Comisión Interamericana del Atún Tropical
Inter-American Tropical Tuna Commission

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TOY BET Management Strategy Evaluation game

1st IATTC Tropical Tuna MSE Workshop, San Diego, California (USA), December 9-10 2019

Learning using trial and error

Real world:
Costly, little or no repetitions

Videogame:
Inexpensive, as many repetitions as wanted

We can use the MSE concepts using simulation

This game is much simpler than a realistic one

August 10, 2018

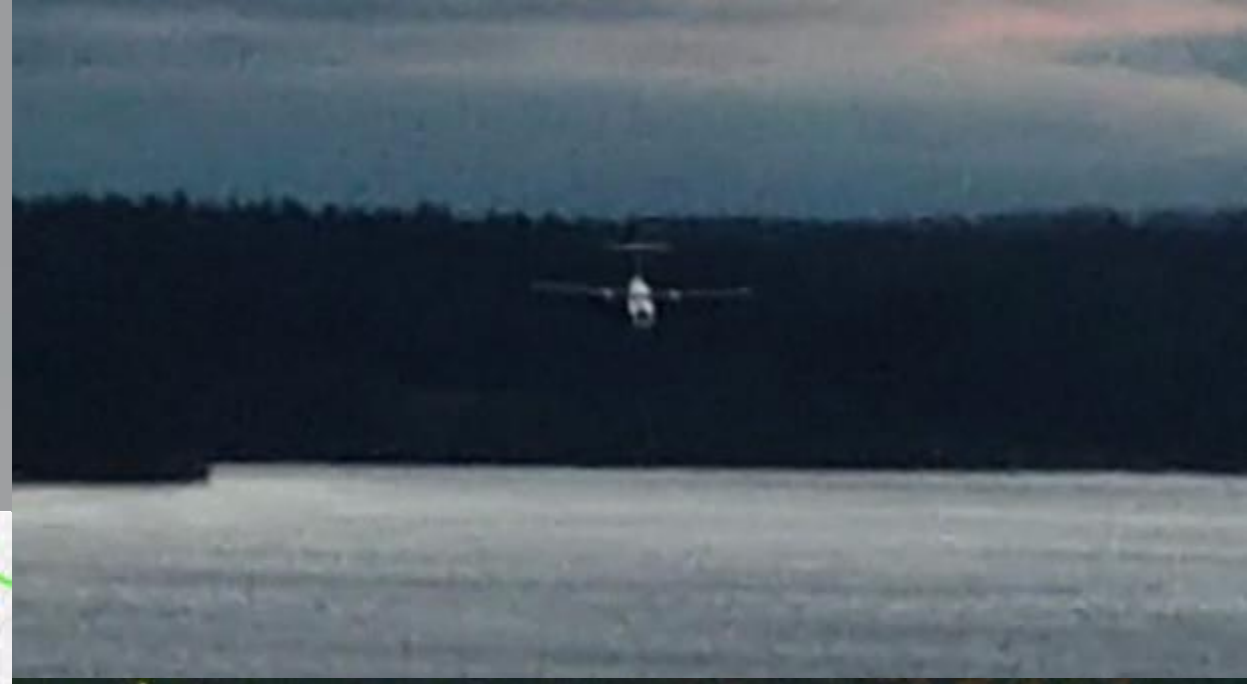
AGENDA FREE BREAKING NEWS

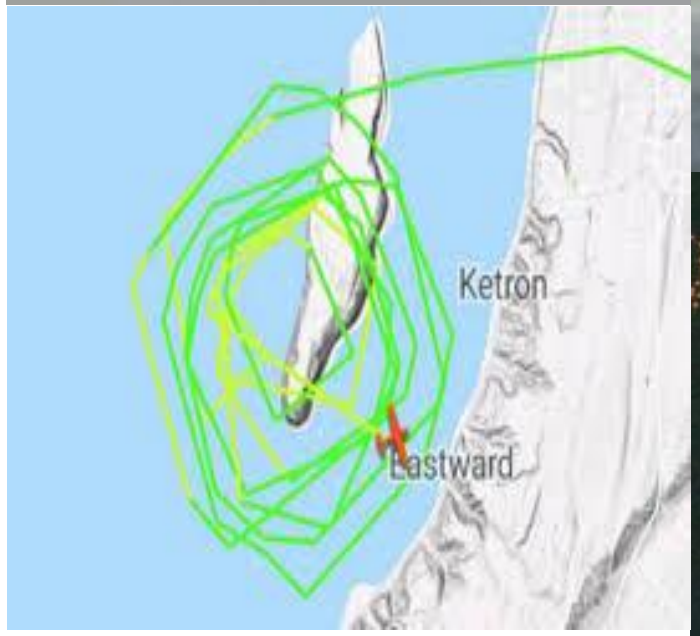
CNN US Crime + Justice Energy + Environment Extreme Weather Space + Science LIVE TV Edition

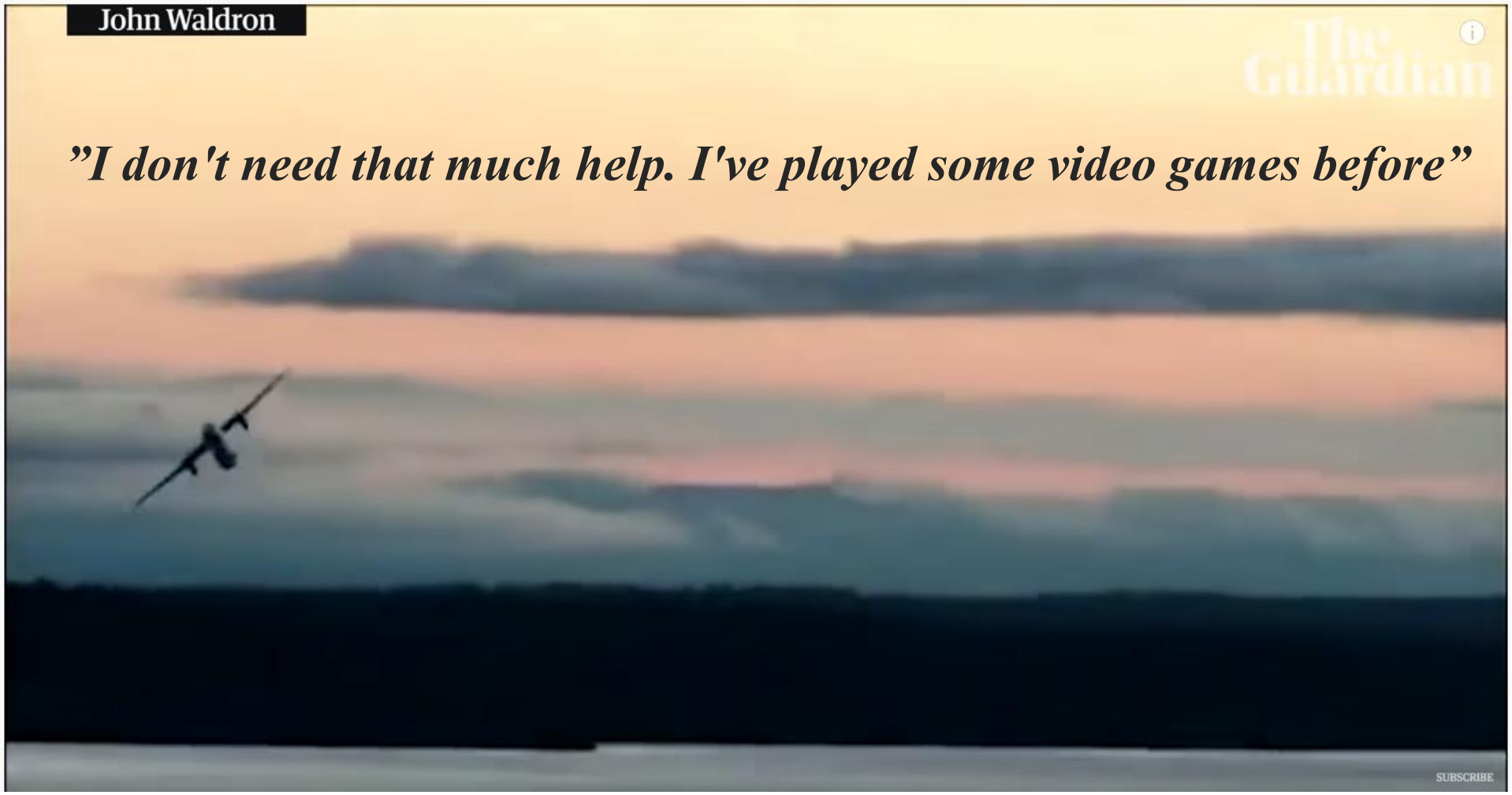
The man who stole a plane said he didn't need much help: 'I've played some video games'

By Jason Hanna, CNN

Updated 10:42 AM ET, Mon August 13, 2018




Ketron
Eastward



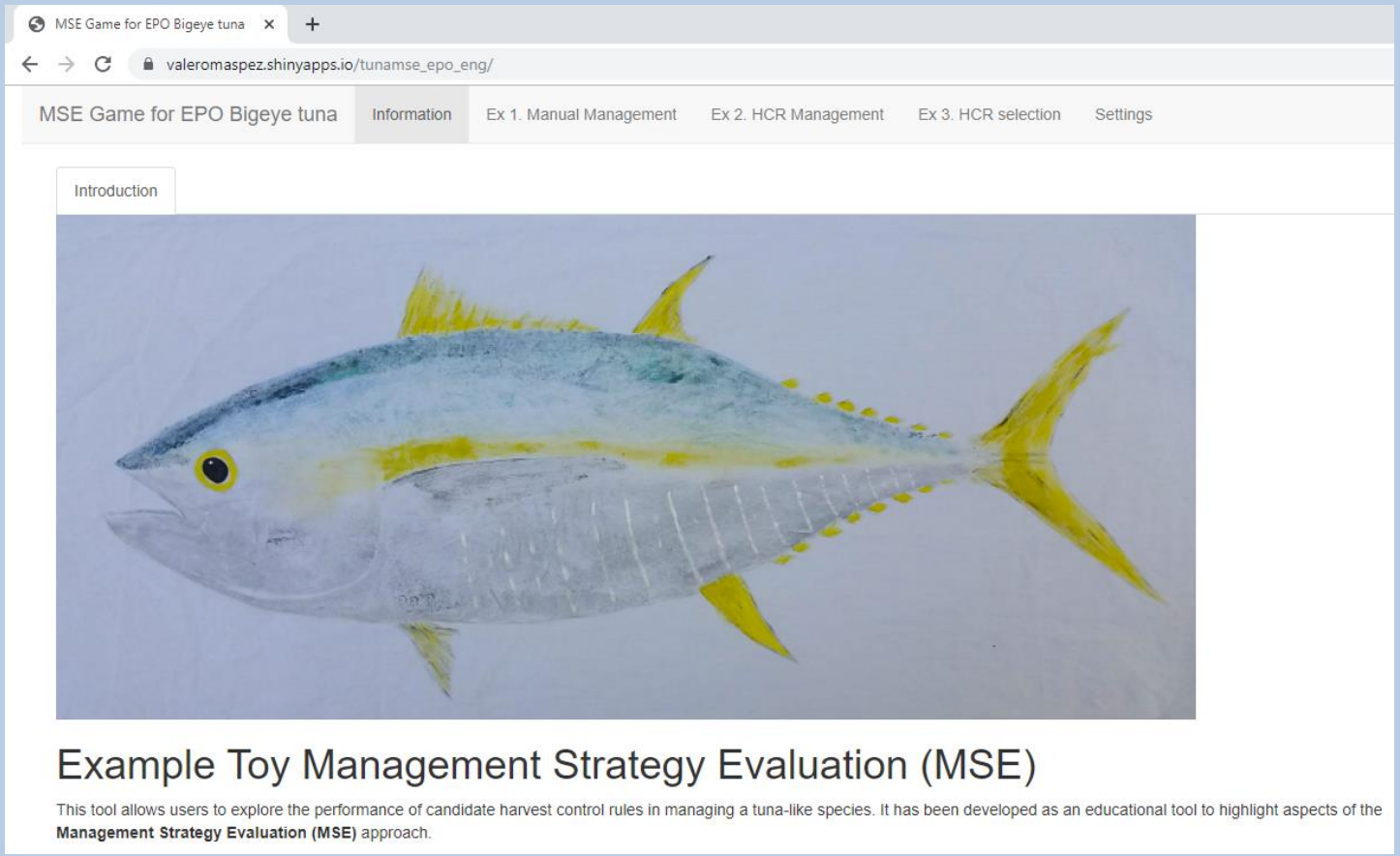
COROLARY: Playing videogames is not doing the actual real work…
This game IS NOT an actual Management Strategy Evaluation

What is this game about?

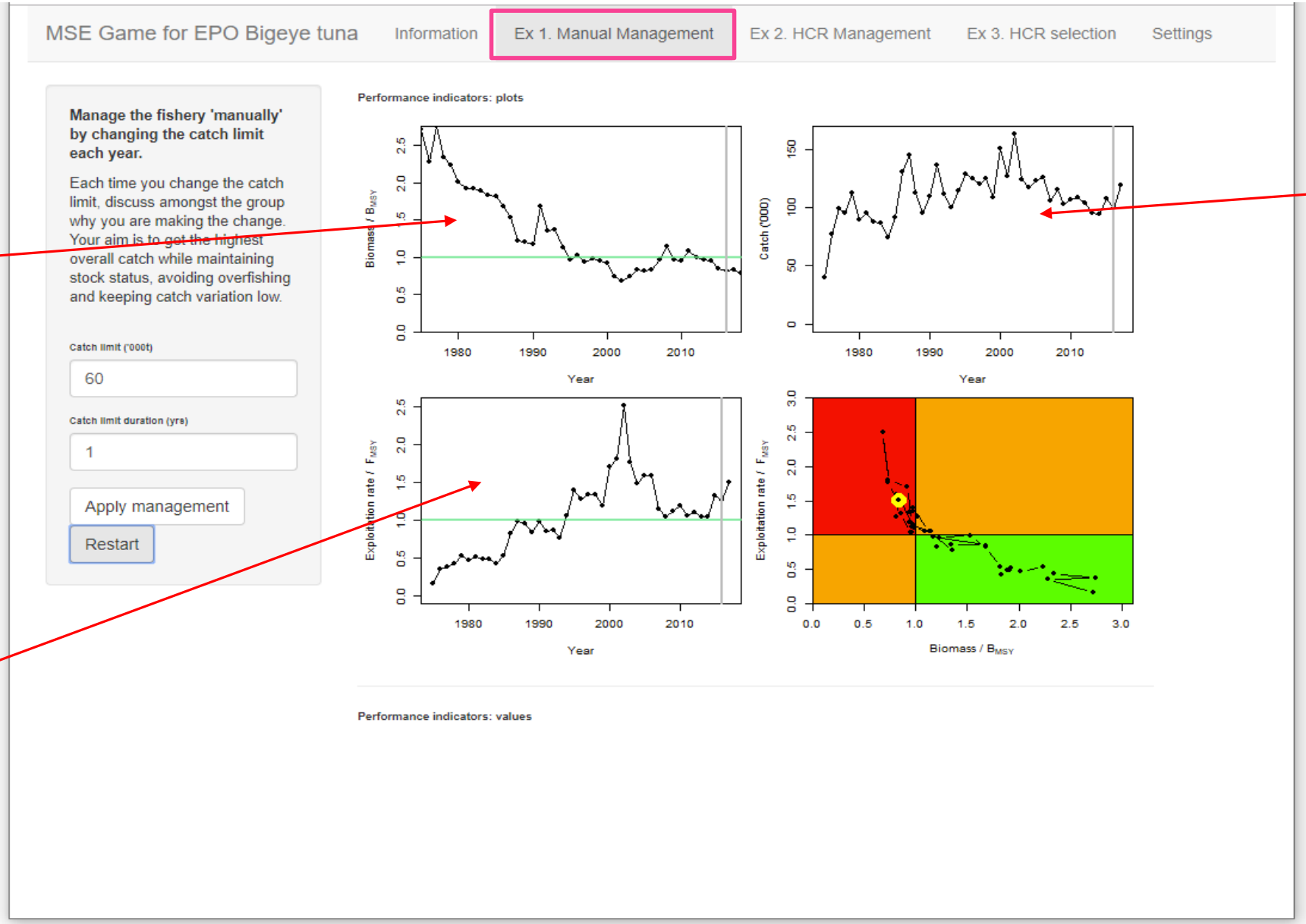
- Hands on exploration of Management Strategy Evaluation
- TunaMSE, simple tool to illustrate iteratively:
  - Population/Fishery model projections
  - Elements of the strategy evaluation process
    - Compare simple HCR
    - Interrogating performance measures to make comparisons between HCRs
  - Configured for EPO Bigeye tuna

How to use this game

https://valeromaspez.shinyapps.io/tunamse_epo_eng/



How to interpret game results

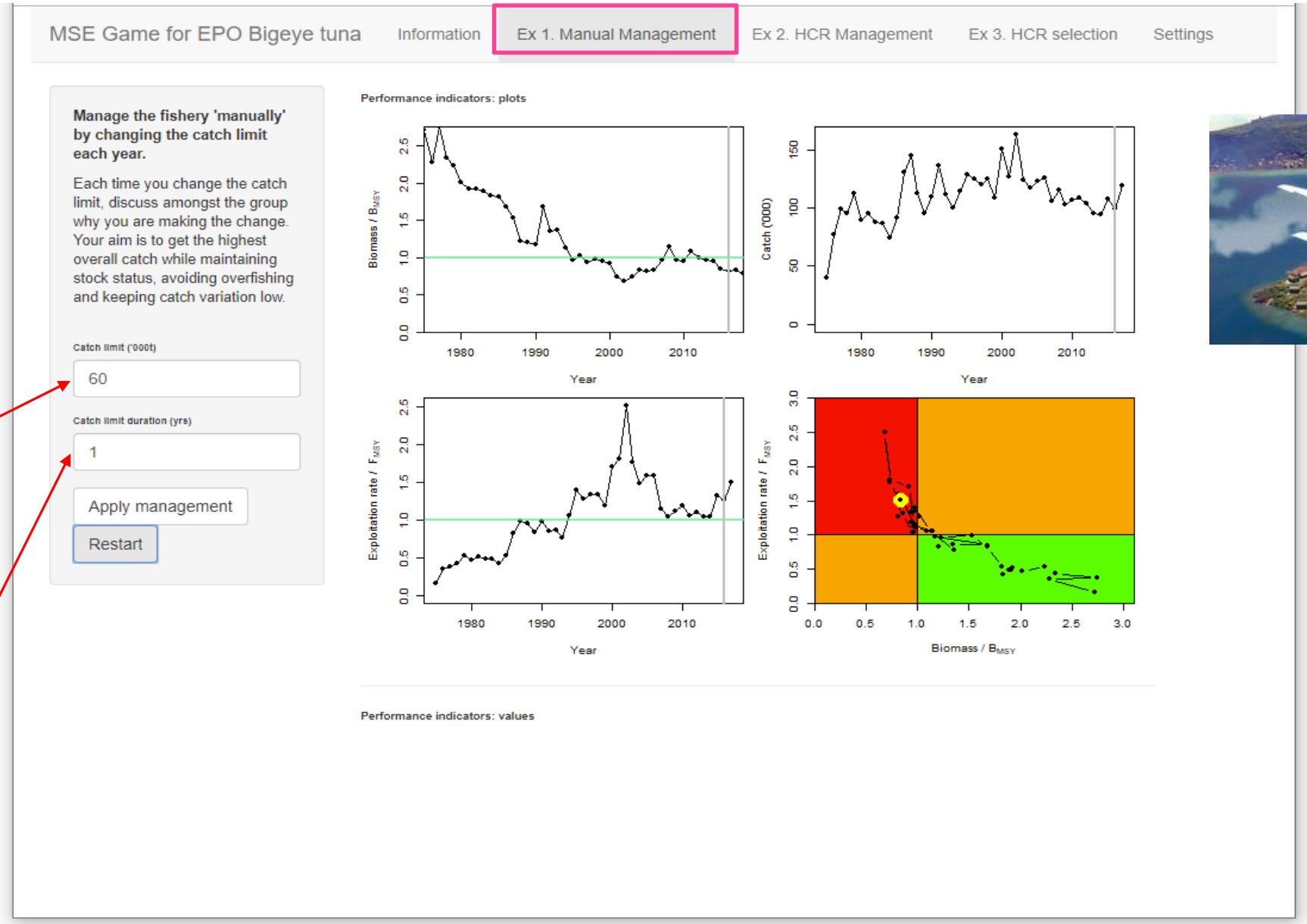


Biomass

Catch

Exploitation rate

How to play the game



Future catch
60,000 t

Management
cycle 1 year

Game settings and output

MSE Game for EPO Bigeye tuna | Information | Ex 1. Manual Management | Ex 2. HCR Management | Ex 3. HCR selection | Settings

Manage the fishery 'manually' by changing the catch limit each year.

Each time you change the catch limit, discuss amongst the group why you are making the change. Your aim is to get the highest overall catch while maintaining stock status, avoiding overfishing and keeping catch variation low.

Catch limit ('000t)

300

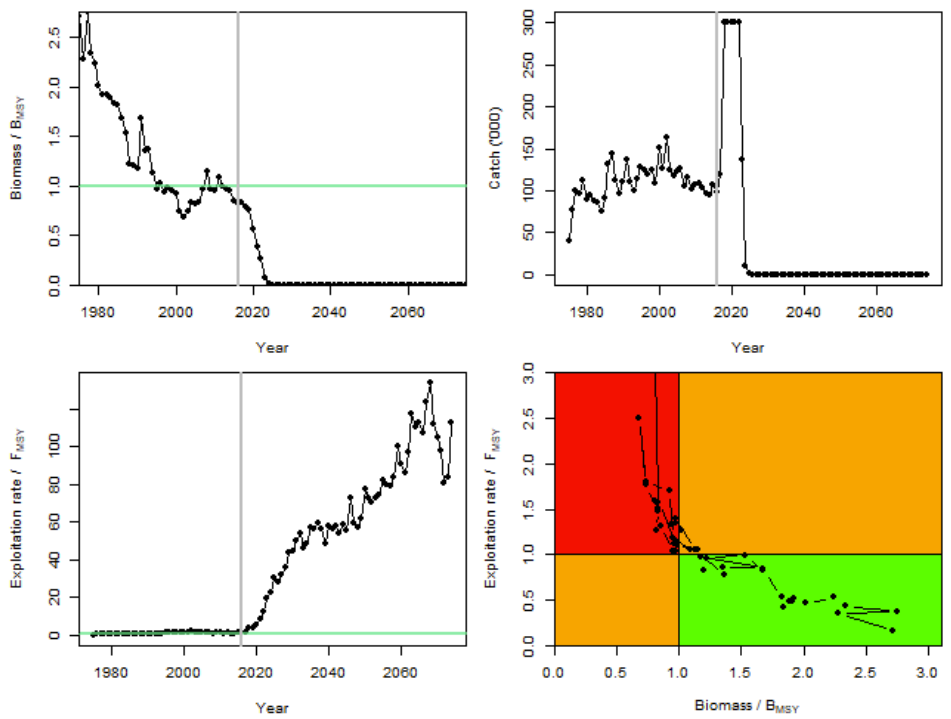
Catch limit duration (yrs)

35

Apply management

Restart

Performance indicators: plots



Performance indicators: values

	Stock status (B/Bmsy)	Fishing intensity (F/Fmsy)	Prob. green	Catch (kt)	Catch variation (%)
Current (2075)	0.00	85.25	0.00	0.00	61.46
Overall (2018-2075)	0.06	51.06	0.00	28.91	18.53

Future catch 300,000 t

Management cycle 35 years

Last year

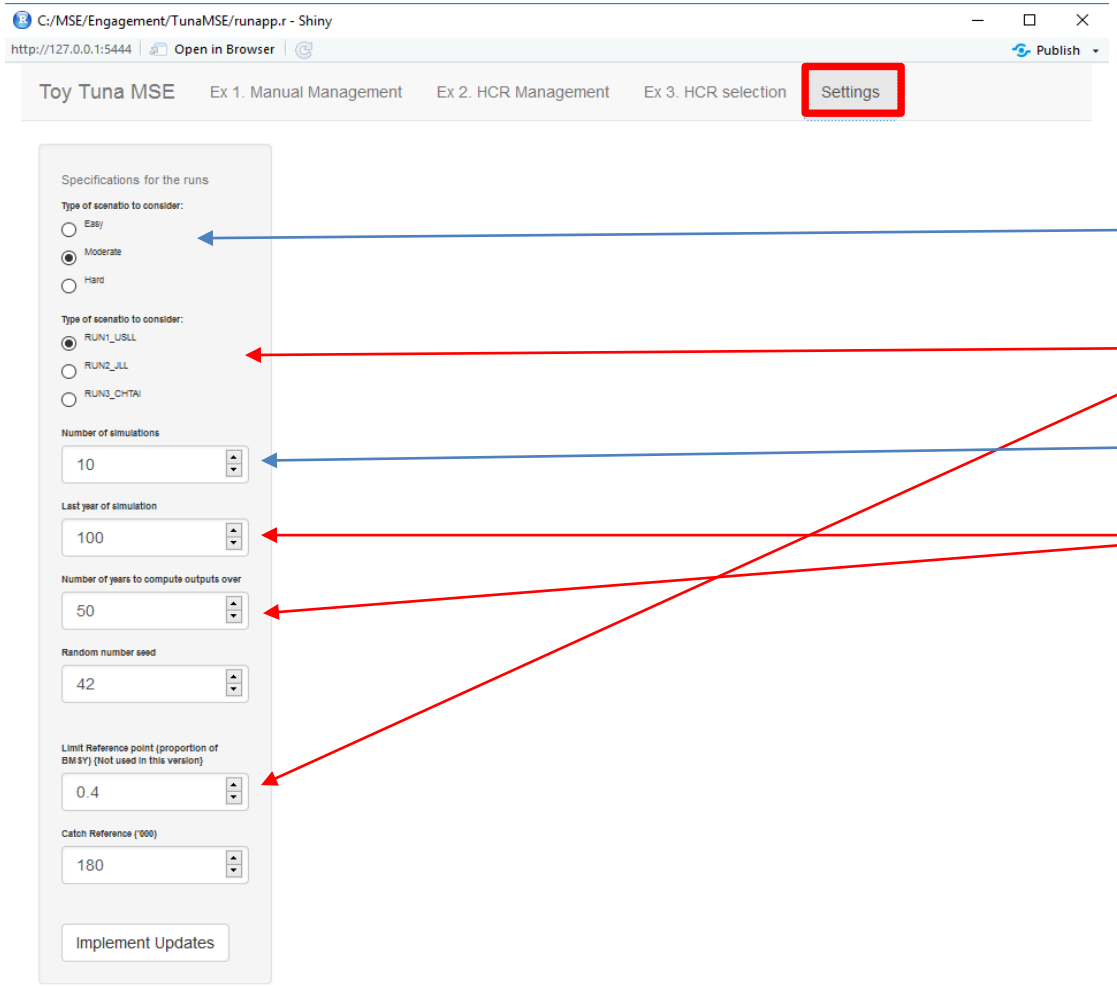
Overall

Performance metrics

- Stock Status - B/B_{MSY}
- Exploitation level - F/F_{MSY}
- Probability of being in the Kobe plot green area
- Catch
- Catch variability

- Are all indicators equally important?
- What is the time period of interest? Short, medium, long term?

Configuration panel



Tipe of scenario

Not used now

Number of simulations

Not used now

Exercise (1) – manual management

- Try projections with different catch levels and management cycle lengths.
  - Use graphs and performance metrics to check game outcomes and try different catch levels to keep the stock close to Bmsy
  - Examples:
    - 3 projection years, Catch = 60 kt
      - Followed by:
    - 3 projection years, Catch = 100 kt
      - Followed by:
    - 3 projection years, Catch = 120 kt

Exercise (2) – HCR management

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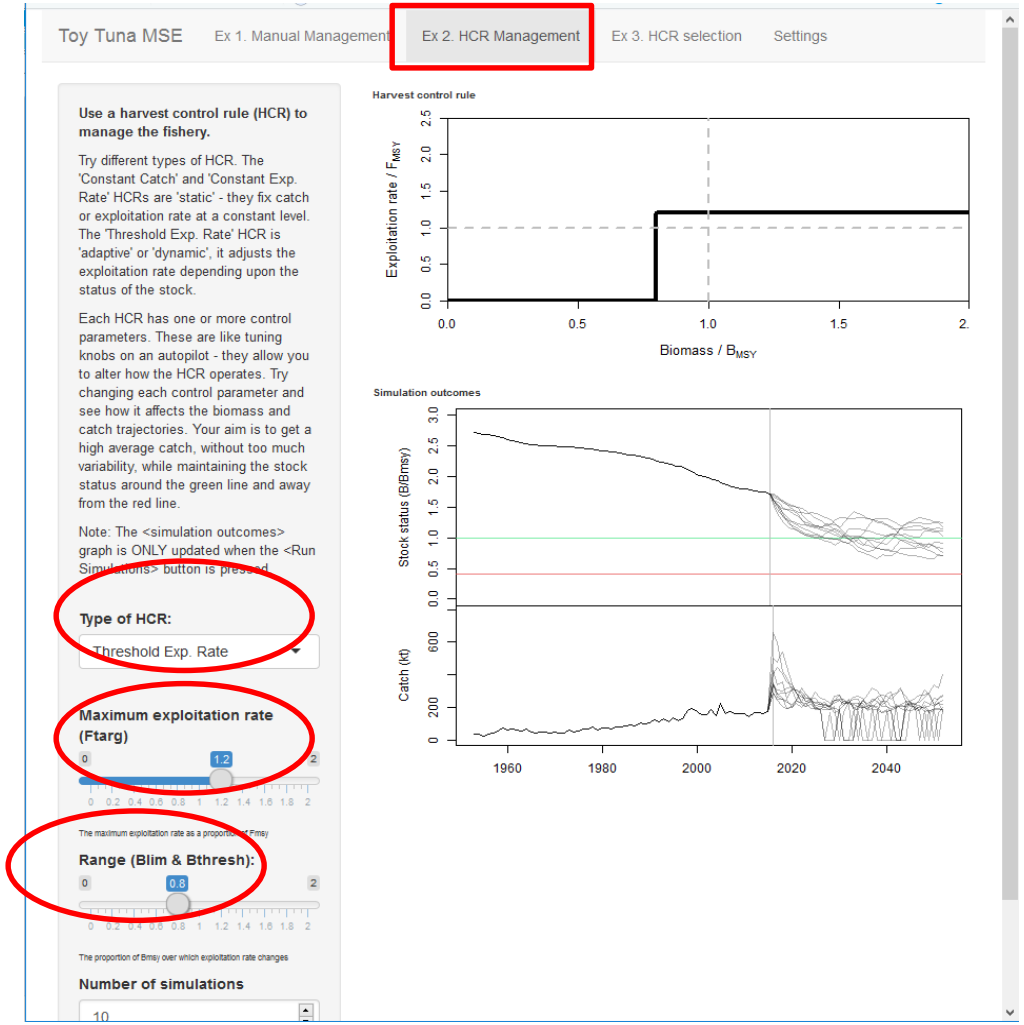
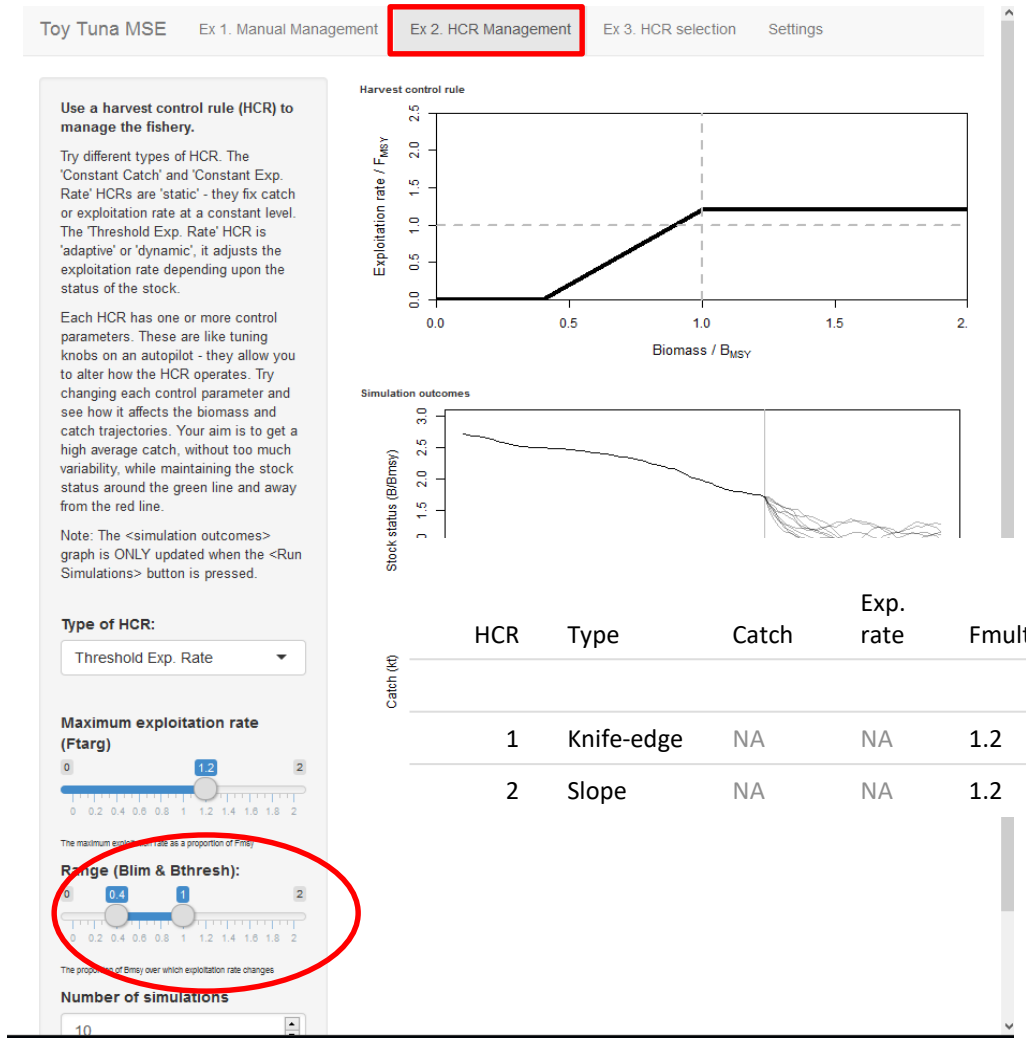
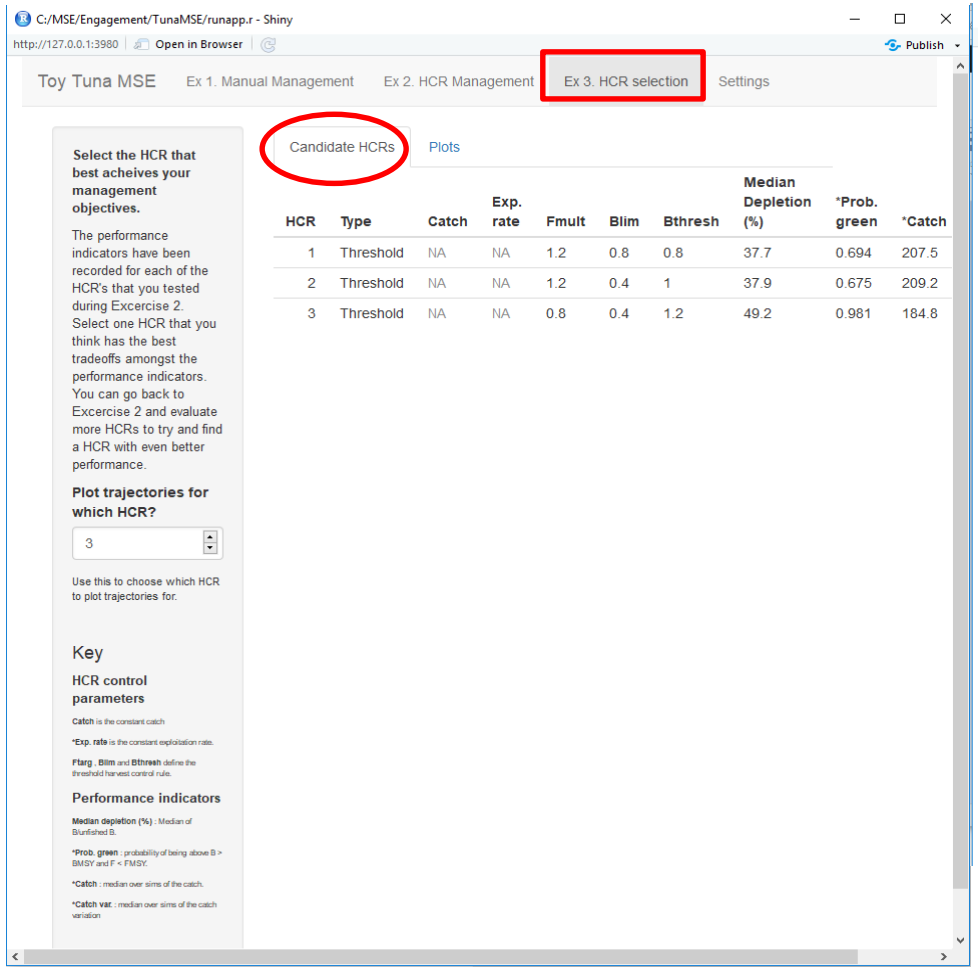


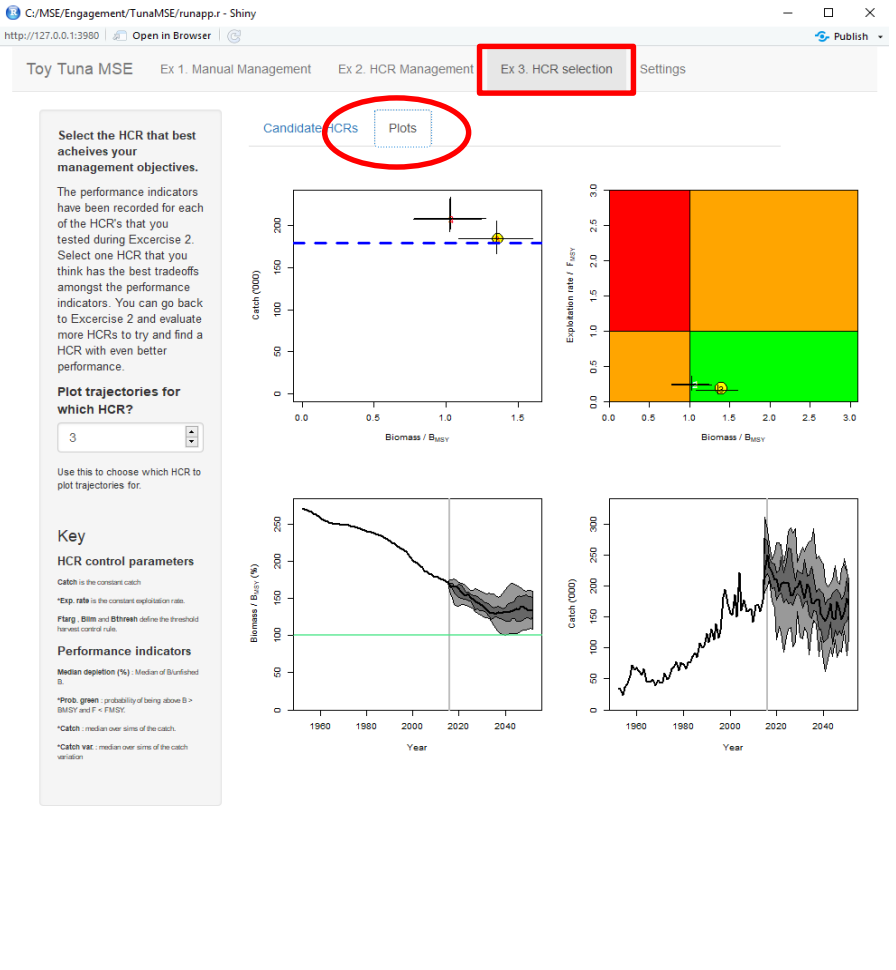
Exercise (2) – HCR management



HCR	Type	Catch	Exp. rate	Fmult	Blim	Bthresh	Median Depletion (%)	*Prob. green	*Catch	*Catch var.
1	Knife-edge	NA	NA	1.2	0.8	0.8	37.7	0.694	207.5	0.227
2	Slope	NA	NA	1.2	0.4	1	37.9	0.675	209.2	0.172

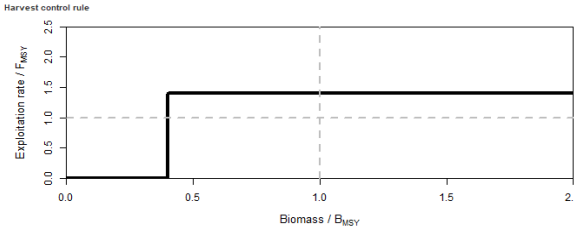
Exercise (2) – HCR management

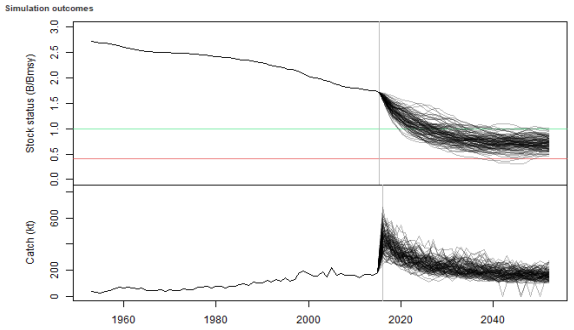




Examples of game results

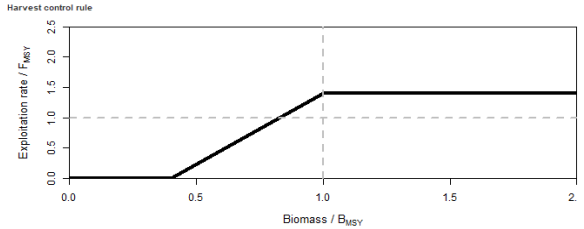
HCR 1

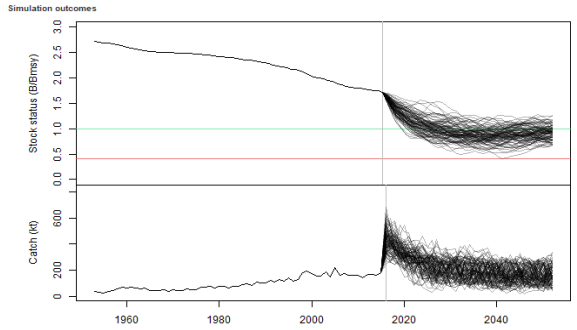




Aggressive

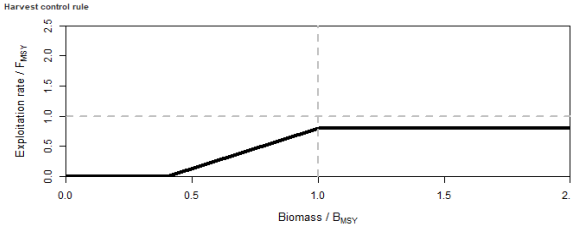
HCR 2

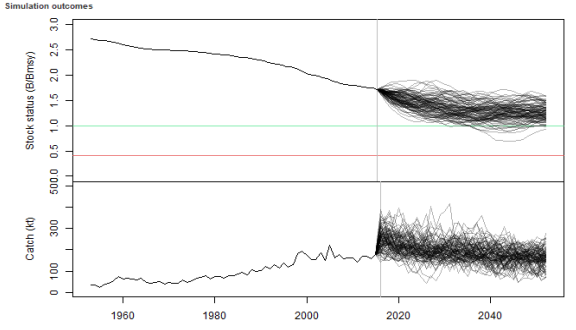




Moderate

HCR 3



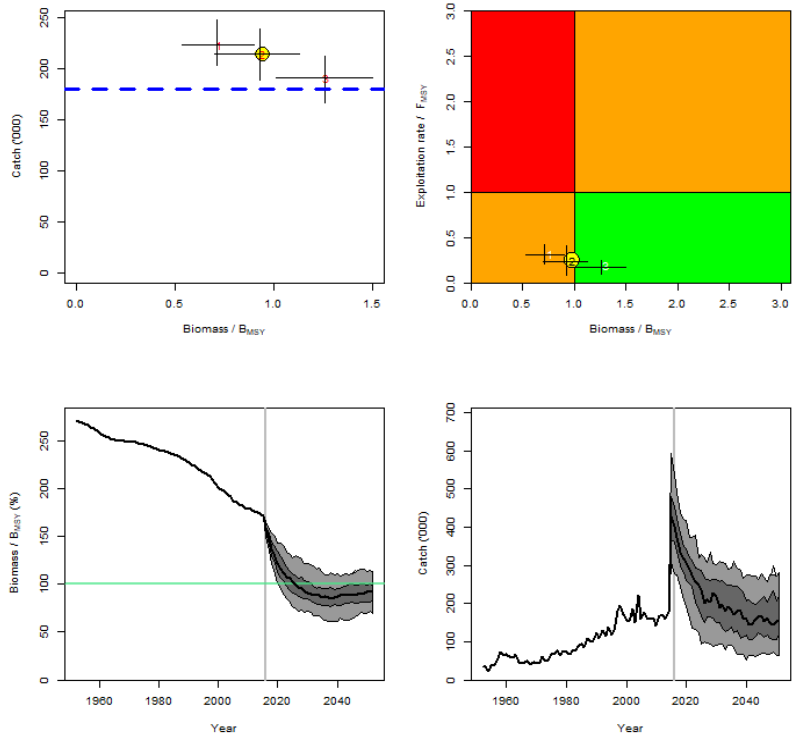


Conservative

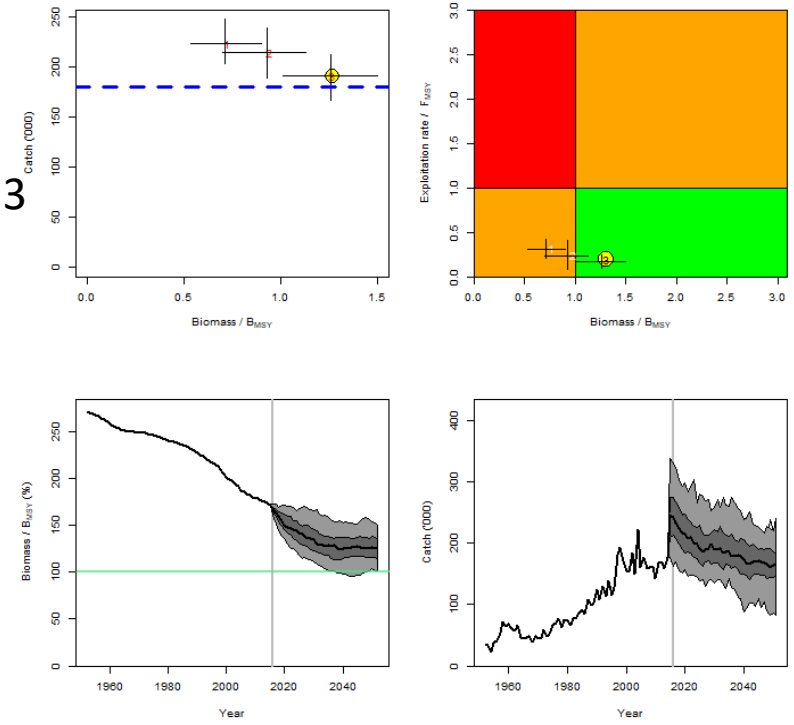
Examples of game results

HCR	Type	Catch	Exp. rate	Fmult	Blim	Bthresh	Median Depletion (%)	*Prob. green	*Catch	*Catch var.
1	Threshold	NA	NA	1.4	0.4	0.4	26.3	0.306	223.3	0.11
2	Threshold	NA	NA	1.4	0.4	1	34	0.419	214	0.2
3	Threshold	NA	NA	0.8	0.4	1	46.3	0.972	191.5	0.113

HCR 2



HCR 3



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Questions?