

## **JPI Urban Europe conference**

**29/05/2017**

### **Innovative approaches**

#### **Chair**

Amy Rader Olson, IQS

#### **Co-chair**

Jon Bloomfield, Climate-KIC

#### **Speakers**

Katarina Gugerell, University of Groningen, Play! UC

Malgorzata Goraczek, Danube University Krems, SmartGov

Pieter Hooimeijer, Chair of JPI Urban Europe Scientific Advisory Board

Christian Svanfeldt, European Commission, DG Joint Research Centre

#### **Rapporteur**

Colette Bos, JPI Urban Europe Management Board

#### Presentation Jon

- Jon tells about Climate KIC, one of several KICs (Knowledge and Innovation Communities) which started in 2010.
- At Climate KIC they do more than just focusing on research, but they focus on all actors and all regions in the innovation cycle.
- They want to bring social and technical innovation together in a bottom-up process.
- Example about mobility
  - One of the EU Urban Agenda's priority themes
  - New mobility culture developing
    - Frankfurt Integrated mobility cards
    - Electric vehicle charging stations – Valencia. Book your slots and pay with it.
    - Modena making a mobility transition. Cyclists report on safety issues.
  - Using people's experience to shape urban planning
- How can innovative niche projects move to the mainstream > Transition Hub in Climate KIC knowledge development center to help innovative projects scale up.

#### Presentation Katarina

- Playing with Urban Complexity – JPI Urban Europe project
- What can we learn for participatory planning and governance from game designing > Policy design with serious games.
- Three cities
  - Groningen – energy transition – city on gas field, gas field is slowly closing. Region needs a new narrative.
  - Genk – former mining area. New neighbourhoods of arrival.
  - Vienna – new smart city, urban mobility.
- At the moment also a hype on gamification
  - Are those serious games really holding their promise?

- Little experience on using these games. This research also wants to focus on how serious games can contribute and where they perhaps could better not be used.
- Top 3 reasons why engaging with serious games is useful
  - Game are fun, entertaining learning environment
  - Games evoke learning on actionable knowledge, system and normative knowledge
  - Those who are co-creating the game learn probably more than the players later.
- Try games, but be critical and see whether it is really using.
- Uptake by Austrian Climate and Energy Fund.

#### Presentation Malgorzata

- SmartGov project: 3 universities, 3 IT companies, 2 pilot cities
- Simulate decision scenario's in mobility domain from perspective theories and data
- Input for scenarios
  - Research outputs/interviews
  - City open data
  - Social media
- With IT tool easy way to show that mobility movements have an impact on the city
- Challenges
  - Open data in Cyprus. The open data is not really accessible, all in pdf which is not workable.
  - Social media. Cities has six different Facebook account, or they don't have a clear social media strategy.
  - Complexity and speed of social media change (data protection, privacy and ownership).
- We have to support the city in really choosing a coherent strategy.
- It is very important to see that we should exchange even more, so that we can learn much more from each other.

#### Presentation Pieter

- Why is the urban so important?
  - Metropolitan region, not nations states are the competitive units in a globalising economy.
  - They are very vulnerable because they are these important nodes in this global network. Safety, health risks, social, economic crisis
  - Urban regions have agglomeration advantages in reaching required transitions because of the closer cognitive distance.
  - Identify the pathways that fit the urban contexts worldwide
    - Living labs show how things work locally, but we don't know why they work at a particular scale.
- Strategic agenda, basic urban transition where we need to go. Big transitions:
  - Energy transition
  - Transition towards inclusive cities
  - Economic transition
  - Mobility

- We need to identify the urban transitions
  - Co-design integrated strategies
  - Move beyond prototyping and into action planning
  - Prepare and test context specific transition strategies. Don't just hopelessly ask the scale up question. You need to know why something works
  - Public sector innovation

### Presentation Christian

- EU policy lab part of Joint Research Center for the EU
  - EU policy lab > a physical and methodological space. Where policy questions are reframed
- Design for policy and stakeholder engagement
- Main objectives to support EU decisions. But also to bring Europe closer to its citizens.
- Phebe Dudek asks the questions: How can digital, physical, natural and social solutions for cities be connected in a systemic way?
  - Breaking silo's in the commission.
  - Working with Third spaces for that.
  - Third spaces are micro ecosystems, in between formal and informal, in between work and private
- How to connect all these different levels and different silo's in the commission.
- Prototype a third space
  - Different participants from EC, national level, regional
  - What should it be?
- Take three local challenges, formulate it in the local way and bring that up to the EU level and see what are the matching initiative. You need to translate it bring it up to the EU level.

### Questions/discussions

- The how and why research can effect each other very much
  - SmartGov is more of a 'how' project, but runs into problems with the 'why' (why do we want such a system? What is the exact use that we want?)
- What does creating an innovative atmosphere mean?
  - Is innovation raising the bar on everybody or do we want some peaks?
  - Innovation unavoidably comes with failures, but current systems aren't designed to allow for failure.
- Getting realistic about failure
  - You have to start doing things and failing. And how can you do that in a public space?
    - You need certain types of researchers. It takes a personality and a moral ground to do this. You need to have to be someone that wants to takes that risks. Having a coalition with none researchers helps a lot with that. Obviously you would have much more contestation.
  - What is hampering right now, is that there is so little room for experimentation. Environmental rules for example. It takes a bit of guts to do this. From a EU point of view we often try to go for the very big things, with which you cannot fail.

- Looking into how to create innovation in a living lab. It is indeed producing different or better approaches than in another system? We are overly positive about living labs. We're mostly looking at the well-functioning and not at the failing ones. The debate of failure with public administration is very problematic in practice.
- Moving into implementation/upscaling
  - For PlayUC Austria is ideal case where Austrian Energy and Climate fund are taking it up. Developing it further, regional development.
    - Recommendations: Invested a lot of work in approaching different agencies and showing up at a lot of other events that are not necessarily research. Researchers are measured in publications so that makes it difficult. But it helps to have a partner that is on an interface of public practice, they have more freedom to do this.
  - Also for SmartGov: Showing a lot of the project and talking with different stakeholders to understand it. A politician that really liked it.