



# Citi-sense WP5:

Participation and Empowerment

## Newsletter No. 18

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## Articles and Publications.

### **City Sustainability Must Begin With Reinvestment in Neighborhoods. Kaid Benfield.**

Sustainable neighborhoods are the building blocks of sustainable cities. Neighborhoods are where development decisions are made and where increments of change – whether good or bad – actually take place, as well as where residents and workers experience the city environment on an everyday basis. Quite literally, sustainability starts in the neighborhood.

<http://sustainablecitiescollective.com/kaidbenfield/186456/city-sustainability-must-begin-reinvestment-neighborhoods>

### **Participation in Scientific Research: Learning from citizen science.**

Instead of teaching young people about science, we want them to do science. That's one of the central notions in teaching science as inquiry and it's a core part of the Next Generation Science Standards. Said that way it sounds simple, but when we step back and try to articulate exactly what doing science means it becomes a bit tricky. Is it collecting data? Is it developing research questions? Is it defending and advancing arguments based on evidence? The short answer to each of these questions is "Yes, and...". Science is a sophisticated process through which we understand the natural and designed world. Any definition of the science we want people, as full citizens in our democracy, to engage in is going to need to reflect that sophistication.

<http://www.ssec.si.edu/blog/participation#.UskPuGTuJ8I>

### **5 Principles for Building Greener, Healthier Cities. Kaid Benfield.**

I would like to posit five principles that, for me at least, help frame a positive, solution-oriented approach to thinking about the built environment, the habitat we make for people. They certainly aren't the only important principles, or even the only ones I like to write about. But they are, I believe, essential, and among the universe of city thoughts that are dear to my heart.

<http://www.theatlanticcities.com/design/2014/01/5-principles-building-greener-healthier-cities/8089/>

### **Science for Environment Policy. In- Depth Reports Environmental Citizen Science. European Commission. December 2013. Issue 9.**

Citizen science encompasses many different ways in which citizens are involved in science. This may include mass participation schemes in which citizens use smartphone apps to submit wildlife monitoring data, as well as smaller-scale activities, for example, grassroots groups taking part in local policy debates about fracking.

<http://ec.europa.eu/environment/integration/research/newsalert/pdf/IR9.pdf>

### **Citizens as Civic Innovators. John M. Kamensky.**

Innovation in government is increasingly coming as a result of citizens' offering their own time and expertise. "Citizen engagement" has been touted by President Obama as one of his signature initiatives. But what does it mean in practice and how might it change government as we know it?

A new report by the IBM Center for The Business of Government documents that 21st century citizens are performing a new role as they engage with their government at all levels – they are becoming innovators. The study's authors, University of Wisconsin

professors Satish and Priya Nambisan, say that a trifecta of austerity, complexity, and digital technology has created this new opportunity for everyday citizens to help “co-create” new solutions for solving civic problems in their communities.

<http://www.brookings.edu/blogs/fixgov/posts/2014/01/16-citizen-civic-innovation-kamensky>

### **Cocktail of Technologies for Smart Cities: The role of Geospatial Tech. Muthukumar Kumar.**

The concept of Smart Cities has been gaining momentum in the last few years. I believe it is a natural progression considering that more than 70% of Human Population is predicted to be living in cities within the next few decades. While the definition of Smart Cities is still undergoing several revisions, there is no discounting the impact Geospatial technologies and spatial data will have on making the smart cities truly “smart”.

<http://geoawesomeness.com/cocktail-technologies-smart-cities-role-geospatial-tech/>

## Experiences.

### **How intelligent cities are engaging citizens with gaming.**

Last year, the MIT Technology Review designated 2013 the year of the Internet of Things, and in response the Watershed arts venue in Bristol announced its Playable City Award. Working in conjunction with the council as well as local universities and tech businesses, the venue invited ideas on how the urban environment could be explored by residents and visitors in a more game-like way.

The winning entry was Hello Lamp Post by PAN Studio. This fascinating project encourages visitors and residents to communicate with street furniture like lamp posts, post boxes and bus stops by using the repair numbers found on these objects as SMS codes. Participants simply text the relevant number to a central server thereby ‘waking up’ the object, which will then ask a series of questions via text messaging. The next person to ‘sign in’ with that object can learn about previous replies, and the idea is, regular ‘conversations’ with the same objects will allow players to learn lots of stories about the hidden lives of the city’s population.

<http://www.psfk.com/2013/07/smart-cities-gaming-citizen-participation.html>

<http://www.watershed.co.uk/playablecity>

## Congresses, Seminars, Courses, etc.

### **Citizen Cyberscience Summit 2014: Call for Workshops, Papers and Participation (London, 20-22 February 2014).**

The summit will be structured as a 3-day event that offers scientists, practitioners, enthusiasts, policy makers and citizen scientists the unique opportunity to meet and discuss citizen science and citizen cyberscience, participate in activities, and develop prototypes for new projects.

The first day (Thursday, 20th February 2014) will focus on the wide range of citizen science activities, exploring the engagement, creativity and participation, outreach of citizen science to the developing world, and the undertaking of citizen science projects in challenging environments (e.g. in a rainforest or the Arctic). We also welcome talks that deal with the growing policy and environmental management implications of citizen science.

For the second day (Friday, 21st February 2014) we are calling for presentations on the technical aspects of citizen science, such as: the need for suitable hardware and software; or panels discussing with citizen scientists about their perceptions, participation and



engagement; or a showcase of citizen science projects. Based upon the success of this event in 2012, we will launch a 'think camp'/'hackfest', which will carry on to the next day and is aimed at developing demonstrations of hardware and software that can be used in citizen science projects or simply a concentrated discussion on a specific topic of interest.

The final day (Saturday, 22nd February 2014) will include further conference sessions, workshops and development of prototypes, with an afternoon talk, presentations and awards for the best prototypes.

<http://cybersciencesummit.org/>

**ICTs for Participation? Innovative Bottom-Up-Initiativen als Herausforderung für die Forschung zu e-Partizipation (Ursula Maier-Rabler, ICT&S Center, Universität Salzburg). Wien, 21. Jänner 2014, 16:00-17:30 Uhr.**

Das Entstehen neuer Medien und neuer Informationstechnologien wird von Hoffnungen und Visionen für eine gerechtere, demokratischere und partizipativere Gesellschaft begleitet. Immer wieder sind diese Hoffnungen großer Ernüchterung gewichen. Ob das Bert Brechts Radiotheorie gewesen ist oder die Erkenntnisse der Knowledge-Gap-Theorie der Fernsehforschung. Jedes Mal hat sich herausgestellt, dass die privilegierte Elite durch neue Medien und Technologien weit mehr profitierte, als weniger privilegierte Schichten der Bevölkerung.

Auch im Internet & Co., erleben wir dieselben Entwicklungen: bildungsnahe und ökonomisch potente Schichten profitieren, während gesellschaftlich benachteiligte Gruppierungen auch weiterhin benachteiligt bleiben.

Ausgehend von einem normativ-demokratiepolitischen Ansatz stellt der Vortrag theoretische Modelle und empirische Ansätze zur Analyse von bottom-up online Initiativen, so genannten 'Innovative Citizen Online Participation Spaces' (ICOPS) vor und diskutiert ihr Potential für eine Verbesserung unserer demokratischen Systeme.

<http://www.oew.ac.at/ita/veranstaltungen/seminare/ursula-maier-rabler-icts-for-participation/ueberblick>