

# New tools for citizen engagement

Serious Games and their potential

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for



# Outline for today – 22 June 2023 15:15 – 16:45

- Port City ecosystems, what's at stake?
- Why serious gaming?
- Serious game Port Constructor
- Demonstration: Playing the game
- Discussion

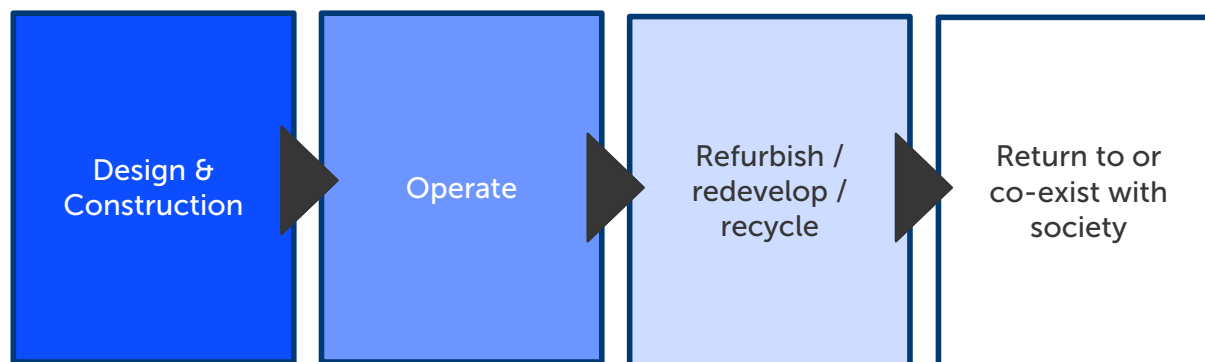


## Ecosystems at the core of SDG implementation, particularly for ports and port cities



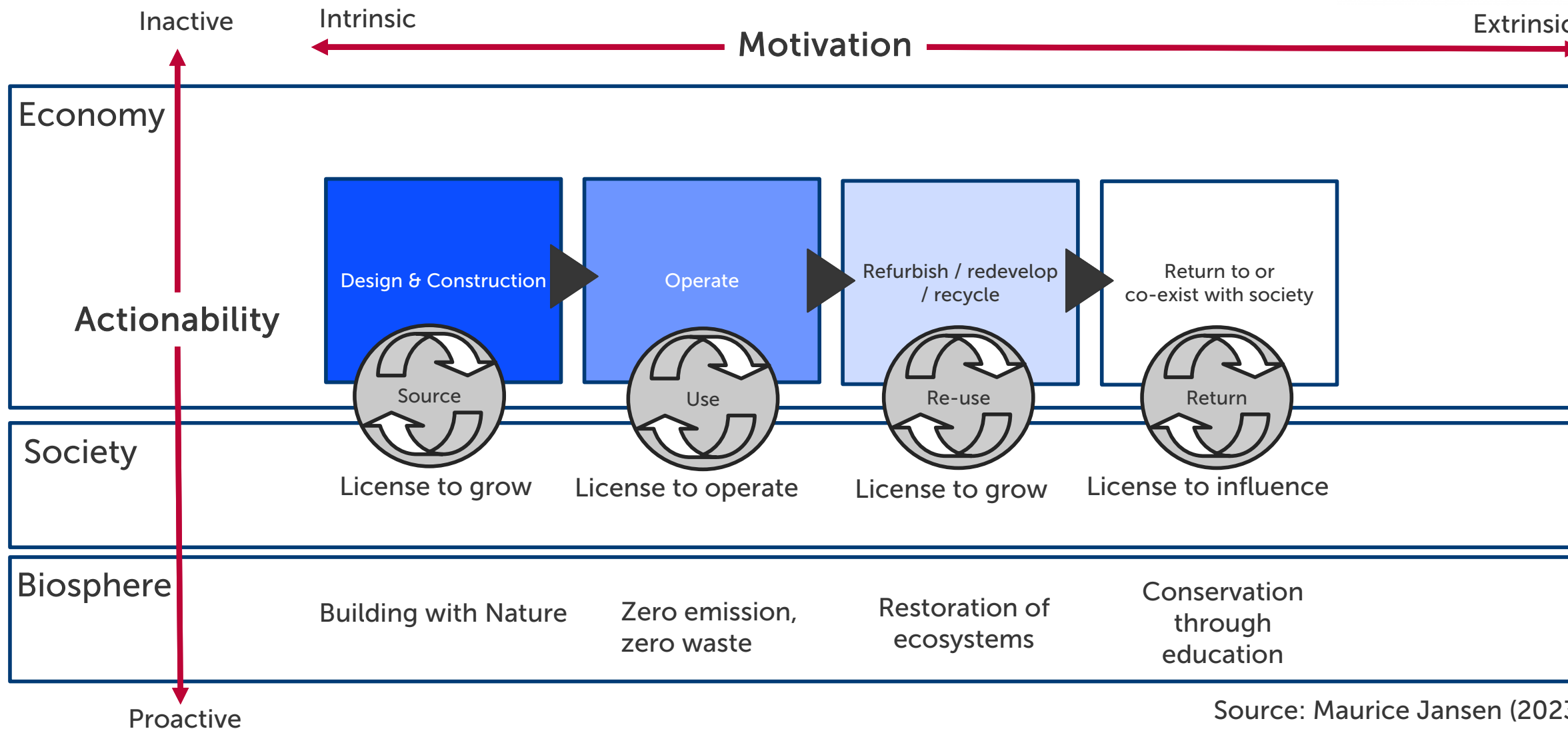
Photo: Maurice Jansen, Hook of Holland, with Maasvlakte, Rotterdam, 2020

### Port development life cycle



- The port-city ecosystem lives by the well-being of its inhabitants and is based on the premise that **prosperity flows from the stocks of tangible and intangible capital which the ecosystem provides**: natural capital, industrial (working) capital, human capital, social capital, cultural capital and creative capital (Jansen, 2023).
- The **invisibility of ecosystems** as global public goods – oceans, air, land, forests – has led to ecosystem degradation, biodiversity loss, and negative impacts on human liveability.
- It is for this reason why **ecosystems must be at the core of any approach** to achieve the ambitions of the Sustainable Development Goals. (TEEB, 2010).

# Why community engagement is so important



# Space for growth?

## Nitrogen space

## Noise space

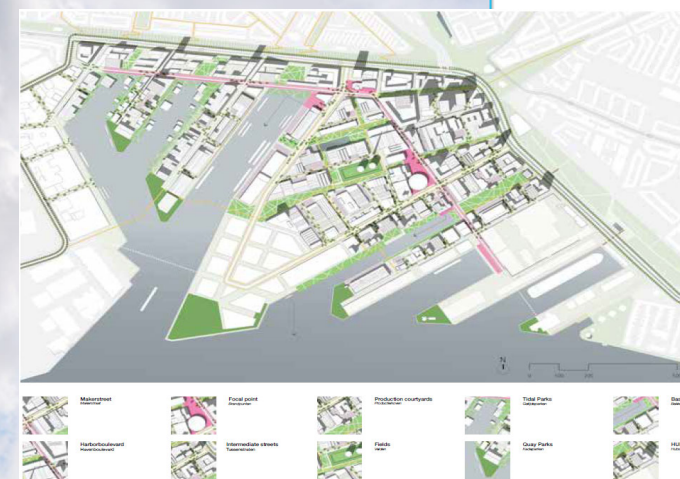
## Infrastructure

## Space for housing

# Spatial Puzzle



## Storage space (XXL DC)



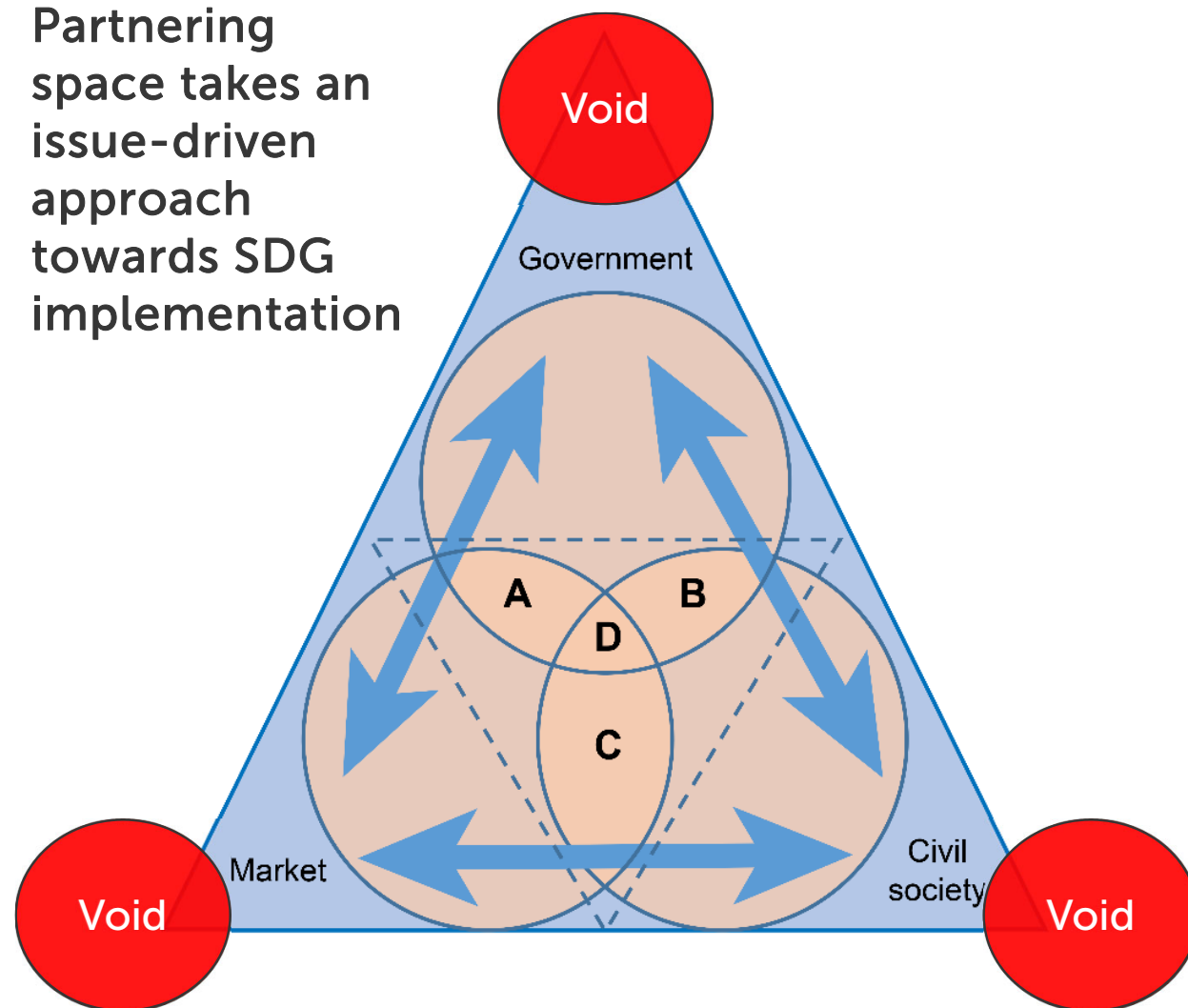
**NOVEX-gebied 'Transitie Rotterdamse haven'**  
t.b.v. de NOVEX-gebieden op 25 april 2023



Source: Gemeente Rotterdam

# Implementing the SDGs requires stakeholders to collaborate rather than compete for the resources of the ecosystem

Partnering space takes an issue-driven approach towards SDG implementation



Source: Pfisterer & Van Tulder, 2012

Many issues in the port ecosystem seem to disappear in the **institutional void**.

The **partnering space** brings forward the understanding for new **collaborative governance constellations** towards addressing the issues and thereby resolving the SDGs

Inclusiveness port development **places port authorities in the centre** in between governments, business and society, as important actors to **facilitate, stimulate and co-create** to resolve the issues in the port ecosystem

# Serious games to better understand how to deal with complexities



There is a sense of urgency

Congestion across supply chain

Climate adaptation (Paris agreement)

Customer demand eco-friendly logistics

Pragmatic

Planet

People

These issues necessitate supply chain partners to collaborate more intensively, both horizontally as well as vertically

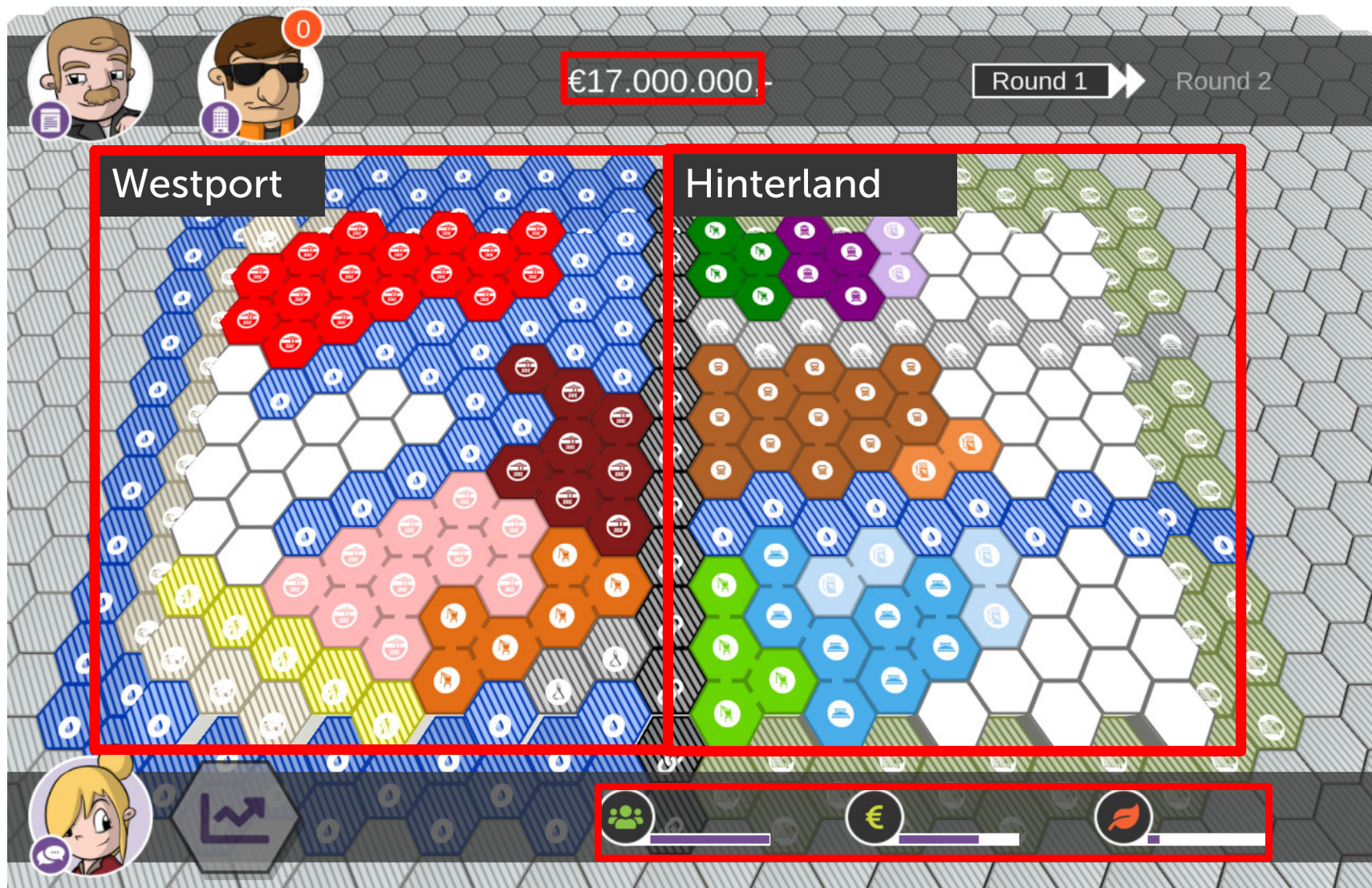
Copyright © 2019 by Rotterdam School of Management, Erasmus University



For this purpose we design and use serious games!!



# Port Constructor Hinterland mission – Make the supply chain more sustainable, while growing!



## Timeline

2020-2030

Starting point: 2020

5 rounds

1 round = 2 years

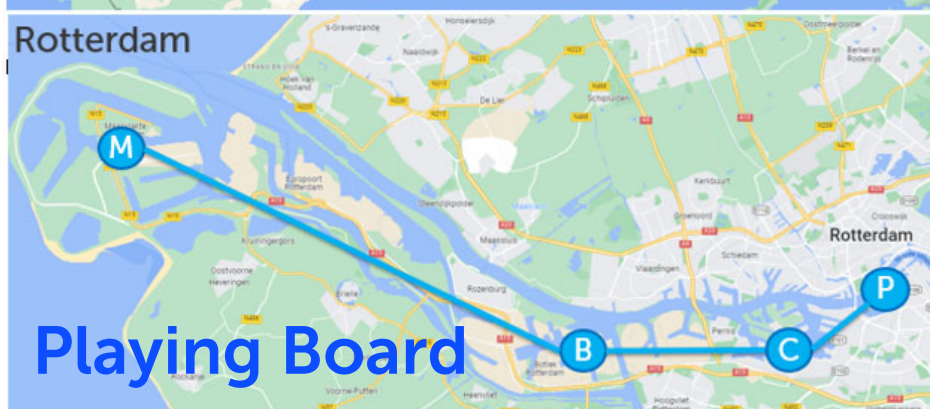
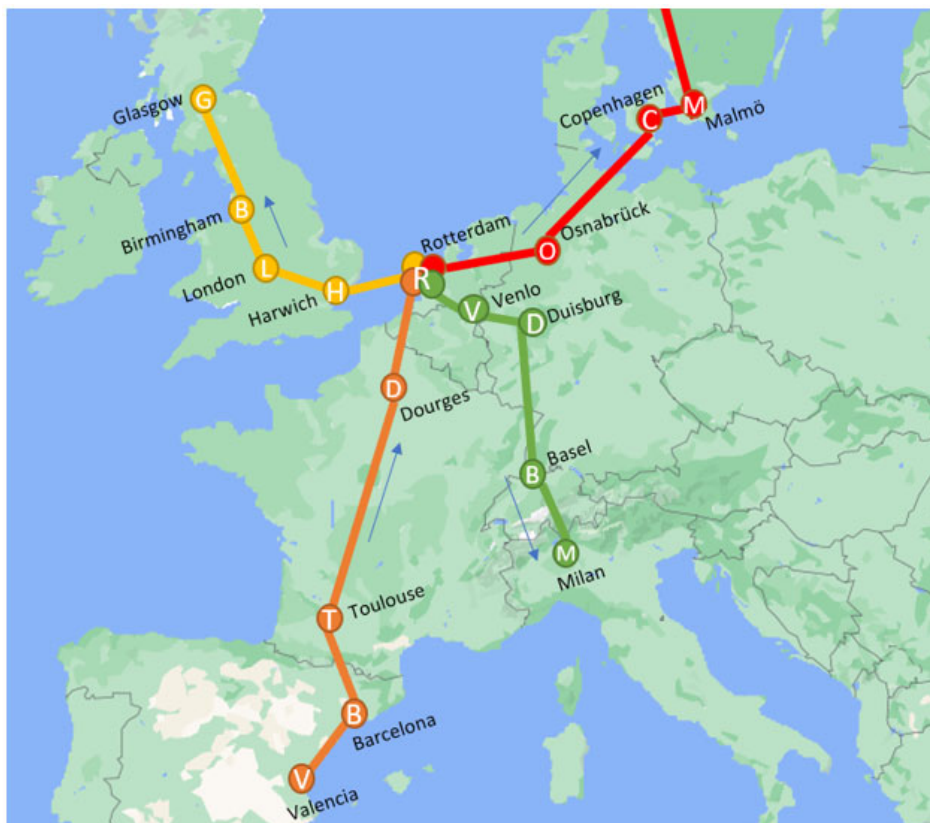
## PPP

**People:** Starting point is an efficient system.

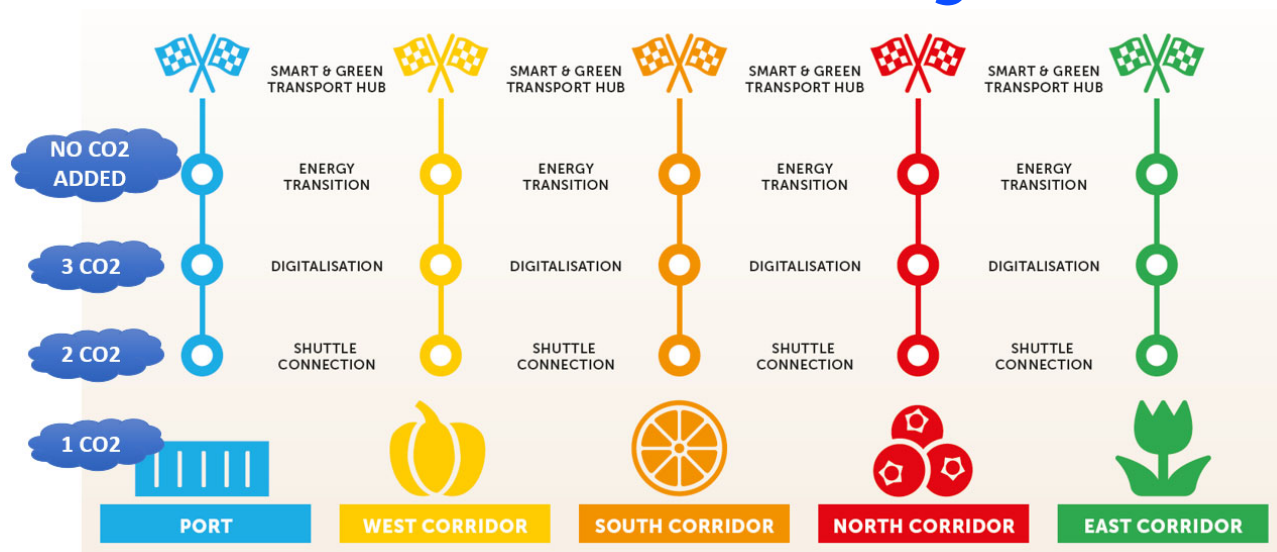
**Profit:** Profits are quite good already. Profits can become larger while growing.

**Planet:** Planet has to become better for a higher score





## Solutions dashboard (long-term)



Breng de corridors bij elkaar om oplossingen te bouwen!



## Congestion! (short-term)



Daily logistics business continues which causes congestion in the transport chain! Necessary to get rid of the bottlenecks while working on long term improvements

# Water Values Game

Together with your team, you will experience what it's like to create a landscape over a period of 100 years. Representing economic, cultural and technological values, each team tries to safeguard both the interest of the common good *and* their own values and interests.



# Demo Anyport

New tools for citizen  
engagement

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*Erasmus*

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# Port Constructor

## What is Port Constructor?

- Port constructor is a Serious Game consisting of micro games. These games are about the design of the port and provide insights about managing a port and spatial planning.
- Developed by TUDelft, EUR UPT, Port of Rotterdam, STC and InThere

## Learning aims Port Constructor

- Understanding the **roles of specific stakeholders** in the port
- Understanding the **technical complexity** of port development
- Gaining insights about **strategic decisions** regarding port development
- Analyzing the different strategic **dilemmas** regarding the **transitions** within a port



Thialf Heerema in Calandkanaal  
© Kees Torn

# The energy transition

## POR HAS A VERY AMBITIOUS ENERGY TRANSITION PLAN

Committed to the Paris Agreement and Dutch climate law:

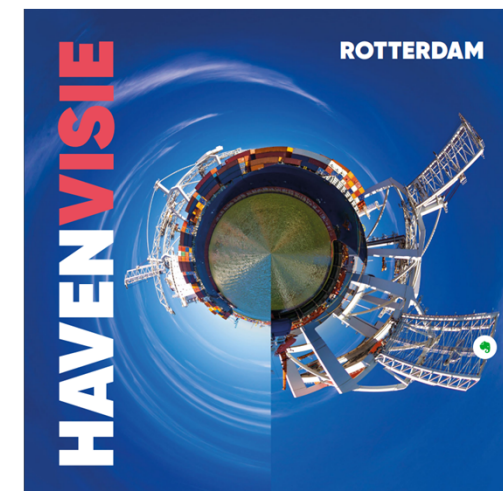
- 2030: 49% reduction of CO<sub>2</sub>
- 2050: Climate neutral

### Three steps towards a sustainable industry cluster (2018)

- The new energy system will be based on green power and Hydrogen
- But also other transitions are needed: CCS, renewables, electrification, alternative fuels, biobased products, circular economy, etc.



6



SUSTAINABLE  
DEVELOPMENT  
GOALS

From  
'talking the walk'  
to  
'walking the talk'

## The Mission – AnyPort

## The Mission – AnyPort

How will Rotterdam look like in 2050?

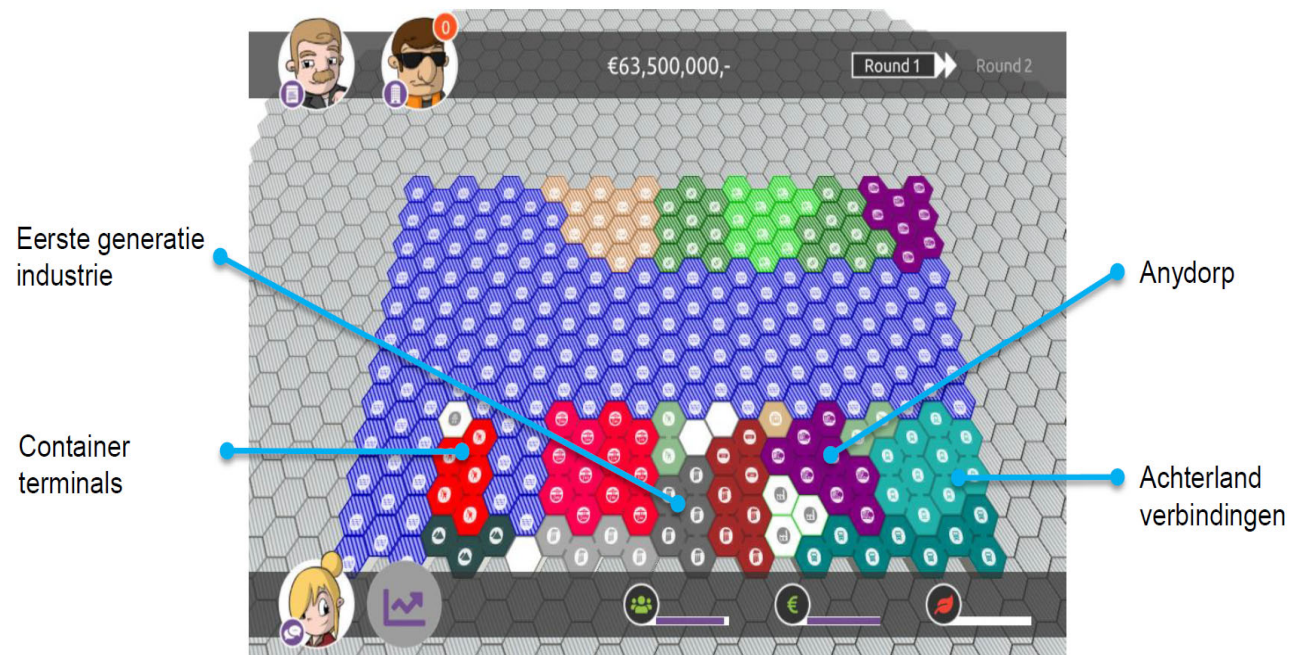
- The port of Rotterdam consists of approximately **8,000 hectares** of port area.
- **500 hectares** still available for allotment across the port
- This 500 hectares (or 1000 football fields) seems like a lot of space but has an important function to **grow** current companies and as a **sliding space** for companies to work well together to connect.
- Now, the Port of Rotterdam Authority is no longer able to meet all the requests that are made for land in the port of Rotterdam. This is not a problem, but it does require sharp choices...

**The most important conclusion (TNO,2021) is that when we do not work together and the cluster will not integrate, we need a lot more space!**

## The Mission - AnyPort

### Demand for space and the energy transition

- Infrastructure is not planned and built on the same day (20-30 years). The future is now, and the strategic decisions have to be made now.
- Not working together coherently will lead to **lack of space**: In the most extreme scenario, you need all the post-war port expansions one more to get a to become a sustainable fuel cluster. That is 42 kilometers of extra port.
- On the other hand: if it gets **good coordinated and integrated**, we can come a long way with a small expansion of Maasvlakte 2.





## The Mission - Anyport

AnyPort is a growing port! Current activities in the port:

- First generation industry
  - Coal power plants
  - Gas refineries



- Container terminals
  - Deepsea container terminals
  - Hinterland connection



But! Companies keep applying for space in the port:

- New contracts can be concluded with new customers
- E.g., a landing point for offshore wind energy
- Where is the space?



Shore power signal board and wind turbine  
© Danny Cornelissen - Source: Port of Rotterdam

## The Mission - AnyPort

- **Goal:** Make AnyPort future proof by working together on the space issue with keeping in mind the following:

**People** Can the customer function optimally in AnyPort

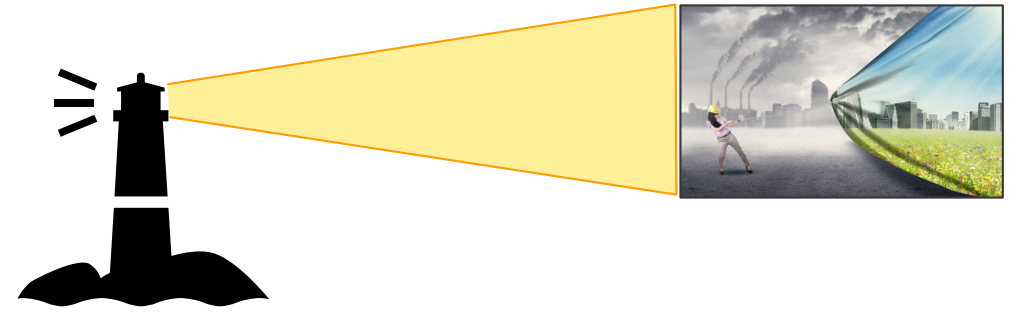
**Profit** Income of the port

**Planet** CO2 emissions of the port area

- **What is your role?**
  - AnyPort's strategic port designer. As a strategic port designer look at the future vision from AnyPort port authority perspective
- **Wat is your port development vision for 2030/2040/2050?**
  - Long-term development of the AnyPort
  - What type of companies and activities?
  - Reserve space for infrastructure



## The Mission - AnyPort



We are going to prepare AnyPort for the future by forming 3x times a vision for the years 2030/2040/2050.

- **Vision for 2030**      **Expanding or restructuring?**
- **Vision for 2040**      **What will be the important cluster activity of the AnyPort?**
- **Vision for 2050**      **Diversifying or upgrading?**

## Workflow of AnyPort

You are going to work as follows to make decisions for the different visions.

1. Discuss as duo the options. What are you going to choose as a group? (10 min)
2. Fill in your decision in the Mentimeter and pitch your decision (30 sec per pitch)
3. After the discussion fill in your definite choice in the Mentimeter (1 min)

### Forming groups

Group 1: NGO

*Cares about the CO2 reduction* 

Group 2: Logistics organization

*Cares about the (container) logistics activities* 

Group 3: Industrial organization

*Cares about the industrial activities already there* 

Group 4: Residents

*Cares about the village* 

Group 5: New entrants

*Cares about new zero emission business models* 

**We are now in 2023  
Vision 2030 – AnyPort**

**The port is almost full!**

# Challenges AnyPort: Space and CO2 emission

## Lack of space

- The last free space has already a new destination
- New customers keep knocking at the door of AnyPort

## Space for the (energy) transition

- AnyPort has a high CO2 emission
- Increasing costs for CO2 emissions
- Transition towards a sustainable port is needed

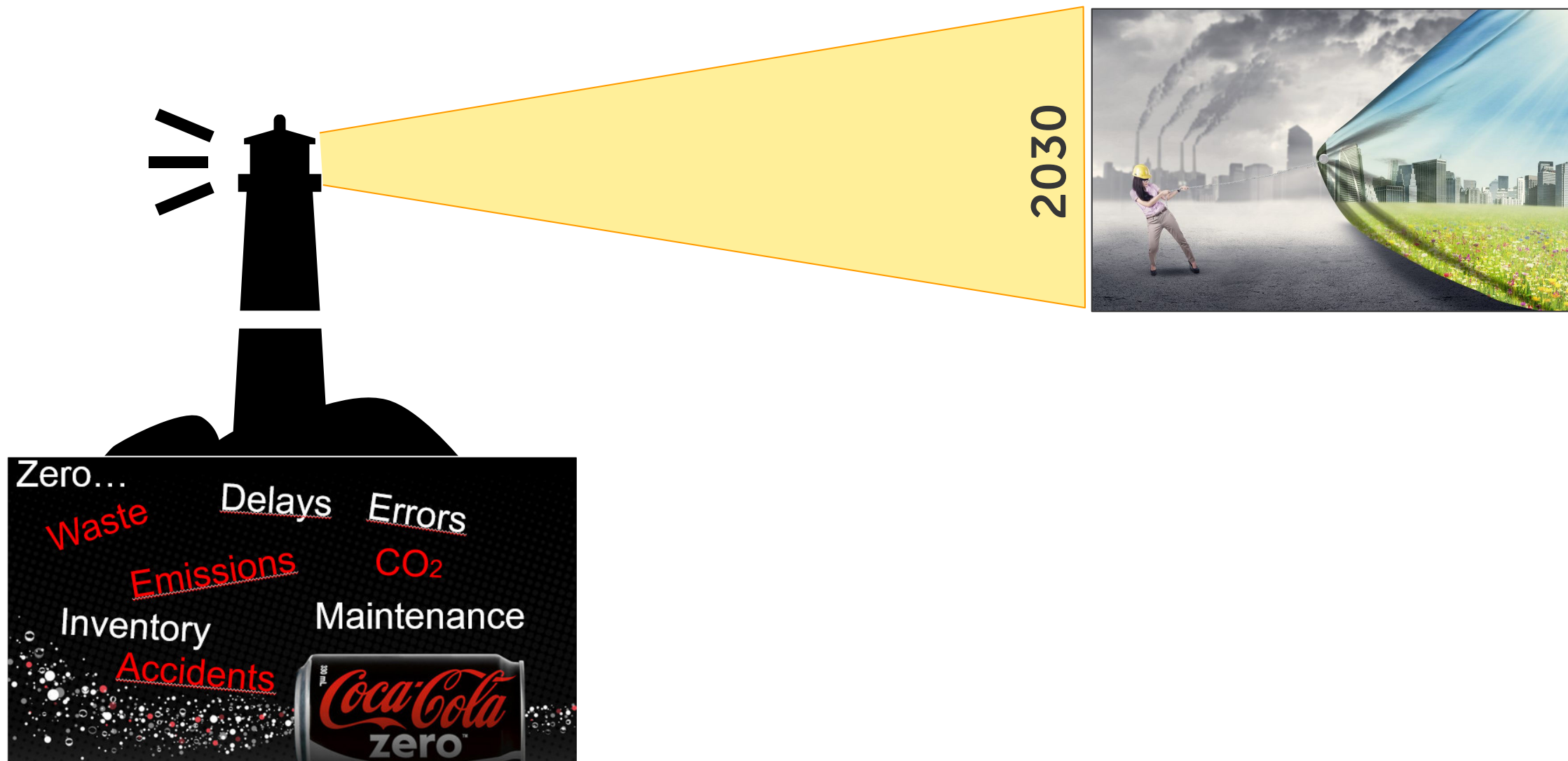


Aerial photo Theemswegtrace  
© Danny Cornelissen

## Overview current customers in AnyPort in 2022

	Satisfaction	Revenues for the Port Authority	CO2 emission	Removal costs (x 1.000.000)
Container terminal 1	Satisfied	High	Limited	6
Coal storage	Very satisfied	Low	No emission	5
Coal power station 1	Very satisfied	Low	Limited	10
Container terminal 2	Satisfied	High	Limited	6,5
Container terminal 3	Satisfied	High	Limited	6
Inland shipping center	Very satisfied	Maintenance costs	No emission	6
Coal power station 2	Very satisfied	Low	High	8
Gas terminal	Very satisfied	Low	No emission	12
Oil refinery	Very satisfied	Low	Limited	20
Cruise terminal	Very satisfied	Barely	No emission	0,5
Truck capacity	Very satisfied	Maintenance costs	No emission	1
Rail capacity	Very satisfied	Maintenance costs	No emission	6

# Vision for 2030: how does the future industrial cluster look like?



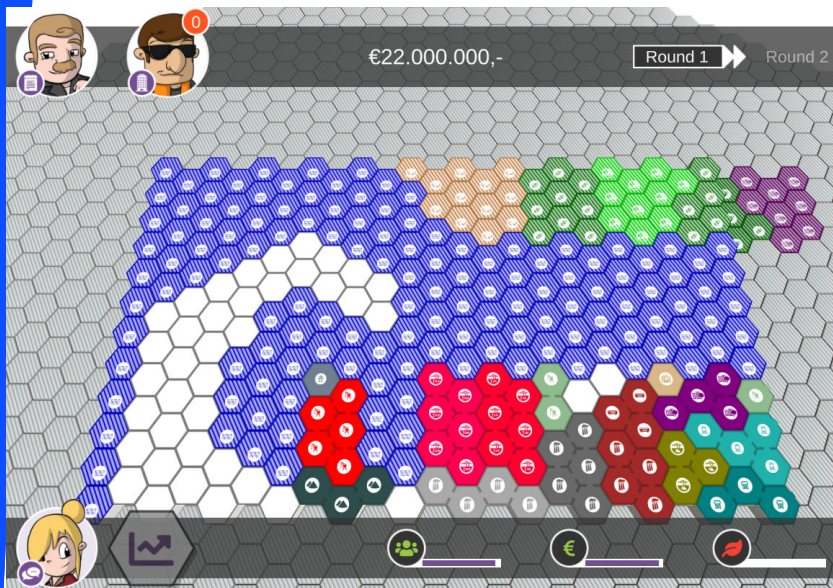


# Vision for 2030: Expanding or restructuring?

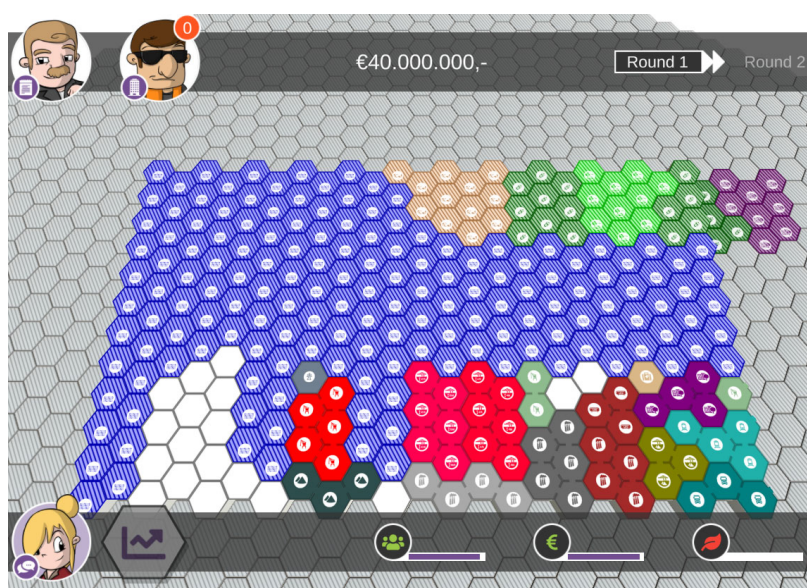
Expanding the Port

Restructuring and limited expansion the Port

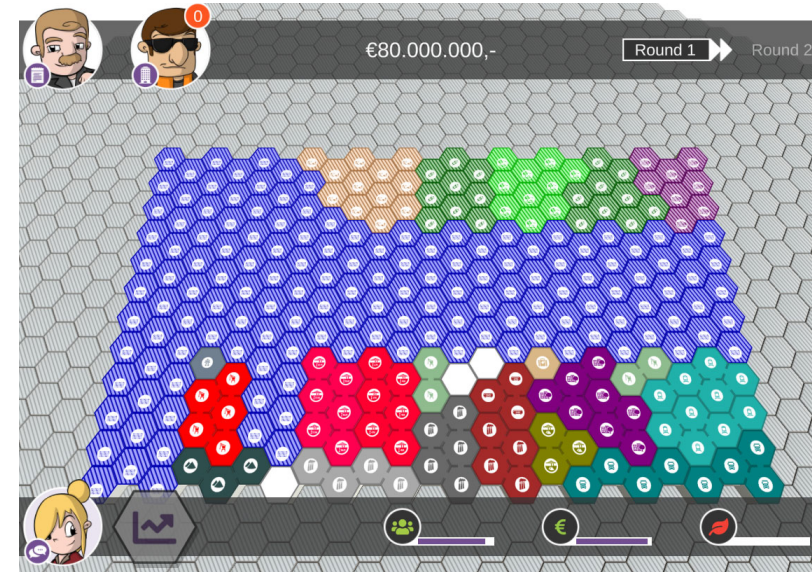
Restructuring the port



#yKKKx9



#VGWTXG



#5pGFt3

**We are now in 2030**  
**Vision 2040 – AnyPort**

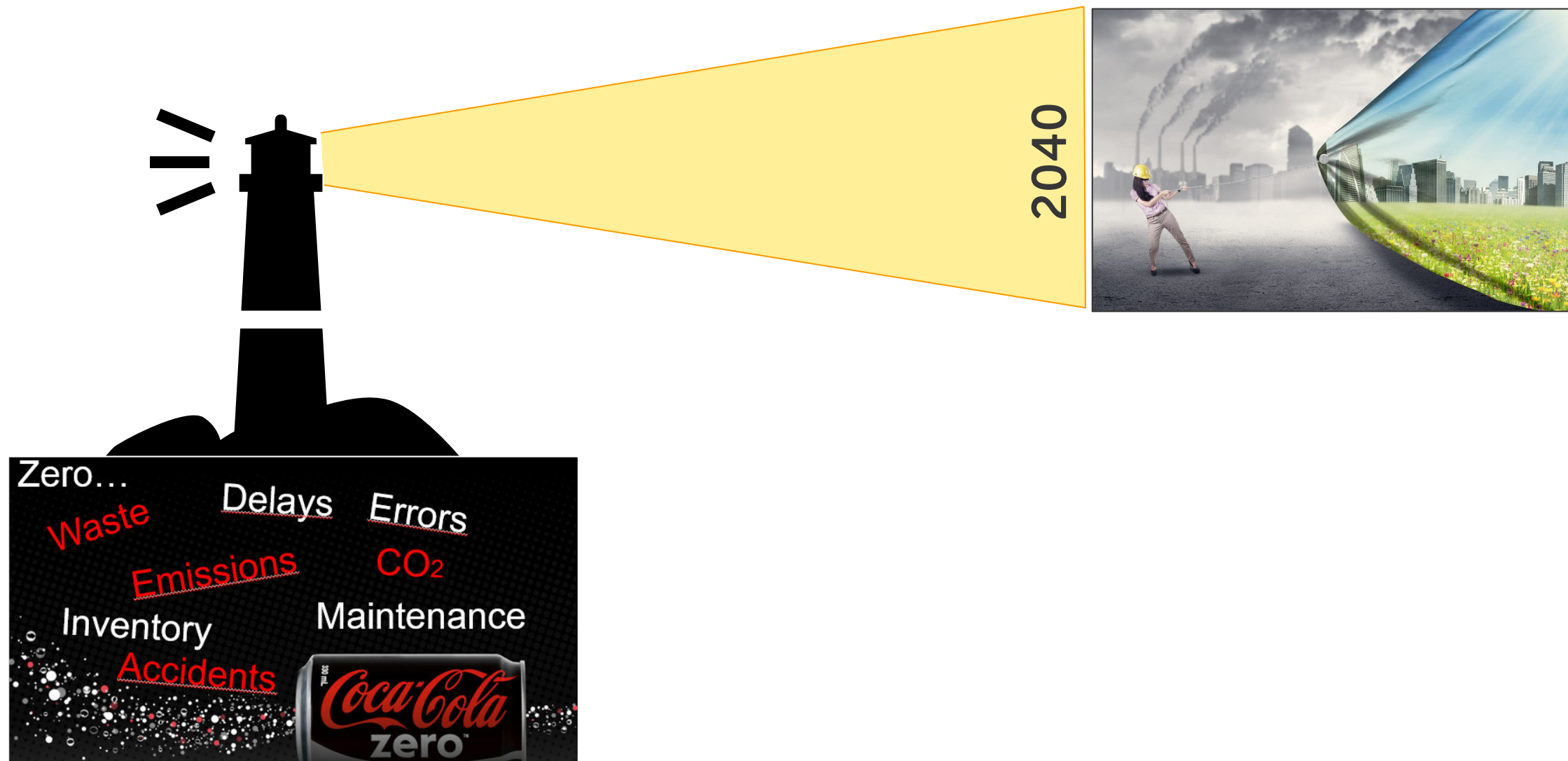
**The port is further developed**

## Welcome to 2030

- The port is further developed based on your previous decision in 2022
- Sustainability has become even more important in 2030 and is a very important aspect while making strategic decisions.
- AnyPort is still very popular and diverse customers have contacted the port!

What are  
you going to  
decide?

# Vision for 2040: how does the future industrial cluster look like?



# Vision for 2040: What will be the important industrial cluster activity of the AnyPort?

## Synthetic cluster (H2 backbone + Electrolysis)

### Opportunities:

- Building on the state-of-the-art cluster
- Reforming to a sustainable environment

### Sidenote

- Needs a lot of space for CO2 storage and utilization
- High demand for green electricity

## Biocluster (Gasification plant + Biomass storage)

### Opportunities:

- More sustainable than fossil fuels
- Renewable process based on natural processes

### Sidenote

- Relatively expensive
- Needs some space

## Circular cluster (Waste plant + waste storage)

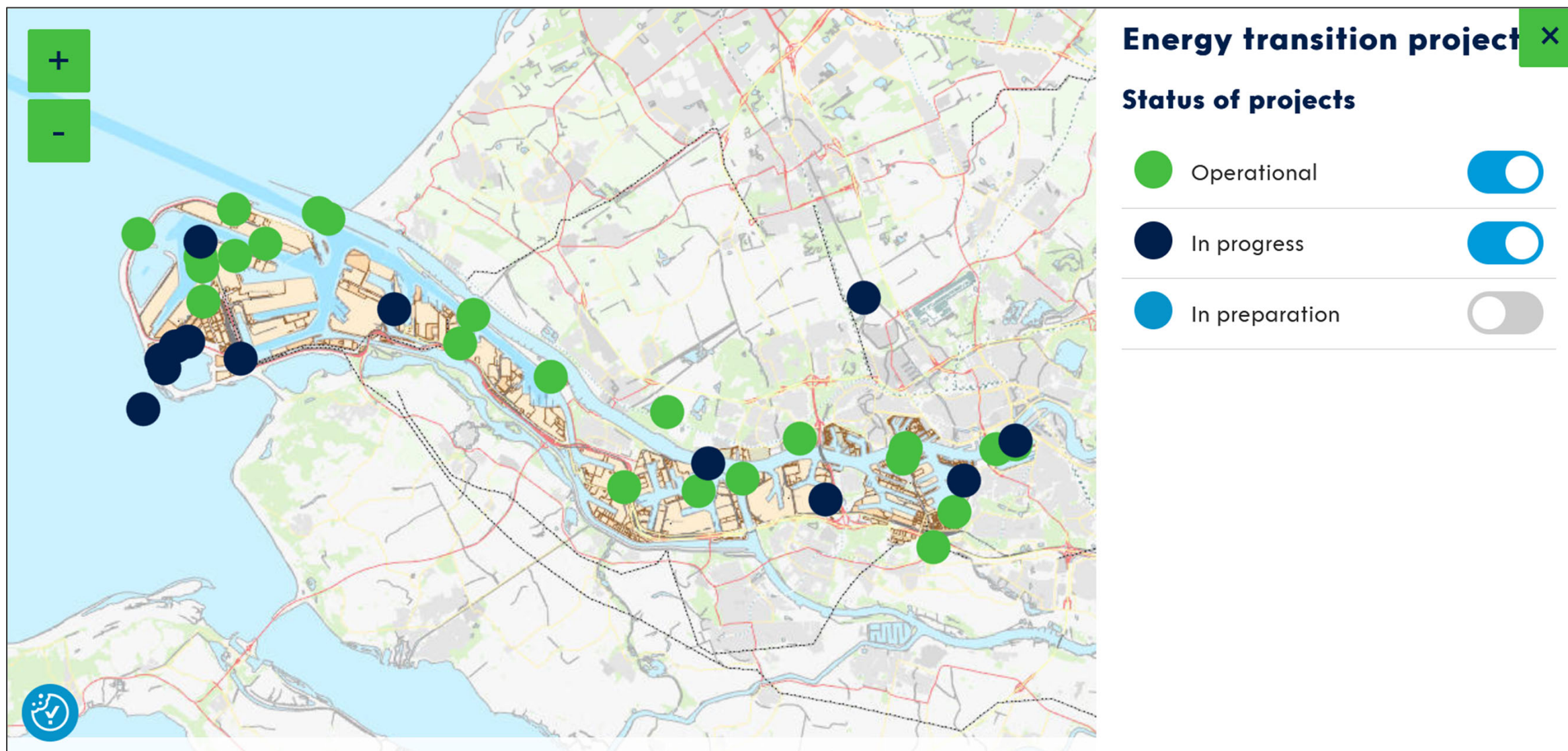
### Opportunities:

- Focusing on recycling waste
- Upcycling: Convert worthless materials into valuable fuels

### Sidenote

- Expensive, because the demanded separation methods
- A lot of waste is needed

# Transition maps in Port of Rotterdam



Source: Port of Rotterdam, 2023

**We are now in 2040**  
**Vision 2050 – AnyPort**

**AnyPort is in transition**

## Vision for 2050: Upgrading or Diversifying

### Upgrading

Provide an upgrade to the current industrial cluster  
Strengthening of synergy in the port and the business climate  
Distinguish yourself as a particular cluster

**Upgrade Synthetic cluster**  
(H2-Import terminal)

**Upgrade Biocluster**  
(Gasification plant + biomass storage)

**Upgrade Circular cluster**  
(waste plant + waste storage)

### Diversifying

Diversify your business activities  
Not reliable on one particular activity

**Logistics hub**

**Carbon capture**



## Vision for 2050: Diversifying or upgrading?

### Upgrade Synthetic cluster (H2-Import terminal)

#### Opportunities:

- The opportunity to distinguish yourself as Hydrogen cluster
- Strengthening of synergy in the port and the business climate

#### Sidenote

- Capturing CO2 asks for a lot of space

### Future automatic terminal hub (Hyperloop)

#### Opportunities:

- Competitive port logistically
- Extremely efficient
- Sustainable
- Diversifying

#### Sidenote

- Pressure on the hinterland

### Carbon capture from the sea (CO2 infra)

#### Opportunities:

- CO2 hub, including selling CO2
- Technological frontrunner
- Sustainable
- Strengthening the CO2 part of the e-fuel cluster

#### Sidenote

- Proved technology
- Impact on nature/water

## Vision for 2050: Diversifying or upgrading?

### Upgrade Circular cluster (waste plant + waste storage)

#### Opportunities:

- Building on existing technology/UPS
- Strengthening of synergy in the port and the business climate

#### Sidenote

- Depending on limited materials

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## 2050 AnyPort = Future Port



# Learning experiences with students and professionals

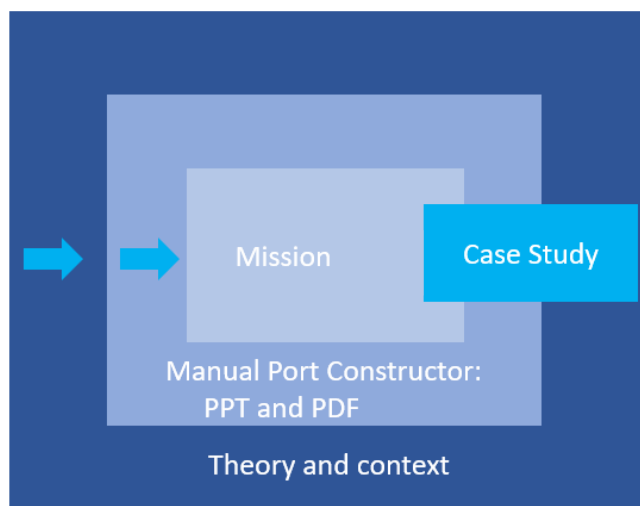
Table 1: Results survey experiences with Port Constructor

Question	Score	What did you like the most about the game?
To what extent did you <b>learn</b> something by playing the game?	4.3	<i>"The game helped me to trade off people, planet, and profit."</i>
How much did the game <b>activate</b> you in learning the other course contents?	4.3	<i>"The concept of teaching port development via a strategy game. This is way too fascinating and entertaining."</i>
To what extent did the game require you to <b>work together</b> with other?	4.5	<i>"Interaction between the groups."</i>
To what extent were you <b>motivated</b> to learn?	4.1	<i>"The game caught my attention due to the need to improve my high score."</i>
To what extent were you <b>engaged</b> with the game?	4.0	<i>"Game being addictive and informative at the same time."</i>
To what extent were you <b>challenged</b> to develop your capabilities?	4.1	<i>"Complexity of the game."</i>

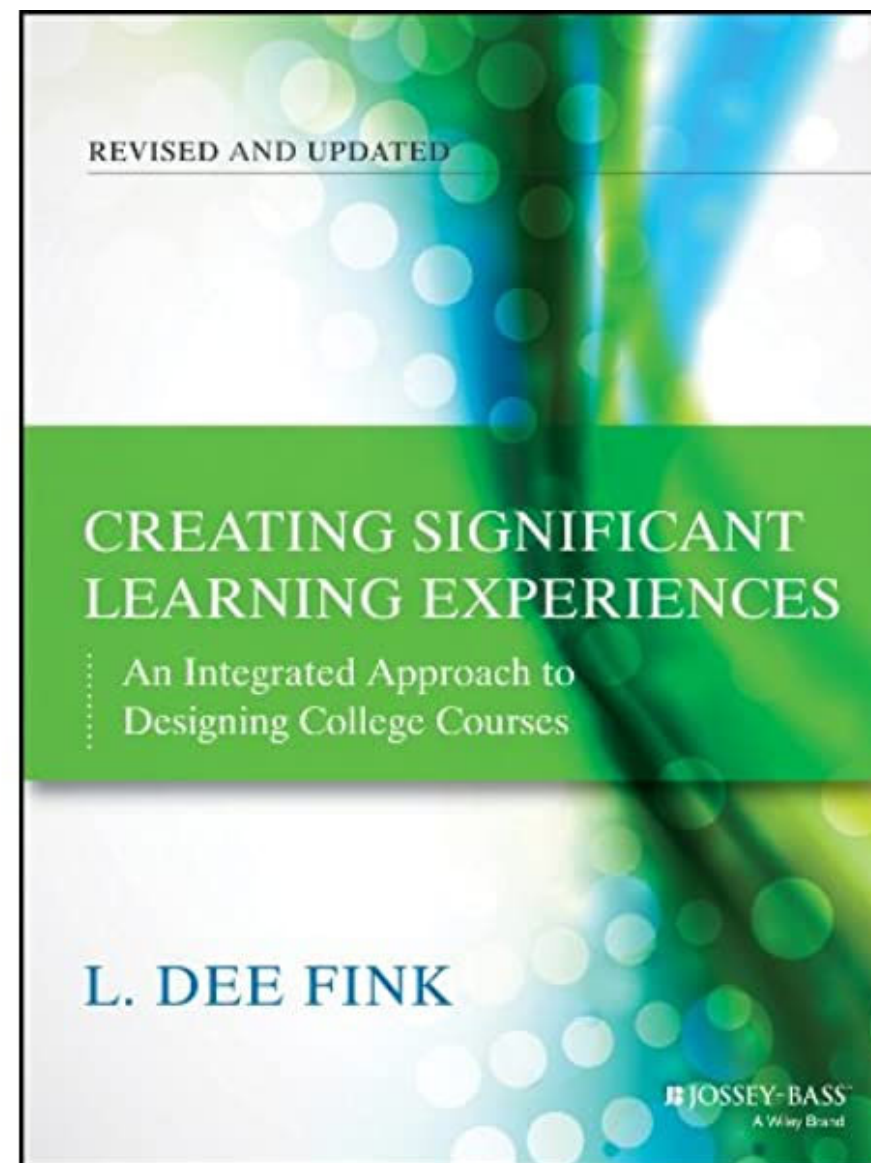
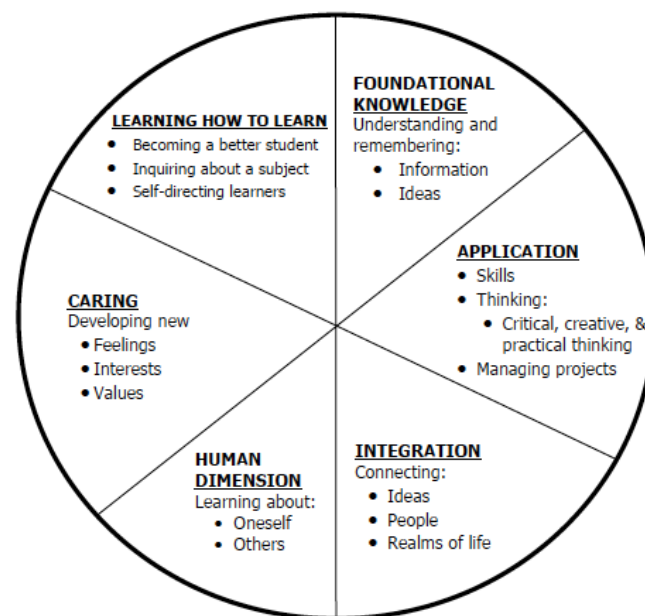
Score scale 1-5, N=68

# Creating significant learning activities

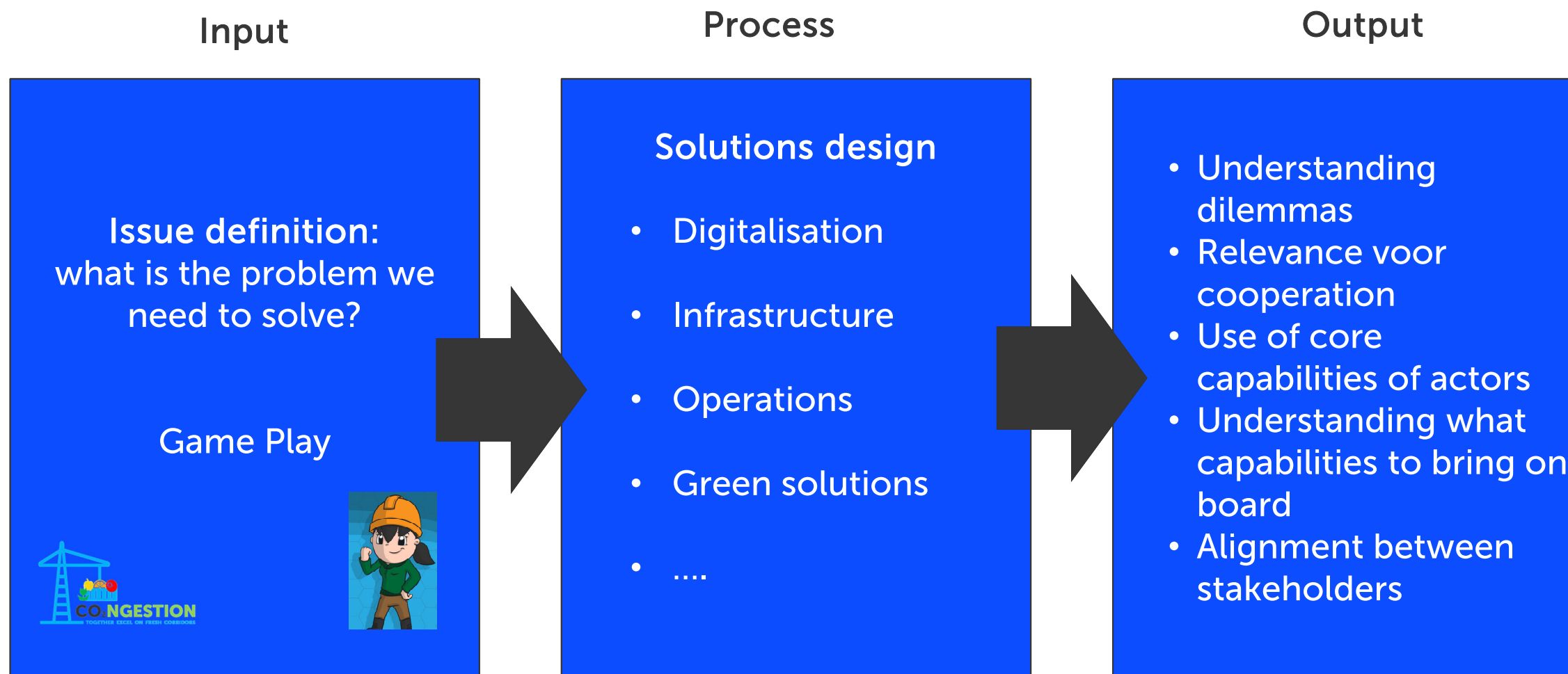
**Serious Games support in creating significant learning experiences for students, achieve better engagement and allow for better comprehension of multi-stakeholder, multi-issue problems**



A TAXONOMY OF SIGNIFICANT LEARNING



## How to move from here?



## Further reading

Maurice Jansen (2023) [An ecosystems approach to port development in International Business and Sustainable Development Goals, Progress in International Business Research, Volume 17, 263–283, ISSN: 1745-8862/doi:10.1108/S1745-886220230000017014](#)

Jansen, M., Hein, C. [Port city symbiosis: introduction to the special issue](#). Marit Econ Logist (2023). <https://doi.org/10.1057/s41278-023-00257-x>

Maurice Jansen & Amanda Brandellero & Rosanne van Houwelingen, (2021). "[Port-City Transition: Past and Emerging Socio-Spatial Imaginaries and Uses in Rotterdam's Makers District](#)," *Urban Planning*, Cogitatio Press, vol. 6(3), pages 166-180. DOI: <https://doi.org/10.17645/up.v6i3.4253>

Maurice Jansen, Rob van Tulder & Rikky Afrianto (2018) [Exploring the conditions for inclusive port development](#): the case of Indonesia, *Maritime Policy & Management*, 45:7, 924-943, DOI: [10.1080/03088839.2018.1472824](https://doi.org/10.1080/03088839.2018.1472824)

Learning about [port planning](#) in a complex environment; a study on the use of [Port Constructor 2.0](#), ISAGA Conference 4-7 July 2023.

Maurice Jansen

New tools for citizen engagement, serious Games and their potential



Erasmus Cent

MARITIME POLICY & MANAGEMENT  
2018, VOL. 45, NO. 7, 924-943  
<https://doi.org/10.1080/03088839.2018.1472824>

Exploring the conditions for inclusive port development: the case of Indonesia

Maurice Jansen, Rob van Tulder & Rikky Afrianto

Erasmus University Rotterdam  
Netherlands

ABSTRACT  
Governments and civil rights groups to re-establish balance of the ecosystem. Advanced understanding of port and city or region – its functioning and increased collaboration among stakeholders - holds important potential for bringing together diverse stakeholders in the much-needed transition of port city regions in the field of energy, digitisation, or socio-cultural development. In most port regions, port development companies (PDCs) are taking a leading role in port planning and development. In recent years, PDCs are taking initiatives to develop games, often with local stakeholders, schools, and universities to educate children and citizens or to help professionals to get a better understanding of long-term effects of their decision making. The focus of port games is shifting to include strategies which aim to tackle global issues. Furthermore, more recent simulation games are more centered around collaboration rather than competition. Reaching shared objectives and developing a shared set of values seem to be the new goal. Evaluation of simulation games specifically used as an educational tool in a multi-problem, multi-stakeholder context, have not been done so far. Using a dataset of 137 respondents, the added value of our study is to assess how different ways of embedding games 1) impact knowledge development, and 2) influence motivation, activation, and engagement.

CHAPTER 14

PORTS AND THE SUSTAINABLE DEVELOPMENT GOALS:

COGITATIO

Urban Planning (ISSN: 2183-7635)  
2021, Volume 6, Issue 3, Pages 166-180  
<https://doi.org/10.17645/up.v6i3.4253>

Article  
**Port-City Transition: Past and Emerging Socio-Spatial Imaginaries and Uses in Rotterdam's Makers District**

Maurice Jansen<sup>1</sup>, Geertje Bekebrede<sup>2</sup> and Rosanne Madelijn van Houwelingen<sup>1</sup>

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Keywords: Gaming, Port, Transition, Simulation, Learning, Sustainability, Social dilemma

**Abstract**

The environment in which port professionals make decisions have become increasingly complex due to advancements in technology, more intense rivalry among ports, increasingly urgent demands from governments and civil rights groups to re-establish balance of the ecosystem. Advanced understanding of port and city or region – its functioning and increased collaboration among stakeholders - holds important potential for bringing together diverse stakeholders in the much-needed transition of port city regions in the field of energy, digitisation, or socio-cultural development. In most port regions, port development companies (PDCs) are taking a leading role in port planning and development. In recent years, PDCs are taking initiatives to develop games, often with local stakeholders, schools, and universities to educate children and citizens or to help professionals to get a better understanding of long-term effects of their decision making. The focus of port games is shifting to include strategies which aim to tackle global issues. Furthermore, more recent simulation games are more centered around collaboration rather than competition. Reaching shared objectives and developing a shared set of values seem to be the new goal. Evaluation of simulation games specifically used as an educational tool in a multi-problem, multi-stakeholder context, have not been done so far. Using a dataset of 137 respondents, the added value of our study is to assess how different ways of embedding games 1) impact knowledge development, and 2) influence motivation, activation, and engagement.



## Port Constructor can also be played on mobile (only with access code)



# Thank you

Game design

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Erasmus Centre for  
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