flesh out more details and the Decade starts to take more concrete shape. It is now time to paint a masterpiece and fill in the canvas blanks on the 'co-design canvas'.

Question to ask	Existing initiatives and networks that line up with what we want?	What are the recommended research priorities for our region?	Investigate opportunities, collaborations, funding, resource pools, equipment, potential teams	What do we need? Recommendations for action.	Identify barriers or limits that we have in our region.
What is it?	<i>E.g. organisations, projects, groups?</i>	<i>Perhaps programs?</i>	<i>Who has resources? Capacity?</i>	<i>Teams, resources, funding to kick start the idea?</i>	<i>Time Knowledge Skills Passion Networks</i>
Where to follow up?				<i>Map resources, organisations, places of significance, opportunities</i>	
When will this be done?					
Who will be responsible for this?					

Step 5. Time to share and pitch your Decade

(Allocate 10-15 minutes for each group to share their co-design canvas, try to stay under 45 minutes in total. Stop at 2h30m into your allocated WG time.)

With plenty of time to spare, it is now time for the entire WG to come back together. Nominate 3 people from each group (one to be the spokesperson, and the other to hold up the co-design map).

Tip:

The spokesperson might want to reference back to either the map or canvas, it is up to you. Do what works for you. Play fair and do not go overtime.

Check your time to allow for discussions and questions.

Please keep in mind to explore and capture these cross-cutting issues:

- Capacity development and transfer of marine technology
- Partnerships and financing
- From data to information on knowledge sharing: how to include traditional knowledge

Step 6. Collate all the information and report back to plenary

(Allocate the remaining 30+ minutes for this. Stop at 3h into your allocated WG time.)

Do not rush over this last step and please remember that the output from your WG will feed into the meeting report and the planning phase of the Decade. Every morsel of information is therefore precious. Please take photos of the maps and type up the final collated canvas. Each WG will also have to report back to plenary on Day 3.

You may wish to task the spokespeople from each group to come together with a few additional helpers (including the co-chairs) to collect all the information and to prepare the presentation for Day 3. This can also be done as homework during breaks or in the evening.

Don't forget to have some fun.