







PORT ENDEAVOR

Aims: to increase awareness and train port managers on using the United Nations Sustainable Development Goals (SDGs)in practice

- Supporting the link of the port sector with the SDGs
- Making use of a gamified environment to enhance objective discussions











SET UP OF THE SESSION



• 60 minutes total time

• 10 minutes introduction to the game and the session

• 40 minutes game play

• 10 minutes de-briefing and discussion









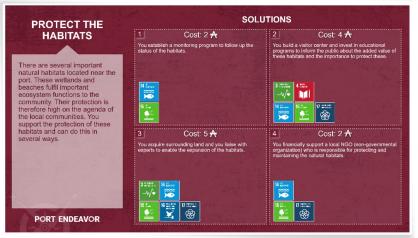
MISSION IN THE GAME AND HOW TO ACHIEVE IT

Your mission is to develop your port in the most sustainable way.

This can be achieved by:

- Getting rewarded with the highest number and variety of SDGs based on the solutions you choose to implement
- Number of SDGs: Each rewarded SDG gives you 1 point
- Variety of SDGs: Groups of SDGs can earn you WPSP badges and can help you to achieve your personal endeavors
- The budget offers the means to achieve your mission, but you are not evaluated on how much money you have left at the end of the game
- The team with the highest number of points at the end wins













PORT ENDEAVOR GAME CONCEPT

- Split into 6 Harbor teams
- Each team starts with a budget of ★10
- In each round, teams are asked to respond to a sustainability challenge by selecting one of four solutions
- Solutions cost money and get rewarded by relevant SDGs. Each SDG = 1 point
- Each port regenerates an income of #4 per round





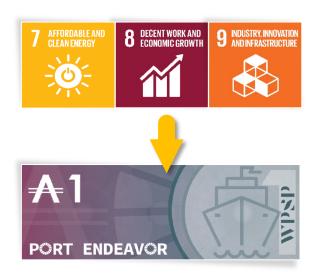






PORT ENDEAVOR GAME CONCEPT

- This income may increase by an additional #1 per each rewarded economic SDG (7, 8 and 9) in the previous round
- Disruptive events may occur (luck factor) from the 3rd round onwards
- These events have a financial impact that may be reduced if relevant SDGs have been achieved in previous rounds
- Point awards system to decide who wins







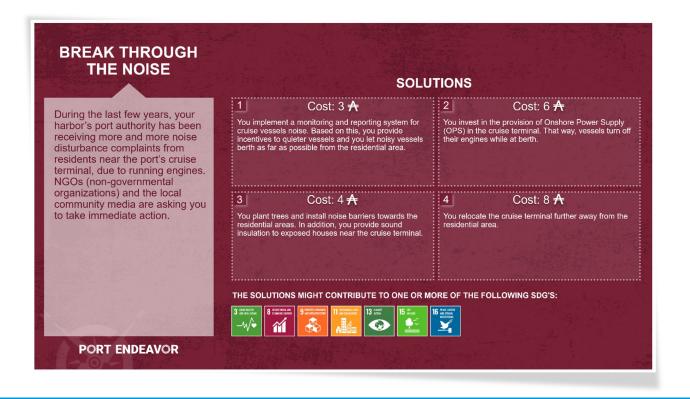




ACTIVITY CARDS

Initial version presented to the teams to decide on response







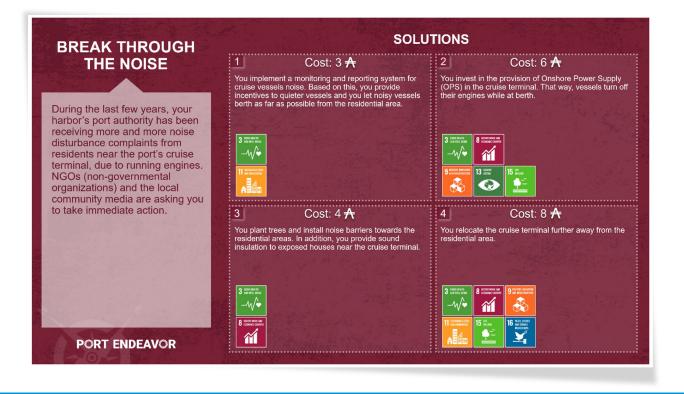




ACTIVITY CARDS

 Version with SDGs attributed to each response option (only presented after the team's decision)











COLLECTING POINTS BY ACHIEVING WPSP BADGES











COLLECTING POINTS BY ACHIEVING IN YOUR ENDEAVOR ROLE













What we would like from you:

Be active and engaged

• Be competitive - try to win

Give us your feedback and suggestions at the end

And the most important, enjoy the game!

















DEBRIEFING / EVALUATION OF THE SESSION









IAPH World Ports Sustainability Program (2018)

Mission: To integrate the 17 UN SDGs in port governance

























17 PARTNERSHIPS FOR THE GOALS 8







www.sustainableworldports.org



























Joint UNCTAD-IAPH workshop in Geneva 2019











www.sustainableworldports.org













Port Endeavor: Official launch in 2021

- Knowledge base concept was created at the joint UNCTAD-IAPH workshop in Geneva HQ in April 2019
- Development of game dynamics and content by IAPH and experts from Port of Antwerp-Bruges
- Real life examples from the WPSP database of 334 projects and best practices from 128 ports from 56 countries
- Available in English, French and Spanish
- Offered in partnership with:



















WPSP Database of sustainability projects

56 Countries

128 Ports

334 Projects





www.sustainableworldports.org









Number of projects per area of interest

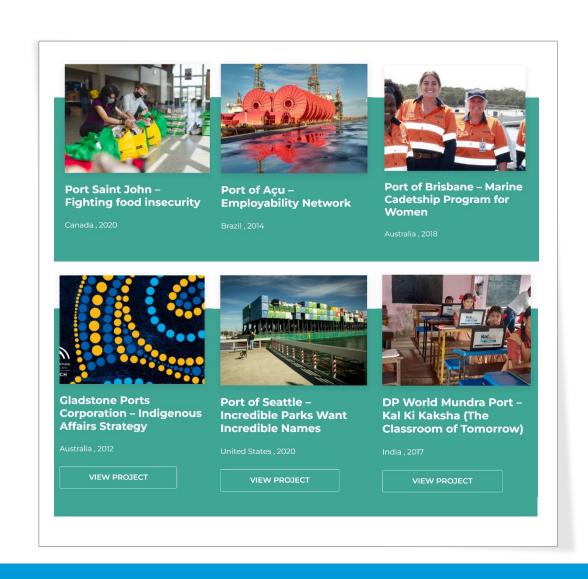
	AREAS OF INTEREST	NUMBER OF PROJECTS	
	Environmental Care	140	
346	Community Building	143	
	Climate and Energy	120	
	Digitalization	79	
	Infrastructure	69	(A)
	Health Safety and Security	61	





WPSP Portfolio – Real life cases at play













PORT ENDEAVOR YOUR EXPERIENCE AND FEEDBACK

- Discussion
- Your experience
- Your suggestions
- Next steps









Thank you for your attention!















victor.shieh@iaphworldports.org



mark.assaf@unctad.org



carolien.devries@portofantwerpbruges.com