

Socio-economic modelling of coral reef health

by

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On behalf of

The Modelling & Decision Support Working Group
Coral Reef Targeted Research Project (World Bank / GEF)

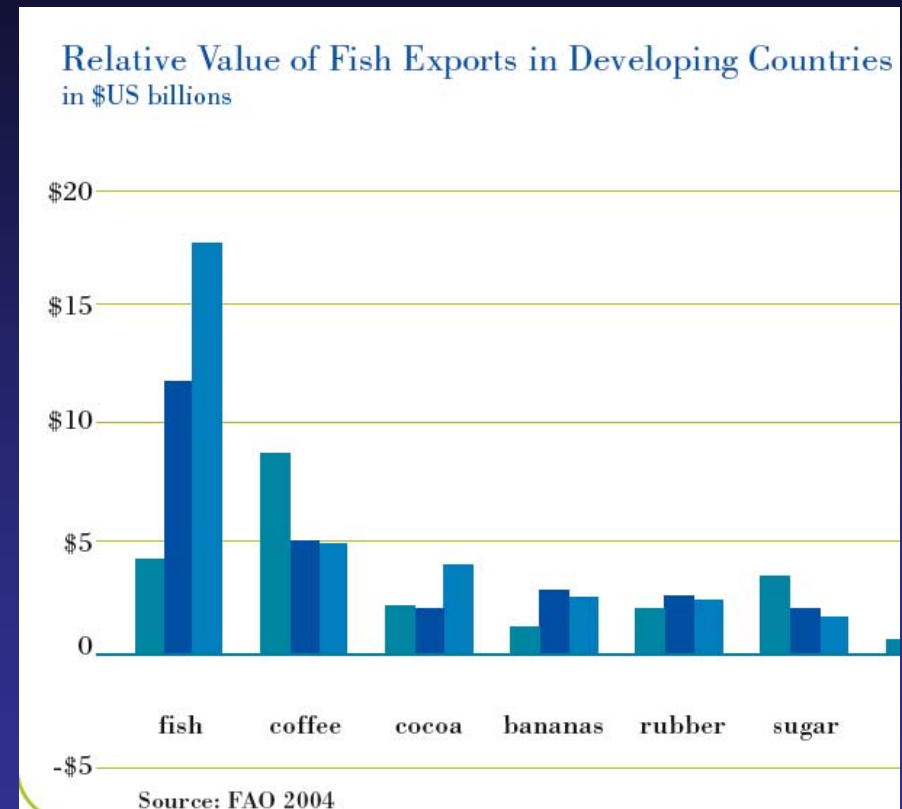
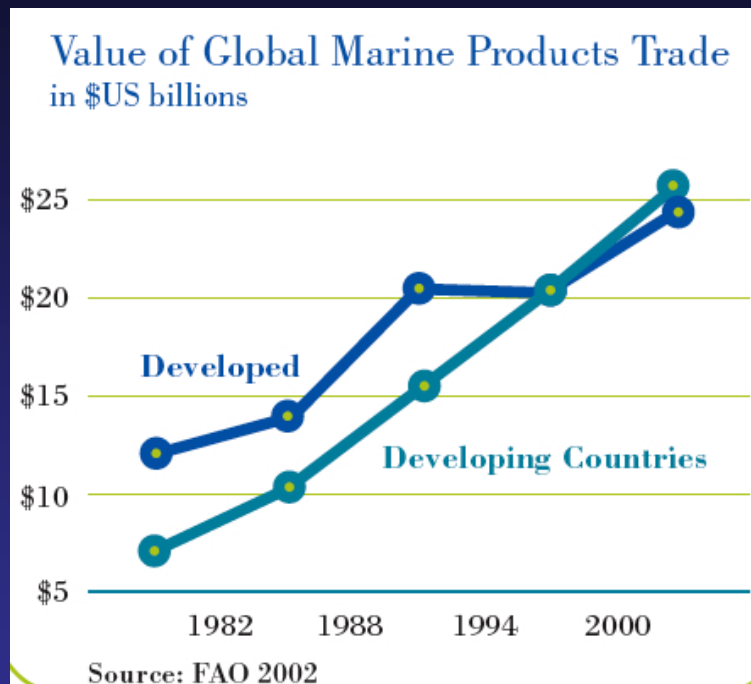


Current threats on coral reefs



(credits: courtesy of R. Seymour)

A major social & economic issue



These figures include high seas fisheries, but coral reefs' contribution is significant (coastal fisheries, nurseries, fish tank trade).

(credits: courtesy of R. Seymour)

The Coral Reef Targeted Research Program

(Coordination: UQ, Australia ; Funding: WB/GEF)

The global Coral Reef Targeted Research (CRTR) program aims to shed light on key unknowns through coordinated research and to put this knowledge into the hands of decision-makers where it can make a difference. It describes the various themes and entities that have come together thus far to form this critical undertaking, and seeks support from new partners who share our global vision.

The CRTR Program has been established to address fundamental information gaps in our understanding of coral reef ecosystems, so that management options and policy interventions can be strengthened globally. For the first time in history, this Program will join the collective effort of many of the World's leading coral reef scientists to coordinate research and address key outstanding questions about the health of coral reefs

Bleaching

Connectivity

Disease

Modeling

Remote Sensing

Restoration

Source: <http://www.gefcoral.org>

The Coral Reef Targeted Research Program

Centers of Excellence: Calibration, Integration & Implementation



The Modeling & Decision Support Working Group (MDS-WG)

The purpose of the MDS group is to create an integrated scientific understanding of the way in which people interact with coral reefs. We want to be able to help decision makers and reef users better understand and use reefs in a sustainable way. We want to do this by allowing them to see the dynamics of whole system that is, both the biophysical and socio-economic parts.

Bleaching

Connectivity

Disease

Modeling

Remote Sensing

Restoration

Source: <http://www.gefcoral.org/WorkingGroups/ModellingandDecisionSupport>

Strategic framework

Predicting

**Habitat
predictor**

**Socio-eco
trends**

**Global
model**

Interacting

SimReef

ReefGame

**Fundamental
model**

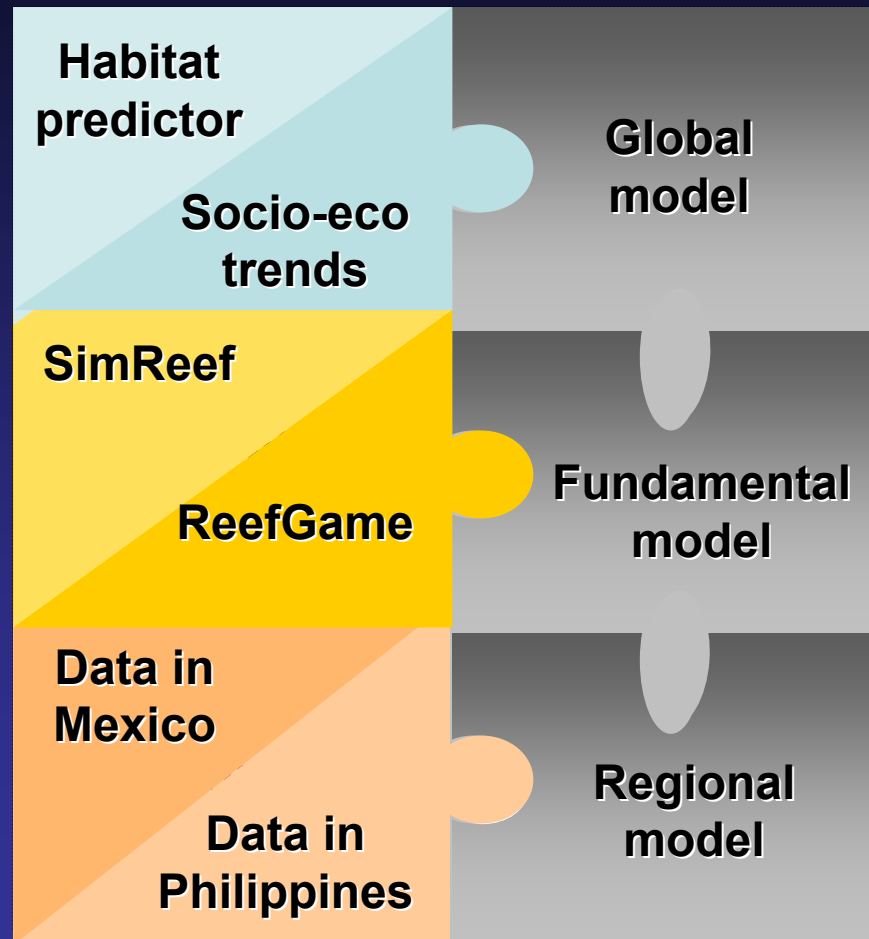
Designing

Informing

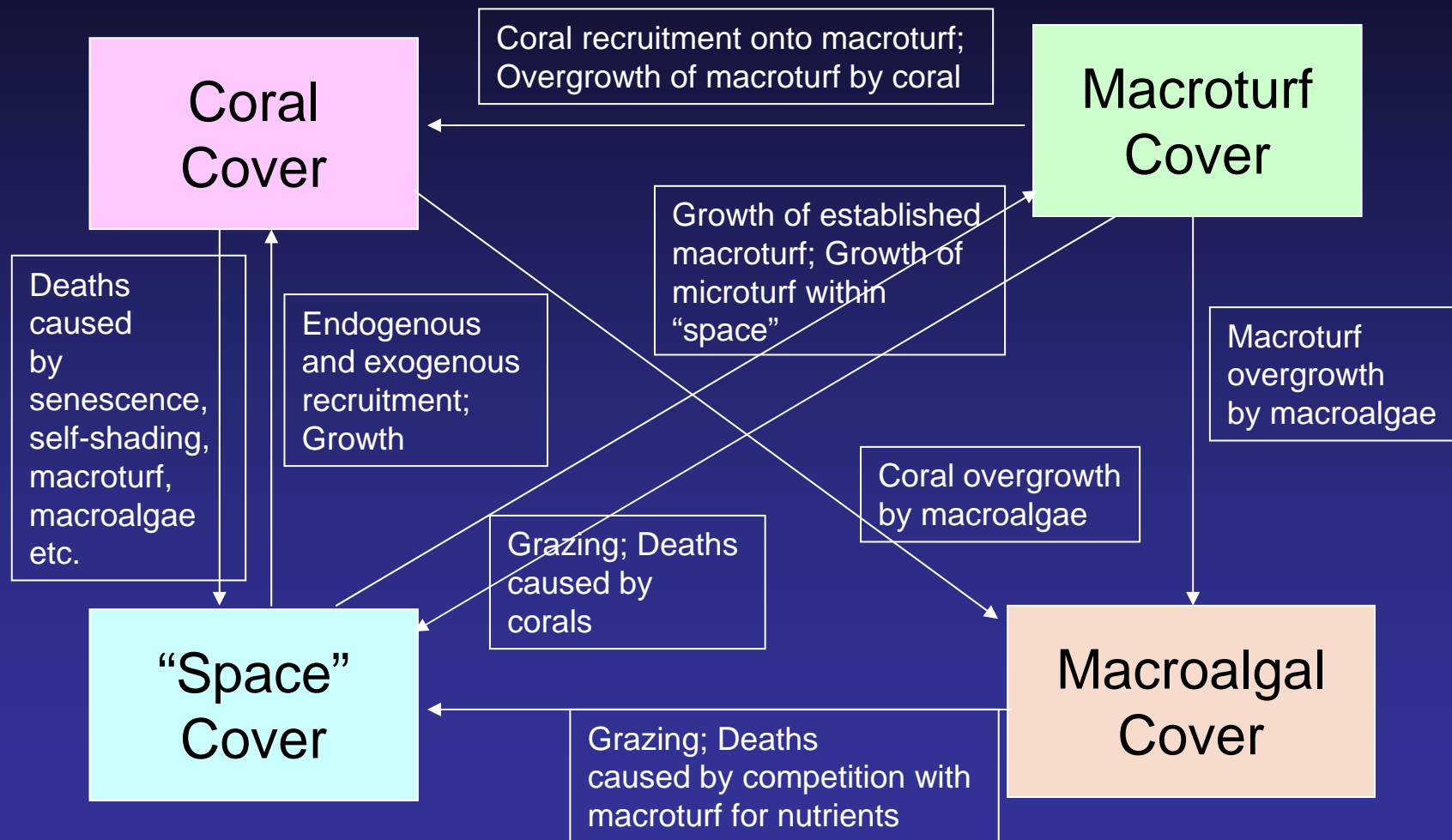
**Data in
Mexico**

**Data in
Philippines**

**Regional
model**

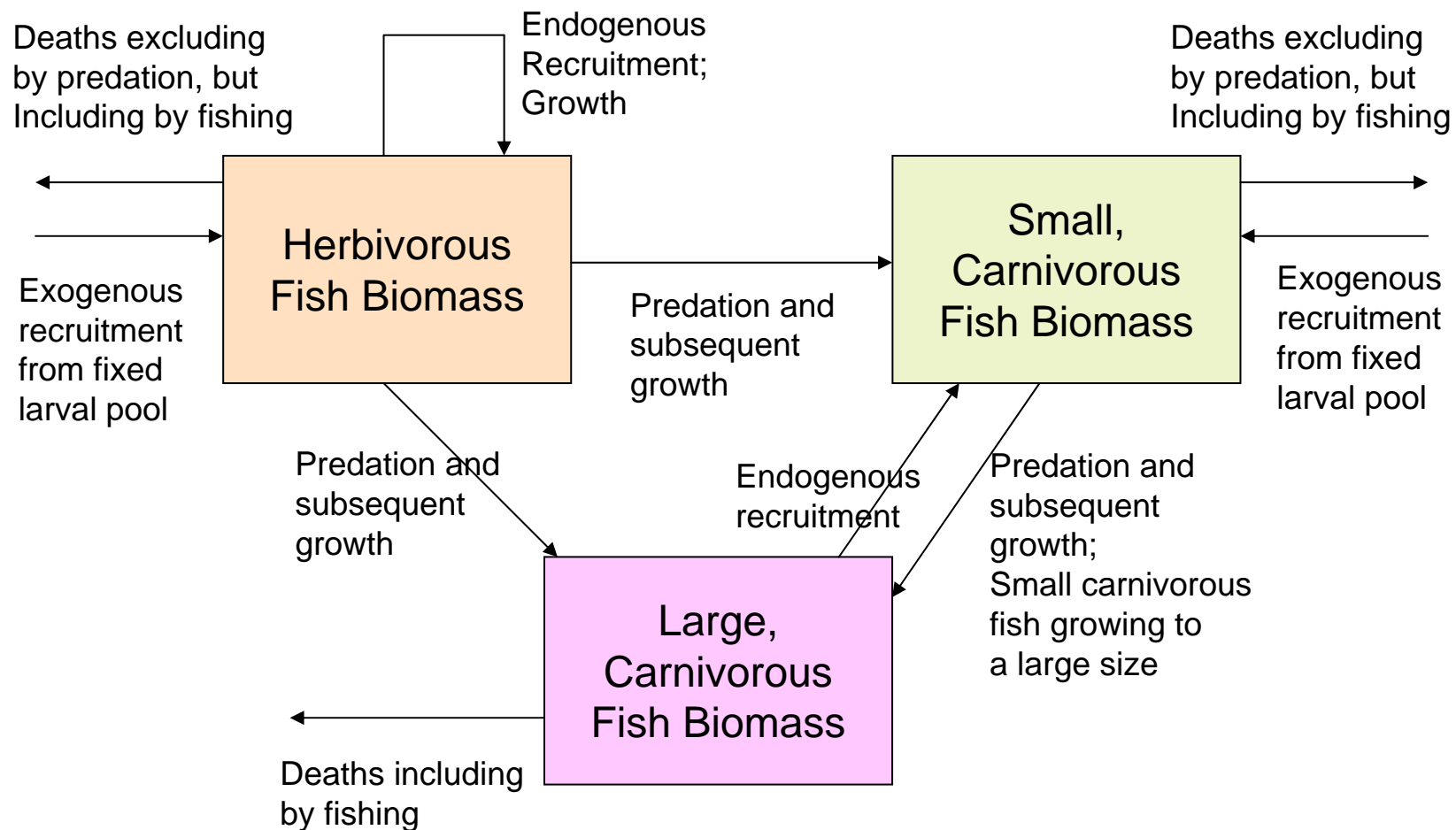


Benthic model: main interactions



(credits: courtesy of R. Seymour)

Fish model: main interactions



(credits: courtesy of R. Seymour)

Calibration in Mexico

Meso-American Reef System

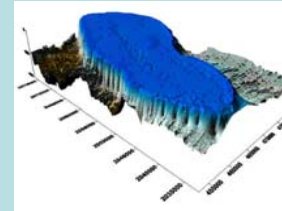


(credits: courtesy of R. Garza)

Satellite imagery



Digital Bathymetric Models

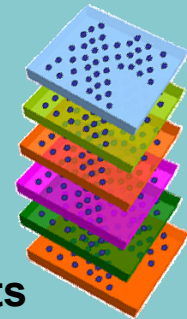


-Underwater Video-transects
-Fish censuses

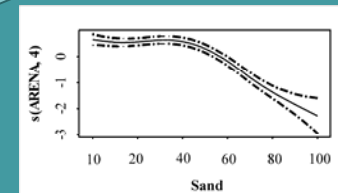


GIS

- Satellite Bands
- Bathymetry
- Geomorphology
- Biotic components



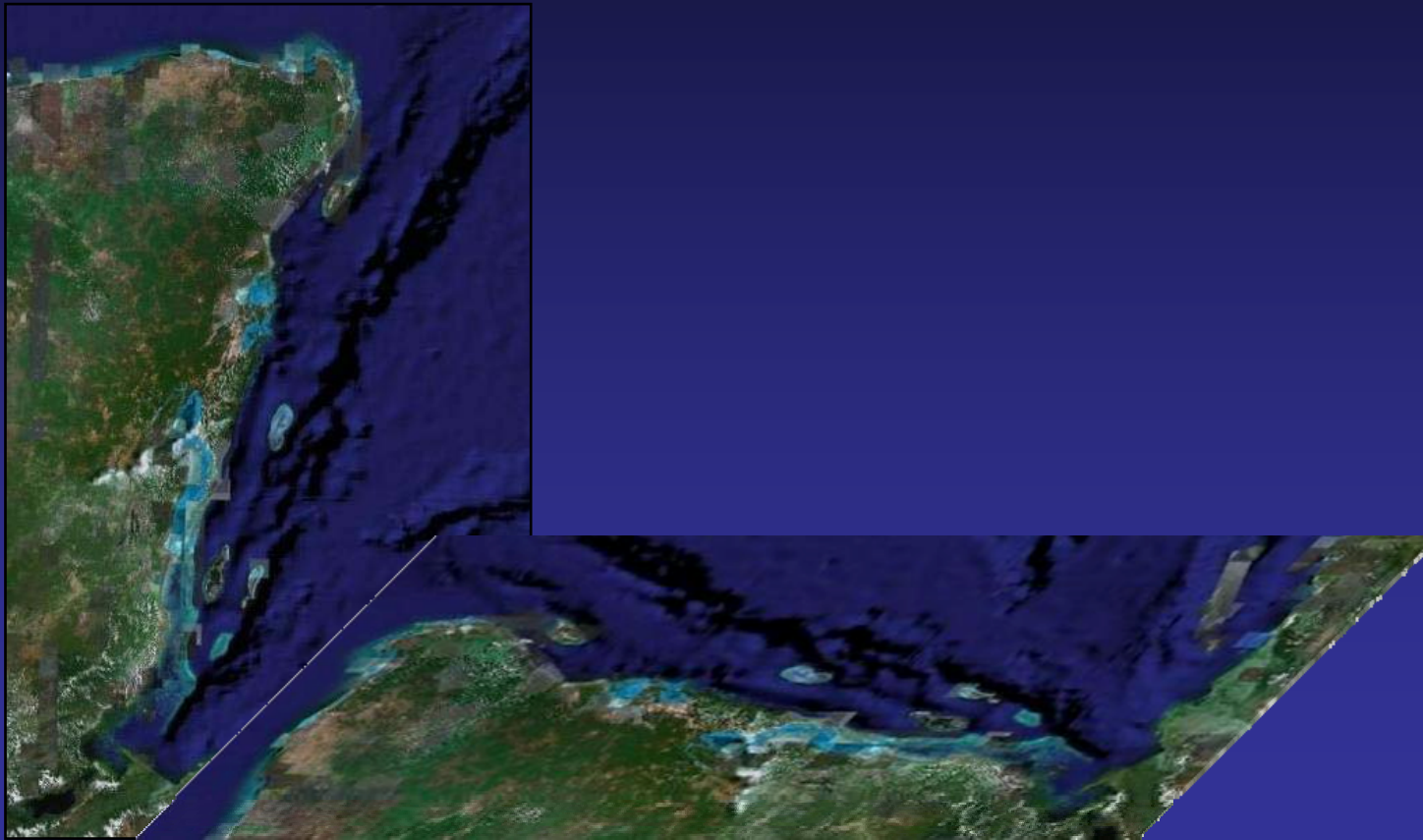
Generalized Additive Models



Spatial prediction



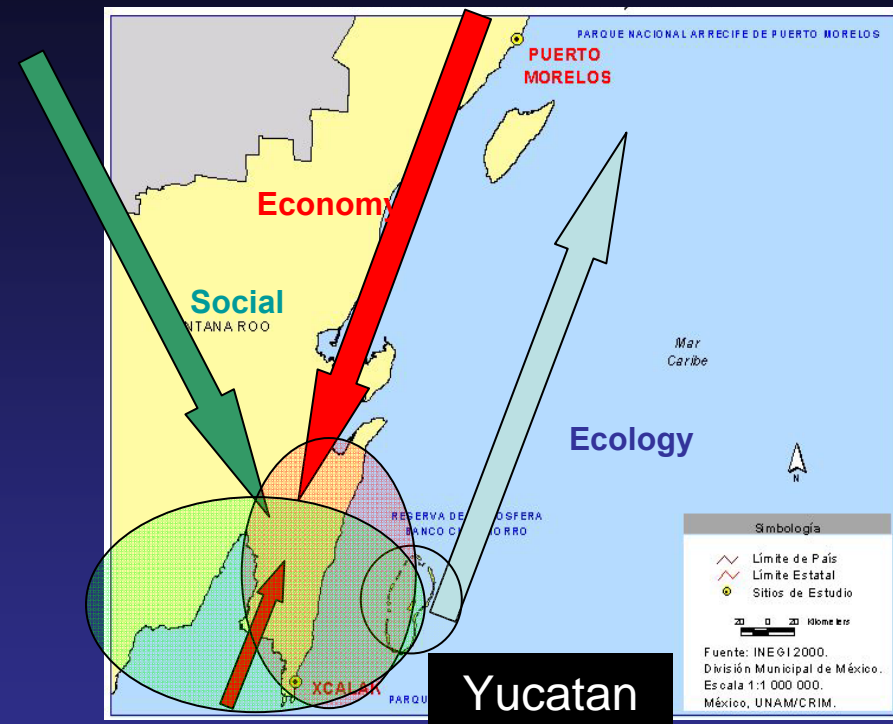
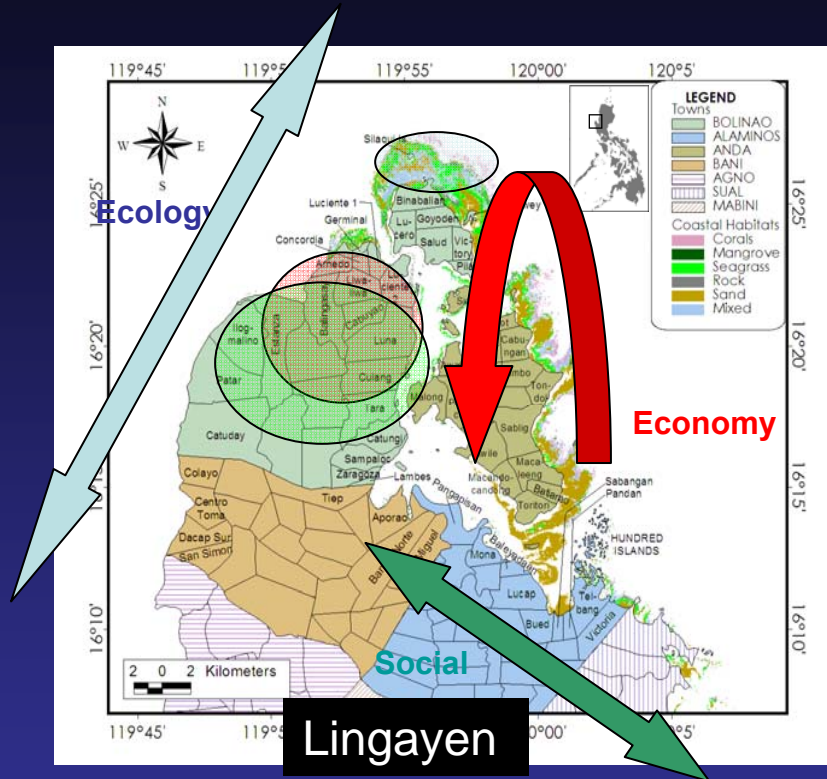
Local-regional coupling



(credits: courtesy of J. Melbourne)



Social & Economic Factors



- Scales differ between social, economic and ecological dynamics
- Socio-economic models need to be contextual
- More information is needed on decision-making processes

Participatory modelling

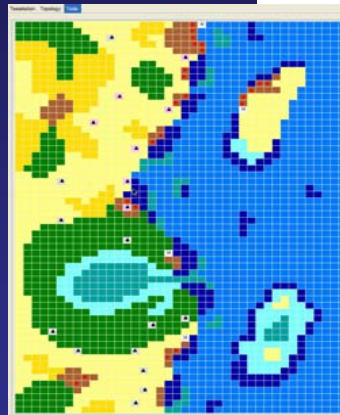
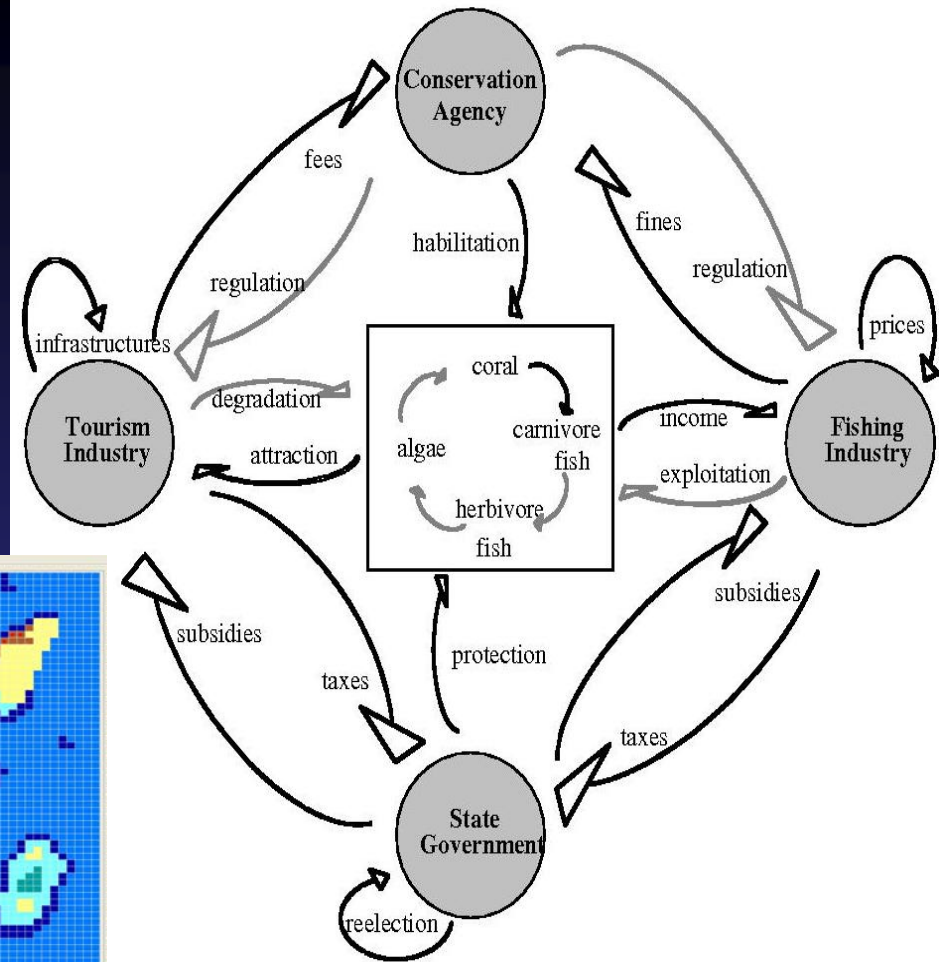
SimReef in Mexico

Objectives

- Understand regional economic drivers
- Validating model's assumptions

Participants

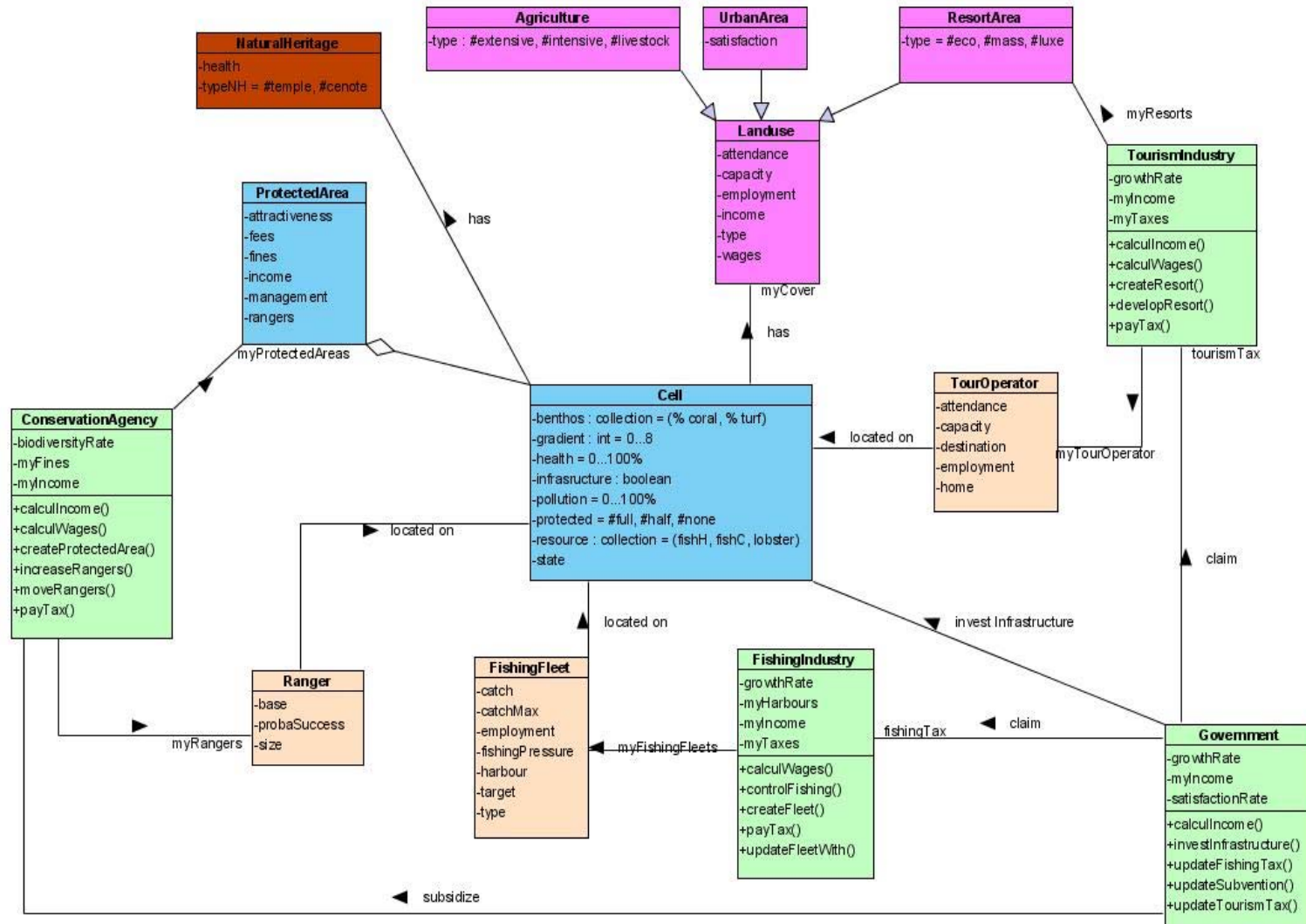
- Regional managers



(credits: courtesy of A. Dray)

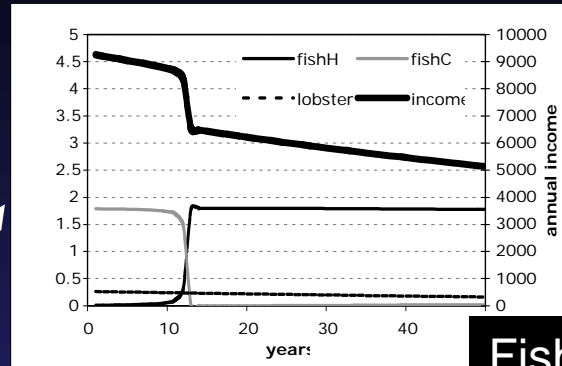
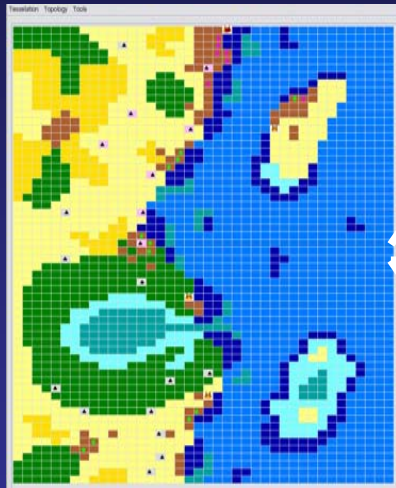
SimReef: an interactive agent-based model

Visual Paradigm for UML Community Edition [not for commercial use]

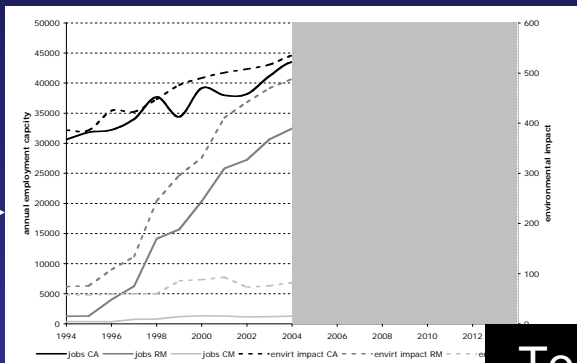
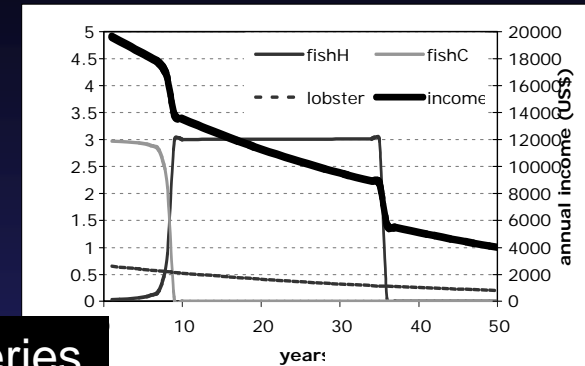


(credits: courtesy of A. Dray)

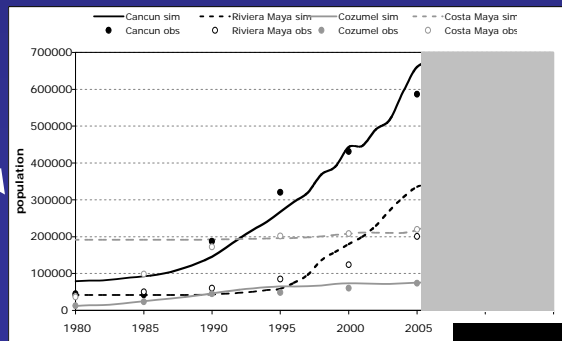
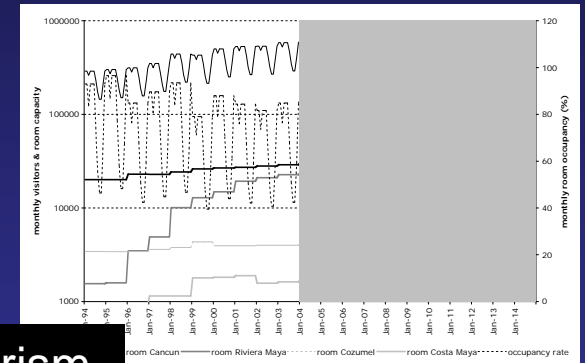
SimReef: outcomes



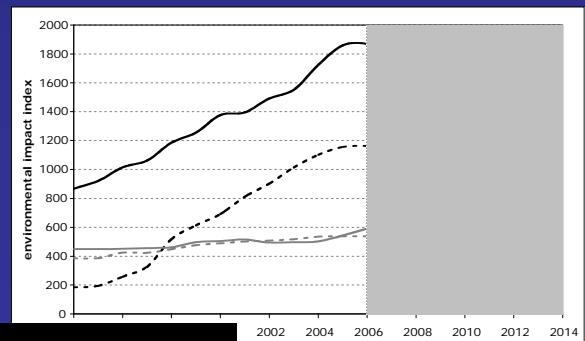
Fisheries



Tourism



Demographics



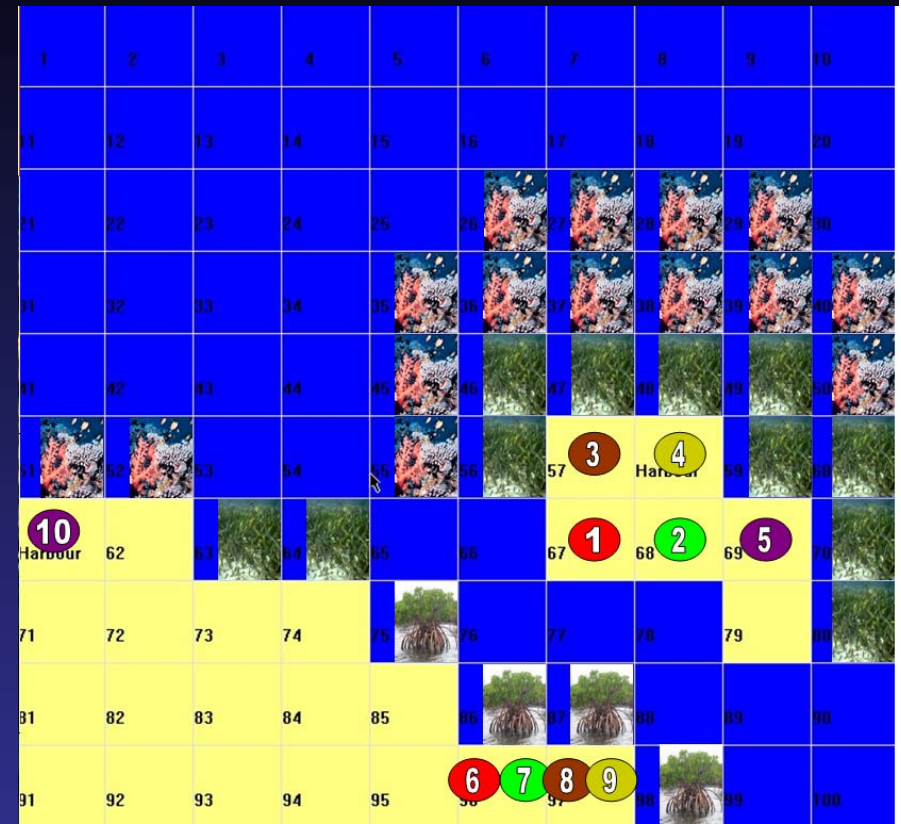
Participatory modelling ReefGame in Philippines

Objectives

- Exploring alternative livelihoods
- Understanding fishing behaviours

Participants

- Local fishermen



credits: courtesy of A. Dray)

ReefGame: design

- 3 natural marine habitats:



- Maximum fish biomass /cell: 50
- 2 fish types (ft): Big Fish (BF) and Small Fish (SF)
- Initial biomass_(ft) = $\Omega \cdot \beta_{(ft)} \cdot 50$ with: (ft) = BF or SF
- Fish growth_(ft) = $\beta_{(ft)} \cdot \text{Biomass}_{\text{total}} \cdot (1 + \partial_{(ft)})$

	coral	sea-grass	mangrove	degraded coral
Ω	1	0.5	0.4	0.6
β_{BF}	0.4	0.2	0.1	0.2
β_{SF}	0.6	0.8	0.9	0.8
∂	0.12	0.07	0.07	0.05

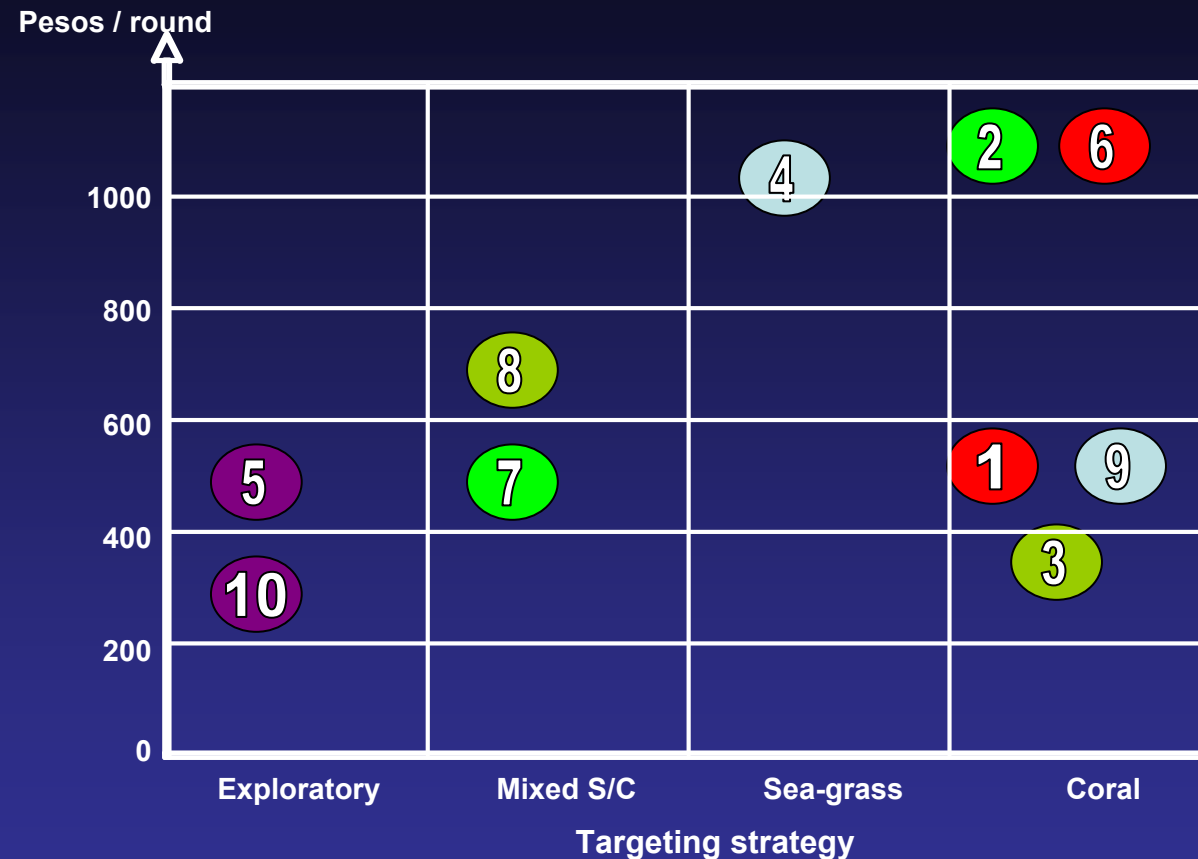


ReefGame: playing the game

QuickTime™ and a
decompressor
are needed to see this picture.

ReefGame: analysing results

Rounds 1 to 4



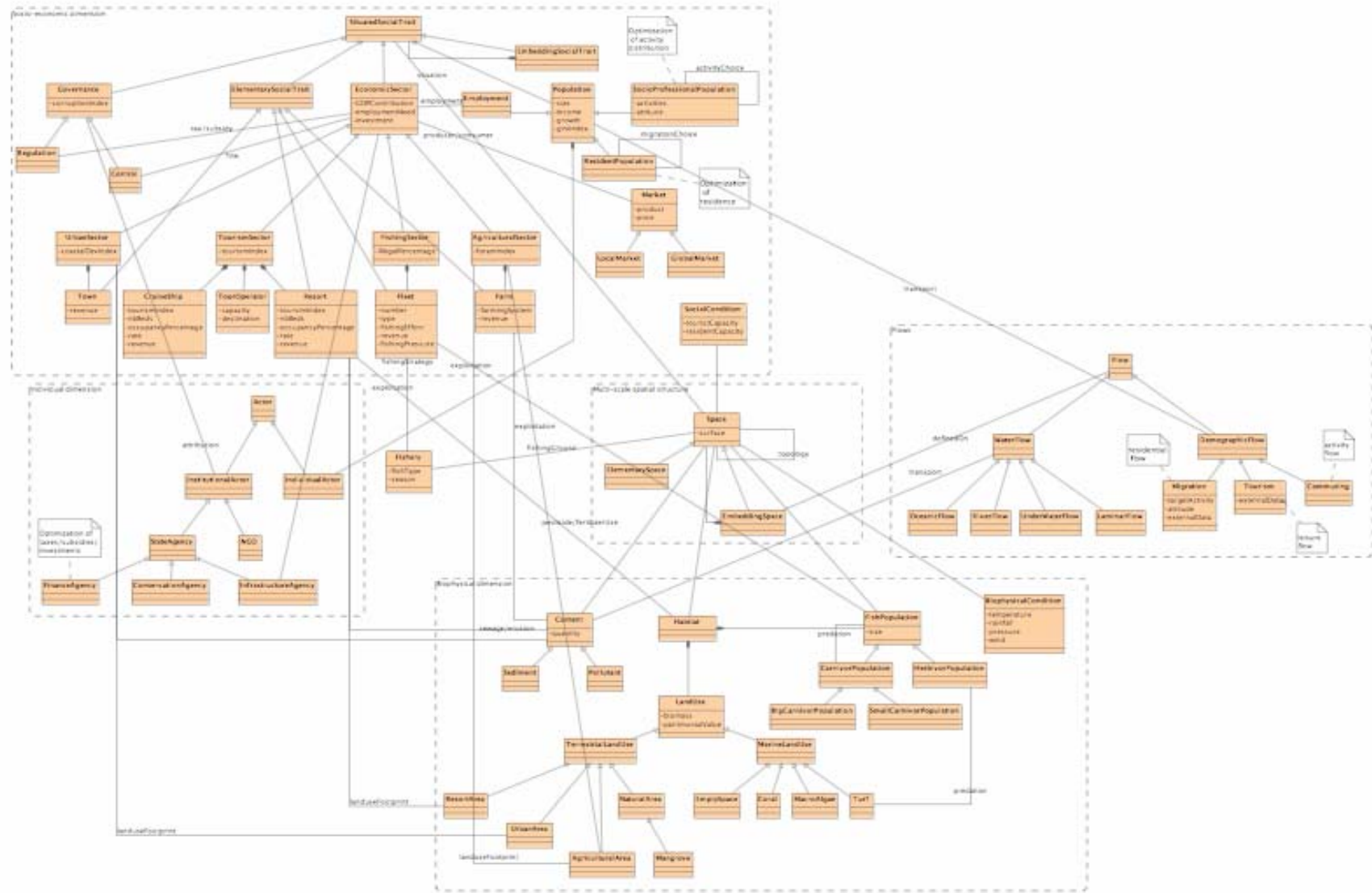
Average income: 670 P\$ / round / player

Total catch: 90 kg / round

% degraded coral: 20% of initial cover

% fish biomass: 85% of initial biomass

Socio-eco model: towards a generic ontology



More information...

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