(2) AT THE INVITATION OF THE MEMBERS, TEAM ADVISORS MAY ASSIST WITH PROJECT DESIGN, PROPOSAL PREPARATION, AND PROJECT–RELATED RESEARCH.

(E) IF A PROJECT IS FUNDED BY THE TEAM, THE TEAM SHALL MAKE PUBLIC THE PROJECT'S DESIGN AND RESULTS ON THE DEPARTMENT'S WEBSITE AND BY OTHER METHODS DETERMINED BY THE TEAM OR AS REQUIRED BY LAW.

SUBTITLE 10B. INNOVATIVE SEAFOOD TECHNOLOGIES PROGRAM.

10–10B–01.

(A) THERE IS AN INNOVATIVE SEAFOOD TECHNOLOGIES PROGRAM.

(B) THE PROGRAM SHALL:

(1) WITH INDUSTRY AND OTHER RELEVANT PARTNERS, EVALUATE EACH CORE MARYLAND FISHERY EXISTING AND INNOVATIVE SEAFOOD TECHNOLOGIES TO DETERMINE THE NATURE AND EXTENT OF LIMITATIONS ON EXPANSION AND PROFITABILITY AND TO IDENTIFY POTENTIAL STRATEGIES FOR GROWTH;

(2) CONDUCT APPLIED STUDIES, INCLUDING COMPARISONS OF ALTERNATIVE PROCESSING METHODS OR SPECIES SUBSTITUTION, TO DETERMINE EFFECTIVE AND EFFICIENT METHODS TO EXPAND THE PRODUCTION AND PROFITABILITY OF THE CORE MARYLAND FISHERIES MARYLAND SEAFOOD;

(3) CONDUCT MARKET TESTS TO DETERMINE NEW PRODUCT ACCEPTABILITY AND POTENTIAL DEMAND;

(4) AS APPROPRIATE, IMPLEMENT PILOT PROJECTS AND SMALL COMMERCIAL DEMONSTRATIONS TO RESOLVE ANY OUTSTANDING QUALITY OR PRODUCTION ISSUES AND TO EDUCATE INDUSTRY REPRESENTATIVES, REGULATORS, AND OTHER PARTNERS;

(5) SUPPORT THE SEAFOOD INDUSTRY IN ITS EFFORTS TO IMPLEMENT INNOVATIVE PROCEDURES AND TO COMPLY WITH ASSOCIATED REGULATIONS; AND

(6) ENHANCE THE AWARENESS OF INNOVATIVE PRODUCTS AND PROGRAMS AMONG COMMERCIAL BUYERS AND THE GENERAL PUBLIC.

(C) AS APPROPRIATE, THE PROGRAM SHALL UTILIZE THE EXPERTISE OF REPRESENTATIVES OF THE SEAFOOD PROGRAM MANAGEMENT TEAM, THE SEAFOOD INDUSTRY, INCLUDING SEAFOOD HARVESTERS, PRODUCERS, PROCESSORS, BUYERS, AND FOOD INDUSTRY SUPPLIERS, AND GOVERNMENT AND RELATED ACADEMIC FIELDS.

10–1301.

(a) (1) The General Assembly defines aquaculture as an agricultural activity.

(2) "Aquaculture" includes the commercial rearing of finfish, shellfish, and aquatic plants for sale, trade, barter, or shipment.