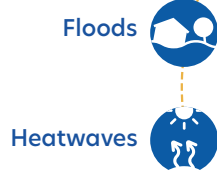


# Vesterålen

## Main challenges



## Demo sites

## Main focus in RESIST

The Vesterålen region will focus on the further development and use of the **GaiaVesterålen** platform. **Augmented reality (AR) and virtual reality (VR) technologies** will be used to demonstrate the effects of climate change and raise local awareness. Demo activities will place emphasis on showcasing the consequences of climate change on businesses, with special focus on the important marine fishing industry in the region.

The mission focus will be guided by four main activities:

### One: Further develop the GAIA platform

With this, we want to contribute to the local community becoming more environmentally friendly and agreeing to the environmental contract which is central to GAIA Vesterålen.

### Two: The ocean

Demonstrate the effect of climate change and its consequences

for the local marine industry, for example through a demonstration to show both the worst-case scenario and the best-case climate change scenarios.

### Three: Plan for the future

Vesterålen is vulnerable to climate change due to rising and warming seas, among others. RESIST will not only demonstrate the effects of climate change, but also show how northern European communities can adapt. RESIST will help in the development of a tool that can help us plan better for a changing climate in the future.

### Four: Knowledge sharing

Sharing knowledge and creating synergies between European cities/regions via the international climate change conference GAIA Arctic Summit 2024. imate change conference GAIA Arctic Summit 2024.

## Goals

- Exchange of best practices for CRA/adaptation strategy and regional action plan development together with local planners of municipalities.
- Communication and outreach activities.
- Identification of further adaptation measures based on mapping and projections for sea-level rise.
- Upscaling of Andfjords farming practices.
- Aquaculture: mapping of main threats based on survey to aquaculture businesses and new data generated.
- Stakeholder engagement and involvement of vulnerable population groups in the adaptation process.

## Innovations

### Stakeholder engagement

Boosting engagement and awareness of climate challenges among stakeholders such as citizens and decision-makers including focus on capacity building.

### Graphic Digital Twin

Using Graphical Digital Twins to model impacts and real-life scenarios.

### AR, VR technology

Augmented and Virtual Reality technology use to showcase the impact of climate change and the impact of planned solutions.

## Main achievements so far

- GaiaVesterålen and SINTEF (in collaboration) have tested projecting live data from API onto prototype 1 of the model of Vesterålen.
- **Successful testing of AR technology** onto prototype 1 of the model.
- **Demonstration of technical solutions on prototype 1** for a test group of school children.
- **Public meeting on climate change and the resilience of youth**, livestreamed through local media.
- **Organizing GAIA Arctic Summit 2024** – United for a climate resilient future.

An international conference on climate change, with a main focus on the ocean and the imperative task of building climate-resilient local communities in the Arctic (ongoing).

- **Testing the Environmental Contract for private households in Vesterålen**, using a web-based app to keep track of one's own environmental accounting (ongoing).
- We have gained coverage of some of our RESIST-activities on TV, radio and front on web by Norway's largest news platform NRK and good coverage in the local media.

Consortium

