## WorldFish x AgUnity

# AquaData Workshop





## **Table of contents**

Introduction	3	Key takeways & retrospective 2	21
Workshop structure	4	Day 3: What are the big things we need to accomplish?	22
Day 1: Understand who we are and why we want to do this	5	What is the "spine"?	23
Double diamond diagram	6	Decisions / Pathways	24
Cone of uncertainty	7	Risk assessment	25
Problem statement	8	Data flow	26
Stakeholder mapping	9	Customer journey mapping	27
Value proposition canvas	10	Features brainstorm	28
Key takeways & retrospective 1	12	Wireframes	29
Day 2: What do we want to do?	13	MVP breakdown	30
Sea urchin model	14	Parking lot	31
Quality, accessible information brainstorm	15	Key takeways & retrospective 3	32
Stakeholder epics	16		
Stakeholder impact analysis	18		
"Spine" stakeholders	19		
Solutions impact analysis	20		

#### Introduction

The AquaData Workshop between AgUnity and WorldFish was held from November 15th to 17th, 2022 at the WorldFish facility, in Penang, Malaysia.

The objective of this 3-day workshop was to define parameters and an Agile approach to the design and development of a solution to support data and knowledge sharing on aquatic food systems within WorldFish and with external stakeholders.

#### **Participants**

WORLDFISH

Cristiano Rossignoli Alex Tilley Rodolfo Dam Lam Lorenzo Longobardi

AGUNITY

Angus Keck Nurvitria Kristofikova Jean-François Chénier Aline Galvao Rocha

AGILE COACH

Tom Boulet

#### **Workshop structure**

#### DAY 1: UNDERSTAND WHO WE ARE AND WHY WE WANT TO DO THIS

- Define a Problem Statement
- Identify stakeholders
- Brainstorm on stakeholder needs using a Value Proposition Canvas

#### DAY 2: WHAT DO WE WANT TO DO?

- Brainstorm on possible epics for initial deliverables
- Impact analysis of possible solution components
- Define high impact candidates for development

#### DAY 3: WHAT ARE THE BIG THINGS WE NEED TO ACCOMPLISH?

- Identify first candidate for development
- Ideation on requirements and possible features
- Defined epic for MVP

## Day 1

#### UNDERSTAND WHO WE ARE AND WHY WE WANT TO DO THIS

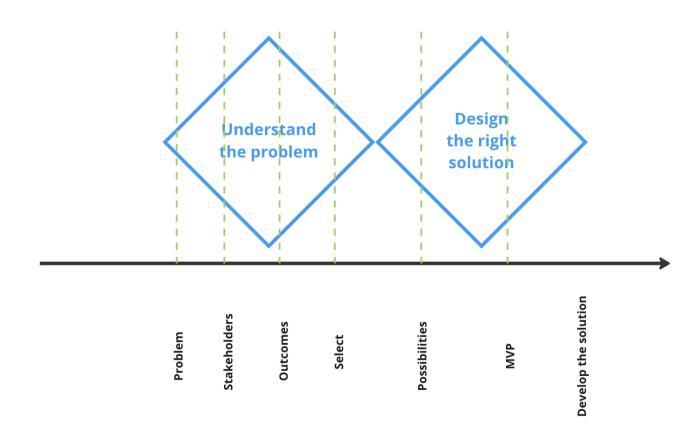
The main goals on day one of the workshop were to articulate the problem we are trying to solve, identify stakeholders and customers, and brainstorm about all the value that we could potentially create for those groups.





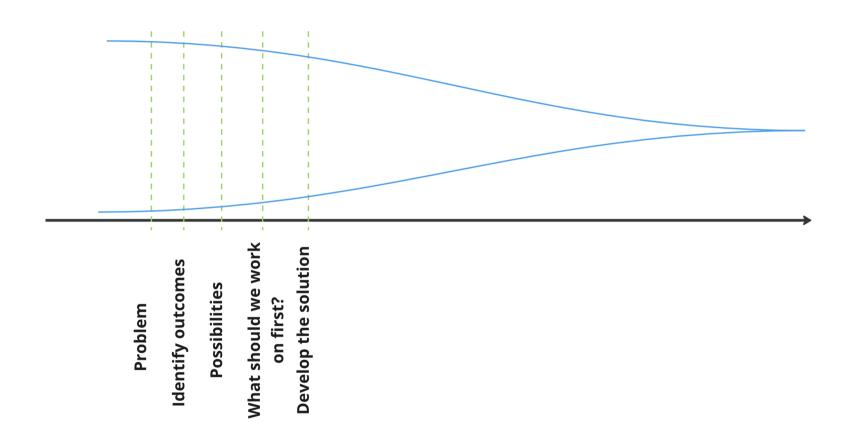
## **Double diamond diagram**

Demonstrates the cycles of convergence and divergence of ideas throughout the process.

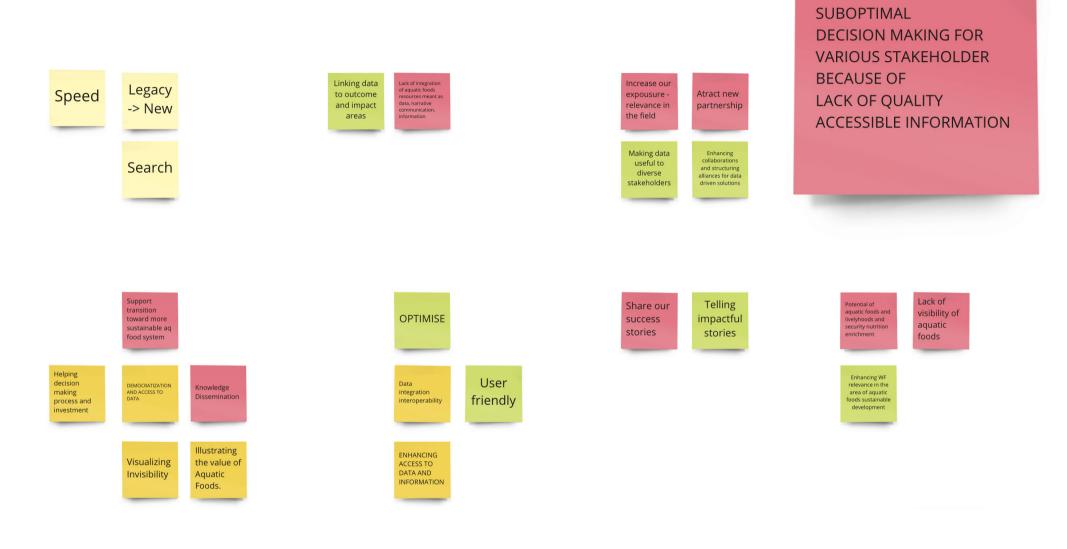


## **Cone of uncertainty**

Demonstrates how the solution is arrived at iteratively throughout the process rather than being defined up front.

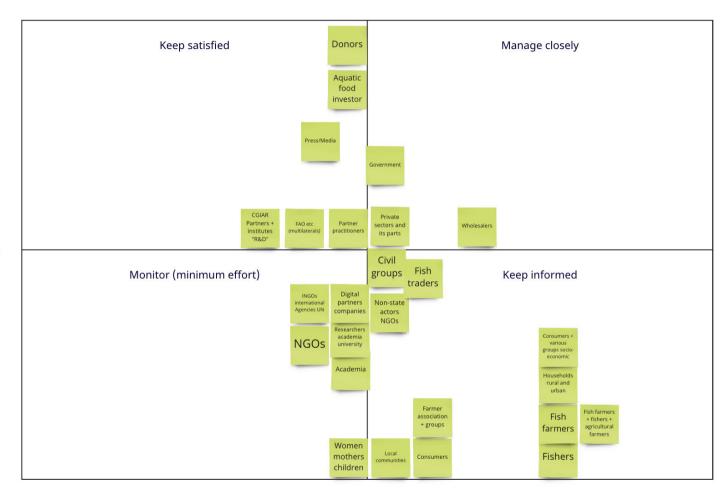


#### **Problem statement**



## **Stakeholder mapping**

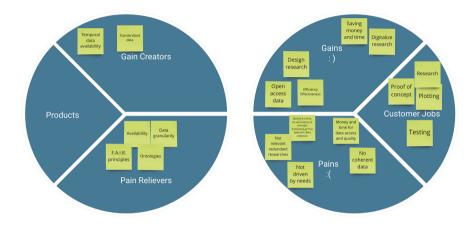
Increasing Power -->



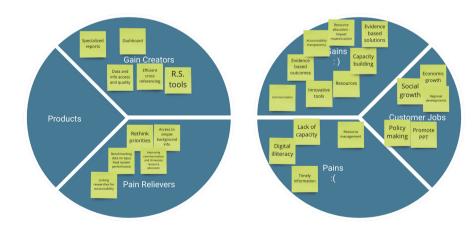
Increasing interest -->

# Value proposition canvas

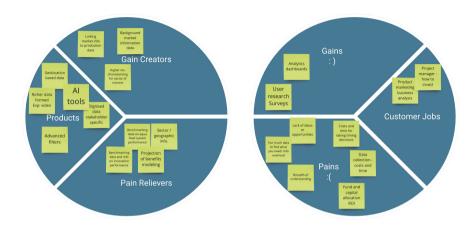
#### Academia Researchers



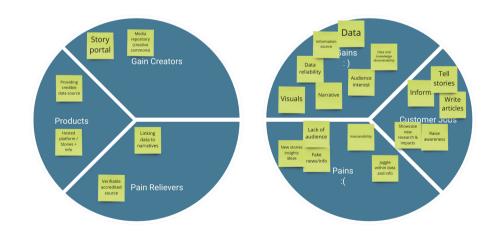
#### **Government and Ministries**



#### **Private Sector**

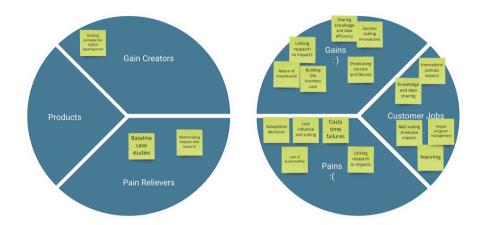


Press / Media

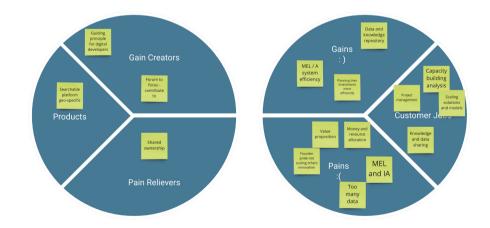


# Value proposition canvas

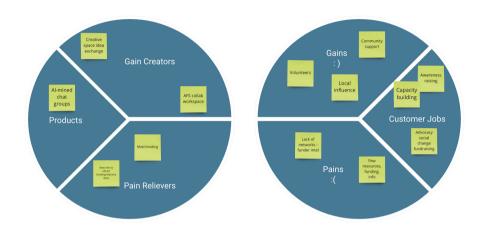
#### **CGIAR Centres**



## NGOs / Multilaterals (National/International)



#### CSOs Public/Private



## **Key Takeaways**



## Retrospective





## Day 2

#### WHAT DO WE WANT TO DO?

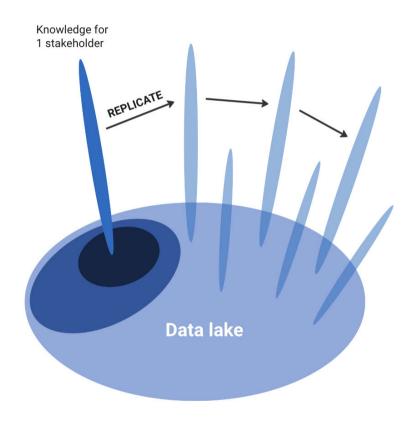
The second day of the workshop was focused on identifying what we want to deliver. We brainstormed around possible epics for initial deliverables, performed impact analysis of possible solution components, and defined high impact candidates for development.



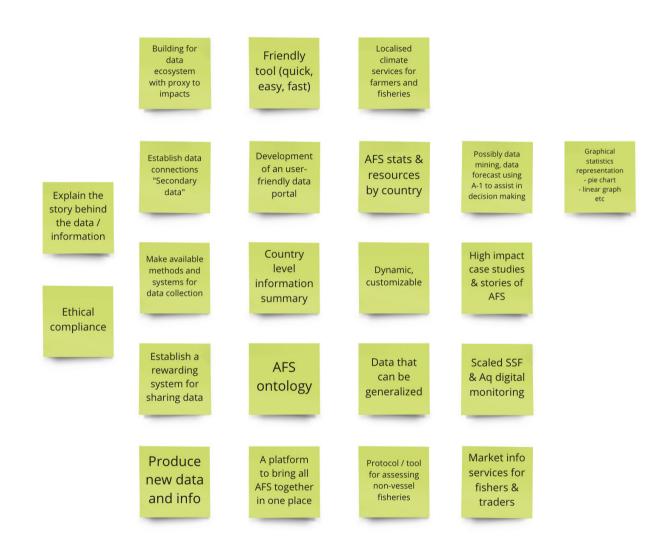


#### Sea urchin model

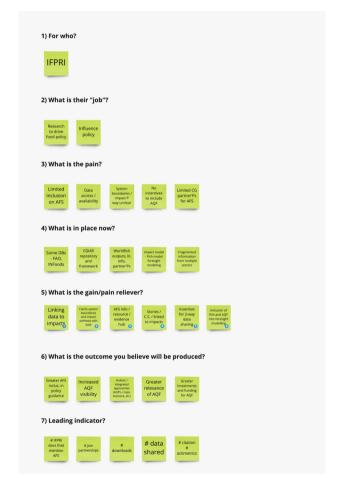
Visualization of the concept of picking one stakeholder to cater information to first. After success in a small domain, the same process can be replicated for other stakeholders, building informed access to the whole data lake over time rather than worrying about the data lake as whole to start with.



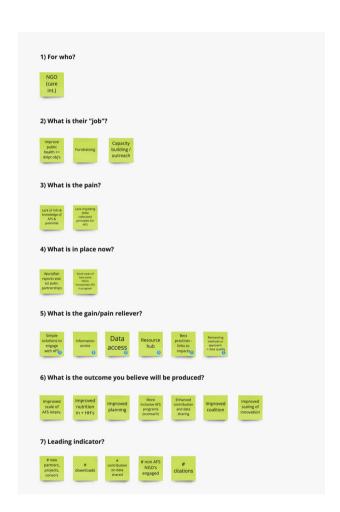
## Quality, accessible information brainstorm



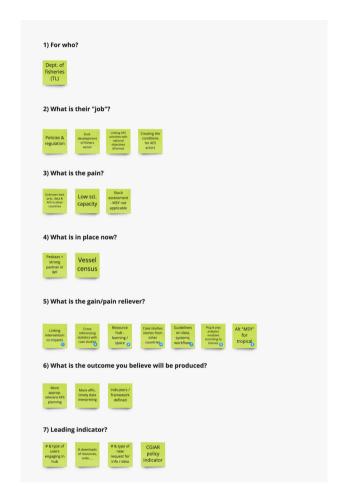
## **Stakeholder epics**







## **Stakeholder epics**

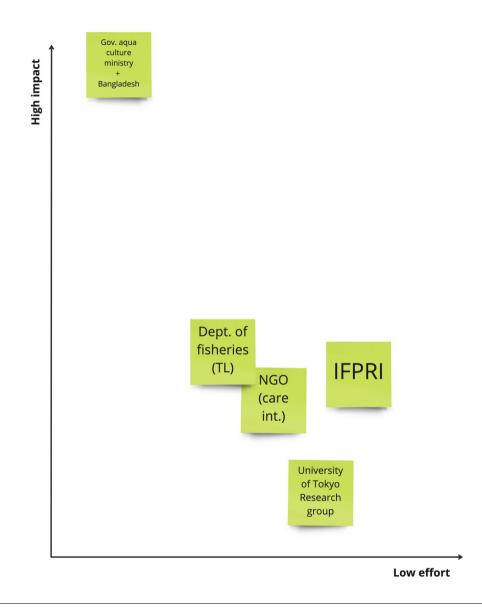




#### Stakeholder impact analysis

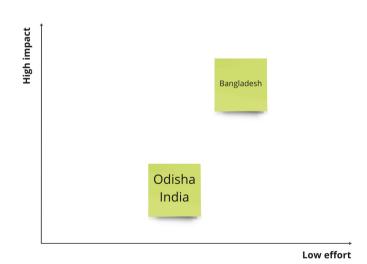
After documenting the solution components that would add value for each stakeholder, the team used the impact analysis diagram to evaluate which solution would have the highest impact with the least effort.

Important to note the finding that if we removed solution number 1 from the "Gov. aqua culture ministry + Bangladesh" we would be able to move it to the right in the graph and have a high impact solution for less effort.

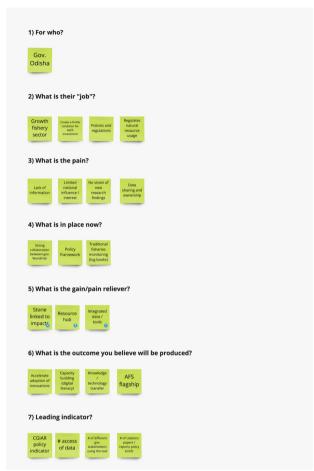


### "Spine" stakeholders

This was deeper analysis of the "Goverments and ministries" stakeholder to better understand the impact and effort differences between possible "customers".

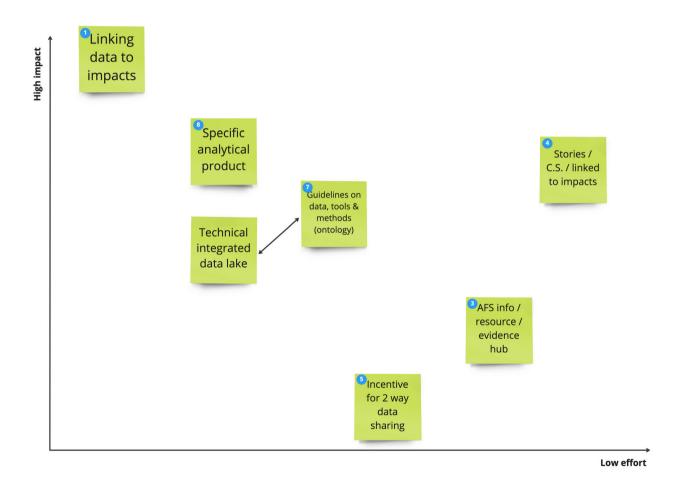






## Solutions impact analysis

Gains/pain relievers for all stakeholders were grouped, and each group was numbered for the analysis below:



## **Key Takeaways**

#### Sea Focusing on smaller Love when the **Impact** Urchin group grabs components / urchin graph the reigns targets is model from me. becoming easier scaling spine Success! to identify How to find Focus on Data -> Impact / Process of the strongest solutions and divergence before effort information converge urchin spine? articulation of thinking is stories eemingly tedious problem / or how to but is worth it! useful status p make it... outcomes Value of Right people Nice to find Crazy respect for Usable Worldfish guys! So the converging ideas real examples that apparently complex issues different and so much MEL address several thorough thinking stakeholders! passion! exercises Sea Low hanging From pond Impact measurement fruit not urchin / lake to "Wicked always what challenge" spine model expected

#### Retrospective





Explanation of graphs even 4 scientists

GAH!

Still the plastic :(

The shrimp was too difficult to eat Man that juice is sweet

The blocker

## Day 3

#### WHAT ARE THE BIG THINGS WE NEED TO ACCOMPLISH?

On day 3 of the workshop we focused on identifying what needs to be accomplished next. We identified first candidate for development, ideated on requirements and possible features, and defined an epic for the MVP.



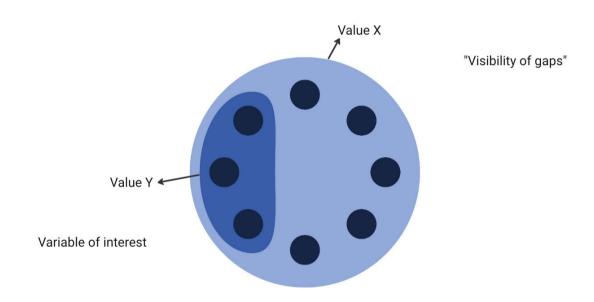


## What is the "spine"?

A. Slice of country-wide knowledge ("stories", "narrative")

OR

B. Small local slice replicable

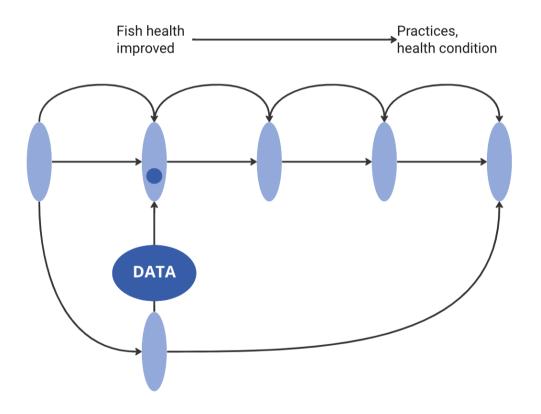


**Decide least aggregation that produces** the largest impact

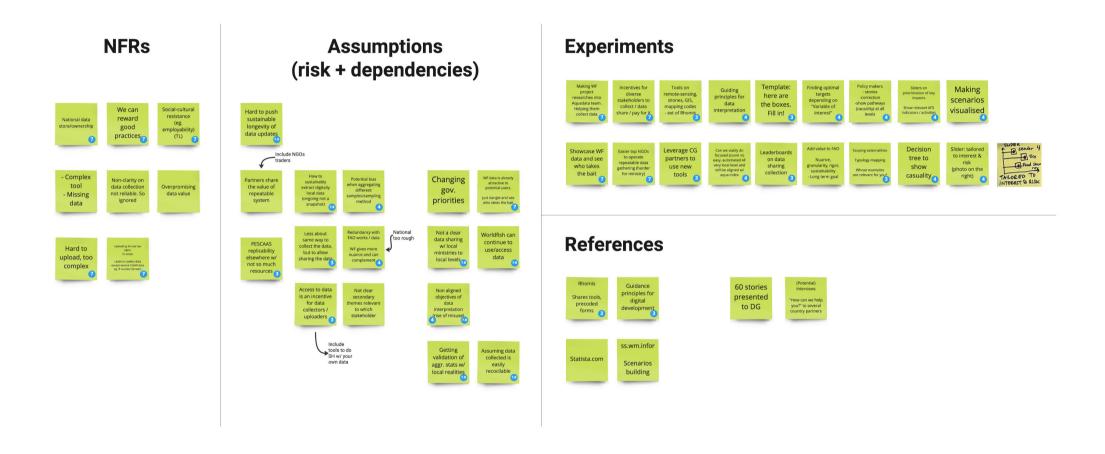
## **Decisions / Pathways**

Planning phase of intervention. Prioritization of investment.

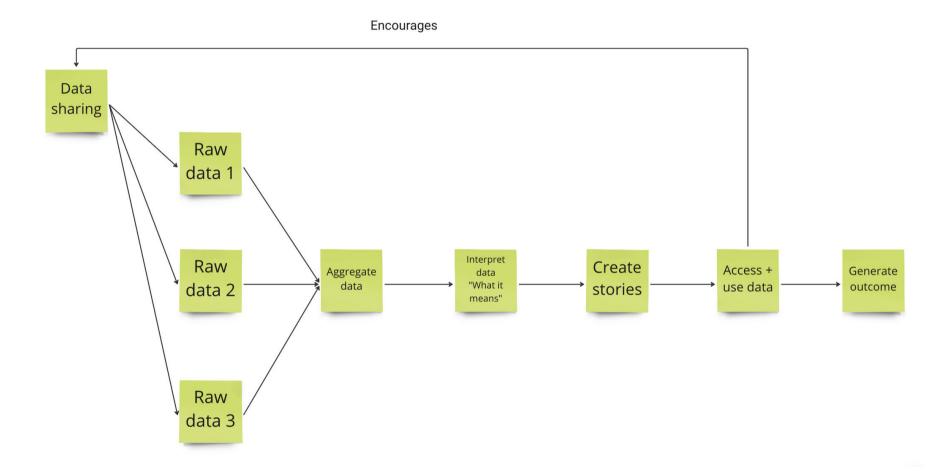
- Compare paths
- Visualize different decisions
- Awareness of options



#### Risk assessment

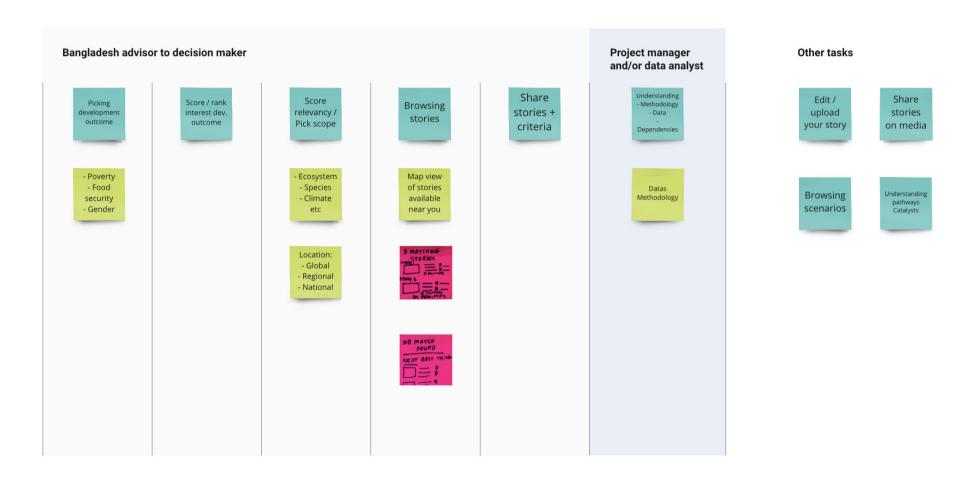


## Data flow

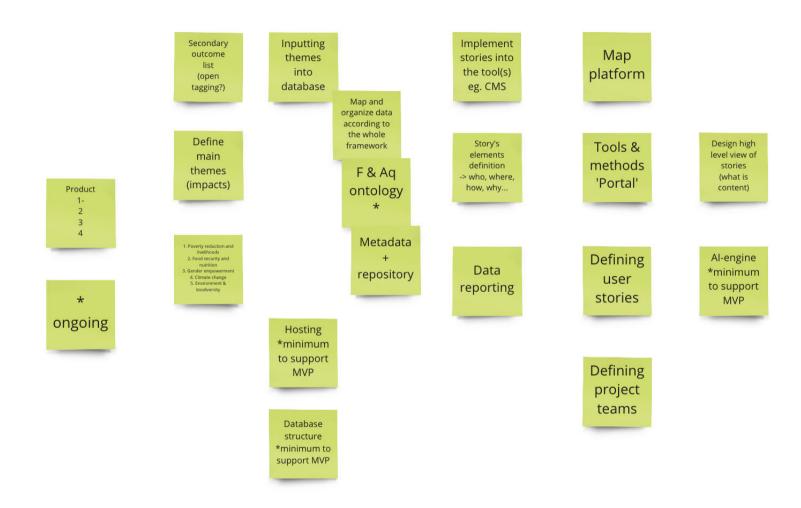


## **Customer journey mapping**

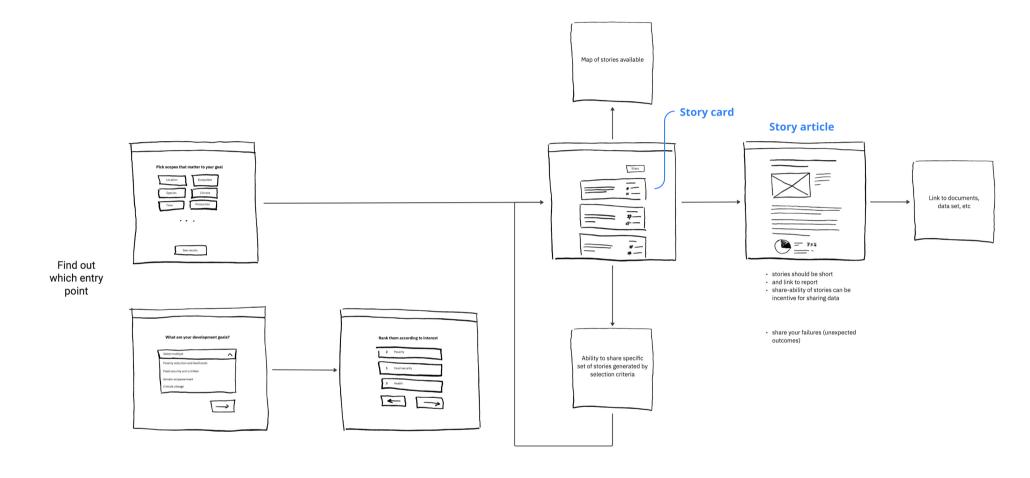
As an advisor, I want \_\_\_\_\_so that I can convince on \_\_\_\_\_



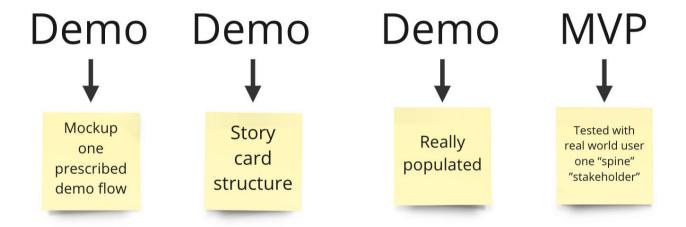
#### **Features brainstorm**



#### Wireframes



#### **MVP** breakdown



## **Parking lot**

The parking lot was used as an area to put thoughts and ideas that didn't have time to be mentioned during the workshop.

Guiding principles

Autogenerate impact report for donors

Tik-tok for science

Problem statement form or process for stakeholders

**Ethical** data policy

Auto-policies generator based on data analytics

Ontology interpreter / Al-tool

Story telling narrative videos

## **Key Takeaways**

#### Zoom in You never Financial Tik tok Always Remember sustainability know where deliver zoom f\*\*\*s you in the cone things are stories some value the end out going to go Priority Don't be Always be Such a pleasure to reminded of But Brainstorms do a workshop w/ such a value / solution are tiring... strong collabs + productive outcome, not smart participants scientist oriented functions Spine I'm such a Science Narrow and Think of clarify - ideate even narrower tangible value communities VS BraiNSTORming scope to digest for every at core of not + develop / interaction lake & act! first release implement Tom's Look at the Complex Motivation whole, Unexpected Gaps and sea challenges for change outcomes opportunities focus on urchin© the value Urchin Got to an MVP Face to face Shark is concept that workshop gives model feels doable, more fish, too! dimensions and valuable & analogy graciousness scalable

## Retrospective

