



### **DESCRIPTION**

Interest in the conservation and exploitation of seamounts and their associated biological communities has highlighted a need to improve understanding of seamount ecosystems and the threats they face, as well as considering the management of activities that take place around them. Survey data is usually dispersed in geographical locations and stored in heterogeneous formats, such as video, text documents, proprietary binary formats, spreadsheets, among others, making it a challenge to manage its life cycle and to provide dissemination means that enable its reuse by other stakeholders. Results of this project will provide new means to curate and access original datasets and a set of interoperable services to disseminate observation data, thus providing baseline information for management and sustainable use in the Portuguese marine environment, as well as to the development of the marine strategies for the continuous assessment and maintenance of the good environmental status (GES).

# PROJECT PROMOTER

INESC TEC - Institute for Systems and Computer Engineering, Technology and Science

## PROJECT PARTNER

Portuguese Sea and Atmosphere Institute (IPMA)

# TOTAL COST

229.221€

### TOTAL ELIGIBLE COST

229.001€

#### **EEA Grant**

194.651€

#### OUTCOME

Outcome#3 - Increased capacity for assessing and predicting environmental status in marine waters

### OUTPUT

Management, information and surveillance systems on the marine environment, human activities at sea and the atmosphere are integrated and linked to geographical data

# INDICATOR (I)

Number of different systems which information has been integrated

### TARGET (I)

2

# INDICATOR (II)

Number of different domains (human activities, marine environment monitoring, socio-economic impacts) which information has been integrated

# TARGET (II)

2

#### INDICATOR (III)

Number of different services developed, exposing the integrated information

### TARGET (III)

7

#### INDICATOR (IV)

Number of different developed added value services TARGET (IV)

2



