



**SPARCS**

Sustainable energy Positive & zero cARbon Communities

# WP5 Webinar: “Glossary of Concepts” (Quality Assessment Template, T1.6)

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## Introduction: The Quality Assessment Template & The Glossary of Concepts (GoC)

Designed under Task 1.6 by SPI, the Quality Assessment Template (QAT) is an operational tool developed with 2 main objectives:

- Assess the quality of the social engagement procedures horizontally developed by the different WP throughout the project;
- Provide a standardized form allowing to duly report these social engagement activities (actions, tools, instruments and procedures), leading to the D1.10.

**The Glossary of Concepts is a supporting document, to be used whenever you have doubts regarding the concepts used in the QAT questions.**

## 1<sup>st</sup> Slot: Key methodological issues in social engagement activities

1. Social engagement processes are 'context-dependent', and these contexts are not static. This means that a one-size-fits-all approach is not possible.
2. In order to ensure 'coherence' to social engagement processes, prior clarification of the main 'assumptions' (rules of the game canvas) is needed.
3. The selection of specific tools depend on the aim(s) of the social engagement activity, and not the opposite. However, the 'problem' can be re-framed after the activity.
4. Planning the 'right' time is quintessential in order to trigger interactive mechanisms and take into account different participants perspectives.

## 1<sup>st</sup> Slot: Key methodological issues in social engagement activities

5. A social engagement activity elucidate tacit knowledge of participants, through the activation of interactive mechanisms, within a co-production process.
6. A social engagement activity needs a technical task force which comprise an implementation team (to facilitate the activity) & a supporter team/person (to report the activity and collect results).
7. A social engagement activity needs prior clarification of operational issues: physical infrastructures; communication concerns (e.g use of local languages); organizational and financial resources, etc.
8. Social engagement activities can have effects in the post-project implementation, but the 'action (self)sustainability' (result of the engagement activity) depends on the 'conditions' developed within the implementation phase.

## 2<sup>nd</sup> Slot: Selection of concepts & tools from the GoC

### 1. Co-production as a meaning or as a mean?

- ‘Cooperation’ ≠ ‘Collaboration’ ≠ ‘Coordination’.
- ‘Integration’ = a more sophisticated stage. It implies a modification (soft/hard) of actor’s conventional practice (e.g policy integration).

### 2. Organizational learning

- Organizational learning is possible through cross-sectorial knowledge transfer, (by the activation of interactive mechanisms) and represents the result of the engagement process.
- ‘Tacit knowledge’ is the main driver of the engagement process, therefore adequate methods are needed in order to ‘spell out’ participant’s knowledge;

## 2<sup>nd</sup> Slot: Examples of methods from the GoC

Public engagement methods differs from each other:

- ≠ Scales (of analysis)
- ≠ Levels (of intervention)
- ≠ Themes (Object)
- ≠ Agents (involved)
- ≠ Domains (scientific)

However, methods can be combined, depending on the aim of the engagement activity.

## 2<sup>nd</sup> Slot: Examples of methods from the GoC

### Charrette

- Participatory approach to visioning in urban planning;
- Short/Medium/Long term future of places and territories;
- Spatial, Territorial and Thematic focus;
- 'Draw' a desirable city future.



## 2<sup>nd</sup> Slot: Examples of methods from the GoC

### Charrette

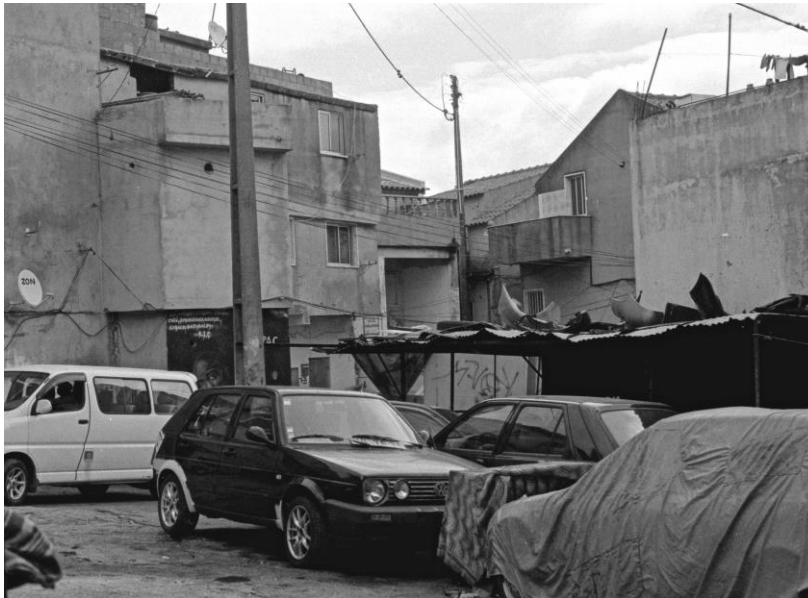
(Ref. Modus, 2018)

- “One day/Multi-day event that tackle difficult, design related issues, where community members design alongside subject matter experts and designers”
- “At key points throughout design development, participants help brainstorm and contribute ideas. The group is divided into sub-groups or breakout groups to focus on a particular problema”.
- “These sub-groups then present their work to the full group to generate further discussion. This process may be repeated several times, with groups iterating on their previous ideas”.

## 2<sup>nd</sup> Slot: Examples of methods from the GoC

### Charrette. Example

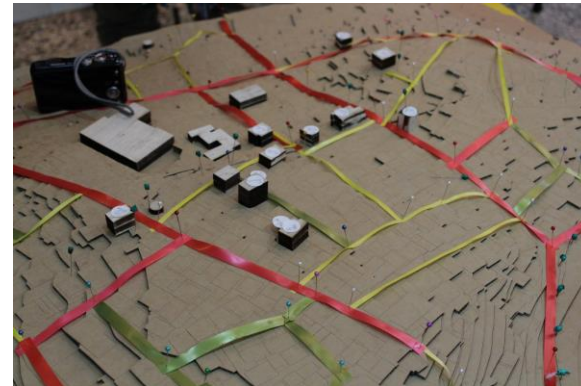
Research Project “Exploring the contribution of relational space for promoting the right to the city”  
(FCT/EXPL/ATP-EUR/1772/2012) - Cova da Moura, Lisbon Metropolitan Area (Portugal)



## 2<sup>nd</sup> Slot: Examples of methods from the GoC

### Charrette. Example

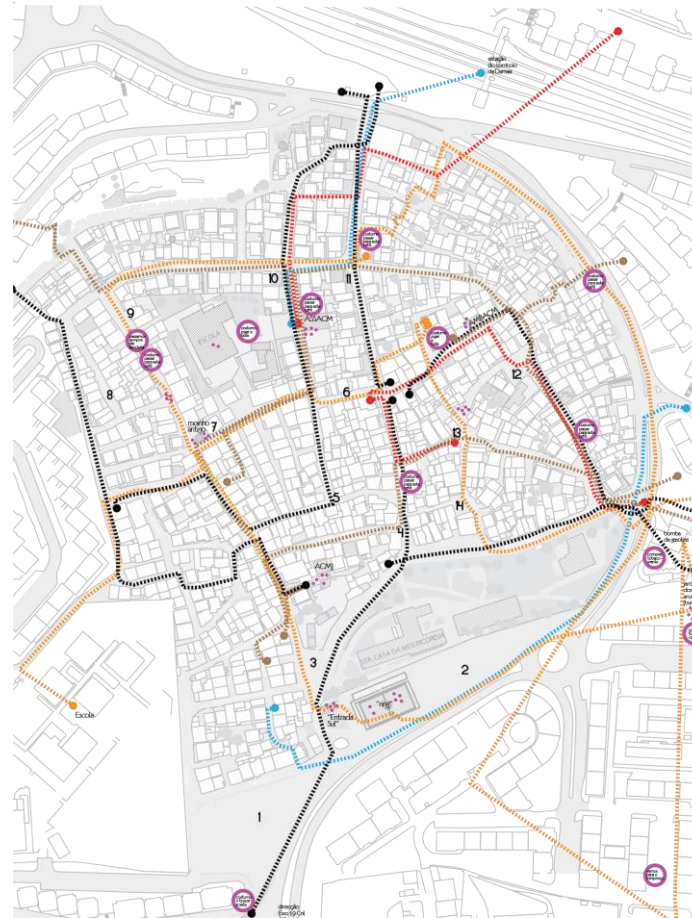
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## 2<sup>nd</sup> Slot: Examples of methods from the GoC

### Charrette. Example

Research Project “Exploring the contribution of relational space for promoting the right to the city”  
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## 2<sup>nd</sup> Slot: Examples of methods from the GoC

### Planning for Real

- Participatory approach to visioning in urban planning;
- Medium-Long term future of places and territories;
- Spatial, Territorial and Thematic focus;
- 'Modelling' a desirable city future.



## 2<sup>nd</sup> Slot: Examples of methods from the GoC

### Planning for Real

(Ref. “Community Places (2014), Community Planning Toolkit”)

- “Construction of a possible model of the ‘área’ in question, made by local people to build a sense of ownership and to ensure engagement from the outset”.
- “The model can be displayed at one or more public venues to generate interest and participation. Cards with ideas or proposals, along with blank cards, are made available. People can select or write their own cards which reflect their interests and place them on the model where they think the idea should be implemented. For example, a card may say community allotment - people who want an allotment select this card and place it where they want the facility”.

## 2<sup>nd</sup> Slot: Examples of methods from the GoC

### Planning for Real

(Ref. “Community Places (2014), Community Planning Toolkit”)

- “Planners, designers and officials are present to answer questions but only if asked. During the event a picture emerges of the changes the participants would like to see. The cards are counted and their locations on the model noted”.
- “These details are then fed back to people, discussed further and prioritized at public meetings or small group discussions”.
- “After prioritization, additional technical information (on feasibility, cost, policies etc.) can be provided and used to develop an action plan”

## 2<sup>nd</sup> Slot: Examples of methods from the GoC

### Planning for Real. Example

Research Project Living Urban Scape (IUAV) - Comacchio (Italy)





## 2<sup>nd</sup> Slot: Examples of methods from the GoC

### Planning for Real. Example

Research Project Living Urban Spaces (IUAV) - Comacchio (Italy)



## 2<sup>nd</sup> Slot: Examples of methods from the GoC

### Open Space Technology (OST)

(Ref. “Open Space Technology. A User’s Guide”, Owen Harrison, 2008, 3<sup>rd</sup> Edition)

- Engagement approach to active urban sharing, and discuss about issues/topics that are considered as relevant by a specific ‘community’;
- OST is useful when you have a “great deal of complexity”. Examples of OST topics: transport planning & mobility problems, environmental challenges etc.
- OST involve from 5 to +200 participants/from few hours to some days
- “OST unite participant of enormous diversity in terms of peoples/ points of view”;

## 2<sup>nd</sup> Slot: Examples of methods from the GoC

### Open Space Technology (OST)

(Ref. “Open Space Technology. A User’s Guide”, Owen Harrison, 2008, 3<sup>rd</sup> Edition)

- OST **has not a pre-structured program**/agenda, just a general issue;
- “**Each participant can influence** the meeting agenda/results/problem resolution, only if the **problem/challenge is clearly defined**”;
- OST assumption: the “**circle** is the fundamental geometry of open human communication” (Harrison, 2008)
- Participants are **seated in a circle without tables**. The facilitator opens the works with short and simple statements indicating **the theme of the meeting**, asking for the **help of participants in addressing the issue**”;
- Each participant can change the discussion group “whenever they perceives that they no longer have the opportunity to contribute to the debate or to learn”;

## 2<sup>nd</sup> Slot: Examples of methods from the GoC

### Open Space Technology (OST)

(Ref. “CREATive Urban Sharing in Europe”  
project, Uniba)

- “Participants decide which topics they wish to discuss/session to join: Participants give to the topic a short title and post it on the board.”.
- “The duration of the group sessions varies from one group to another”;
- “Once the discussions are over, a report is produced, which is made available to participants and which forms the basis for subsequent decisions and/or implementations”;
- “After the Open Space conference, the report is analyzed and subsequent priorities/activities are planned and decided by the participants”.

## Q&amp;A

## Useful References &amp; links

- Participedia: <https://participedia.net>
- <https://www.canr.msu.edu/nci/>
- “Open Space Technology. A User’s Guide”, Owen Harrison, 2008, 3<sup>rd</sup> Edition.
- MODUS (2018), Public Participation Strategy and Toolkit.
- Community Places (2014), Community Planning Toolkit - Community Engagement.
- OCDE, (2001), Citizens as Partners.
- Participedia: <https://participedia.net>
- <https://www.canr.msu.edu/nci/>



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