

Gadgets and stickers for tourists with messages for reducing marine litter.

WP3 – Activity 3.3 – Marine litter awareness raising campaign for tourists

DELIVERABLE D3.3.3.

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ML-Repair Reducing and preventing, an integrated Approach to Marine Litter Management in the Adriatic Sea – Axis 3 – SO 3.3

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1 PROJECT PRESENTATION

1.1 *Project description*

The ML-REPAIR project (REducing and Preventing, an Integrated Approach to Marine Litter Management in the Adriatic Sea) started on 01.01.2018 and lasted 21 months, ending on 30 September 2019. The general objective of the ML – REPAIR project was to prevent and reduce the input of waste in the Adriatic Sea through the involvement of the main stakeholders. The Adriatic Sea is a semi-closed basin with slow streams, making it vulnerable to pollution. Marine Litter (ML) is defined as any solid, manufactured or processed solid material discarded, disposed of or abandoned into the marine and coastal environment. It is a growing cause of concern for the degradation of the marine and coastal ecosystems, potentially endangering the functionality of the ecosystem itself and reducing the quality of coastal waters for fishing and tourism. Sea cross-border issues due to their cross-border effects require common approaches from different countries and their joint efforts. Within the ML-REPAIR project, activities have been carried out in Croatia and Italy, and the main focus of the project was to involve the target groups – fishermen and fishing associations/cooperatives, local communities and the younger population, the tourism sector, public administration bodies and the FLAG – (Fisheries Local Action Groups in Croatia and Italy) and LAGs (Local Action Groups). The project leader was Ca' Foscari University of Venice, and partners were the Italian National Institute for Environmental Protection and Research (ISPRA), the cooperatives M.A.R.E. and LIMOSA for Italy and the Institute of Oceanography and Fisheries (IZOR), Public Institution RERA S.D. for the coordination and development of the Split-Dalmatia County and the Association for Nature, Environment and Sustainable Development (Sunce), for Croatia.

1.2 *WP 3 - raising awareness and knowledge transfer about marine litter issues to target groups*

The objective of the WP3 was to capitalize the DeFishGear project (DFG) by educating and raising awareness on marine litter problems and solutions within main target groups that are both sources of the problem and affected by the problem – local communities, tourists, fishermen. A comprehensive cross-border campaign was developed and implemented by a series of tools and activities such as exhibitions, workshops, video, posters, leaflets and work with the media. The campaign was built on WP2 communication strategy. WP3 activities have been coordinated and implemented by Croatian and Italian partners PP6 Sunce and PP3 Limosa experienced in environmental education and awareness-raising. PP1 ISPRA, PP4 IZOR and PP2 MARE implemented activity 3.4 especially targeted to fishermen. Other partners were involved by providing inputs on main DFG documents, recommendations and other outputs that needed to be communicated. They also provided inputs and feedback on educational and awareness rising messages; support in identifying contacts, distribution channels and participated to some of the WP3 events (exhibition openings, work with the media). All partners provided support in distributing produced material through their social networks, internet pages and networks of contacts, therefore increasing visibility, relevance, impact and ownership over project deliverables and outputs. Main outputs

have been used by institutional representatives of target groups (schools, museums, tourism agencies, marinas, fishermen cooperatives, media, relevant ministries and agencies, etc.), as well as by partners. Target groups representatives have been consulted at the very early stage of producing educational and communication material and activities to have deliverables that were relevant for each specific target group and could be easily distributed/implemented.

2 ACTIVITY 3.3. - MARINE LITTER AWARENESS RAISING CAMPAIGN FOR TOURISTS

2.1 Gadget and Stickers

During the project many gadgets have been produced (see Figure 1). They have been shared among PPs to implement project activities with tourists.



Figure 1 - Ashtray and sticker

In Croatia gadgets have been shared on the beaches through particular changing rooms specifically designed for this purpose (Figure 2).



Figure 2 - Changing room on the beach