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# SIGNE

Application of RRI and Open Science in public service: bridging the gap between society and policy and decision makers

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## Co-design for society in innovation (SISCODE)

SISCODE is an EU funded project aimed at stimulating the use of co-creation methodologies in policy design, using bottomdesign-driven methodologies to pollinate Responsible Research and Innovation, and Science Technology and Innovation Policies.

#### Aim of the workshop

The workshop will provide with an experiential and experimental overview of the design tools and techniques used in the SISCODE co-creation labs. These processes are used to address societal challenges together with publics.

#### Agenda

Welcome

Exercise 01 15'

Brief 10'

Exercise 02 60'

Debriefing 30'

Feedback 5'

Exercise 1 – Where do you stand?

Publics need to be involved in defining and framing problems to be solved or questions to be answered.

The outputs of participation and cocreation need to 'fit' within the machinery of policymaking.

Policymakers need to be involved in the whole co-creation process.

# What is Co-creation?

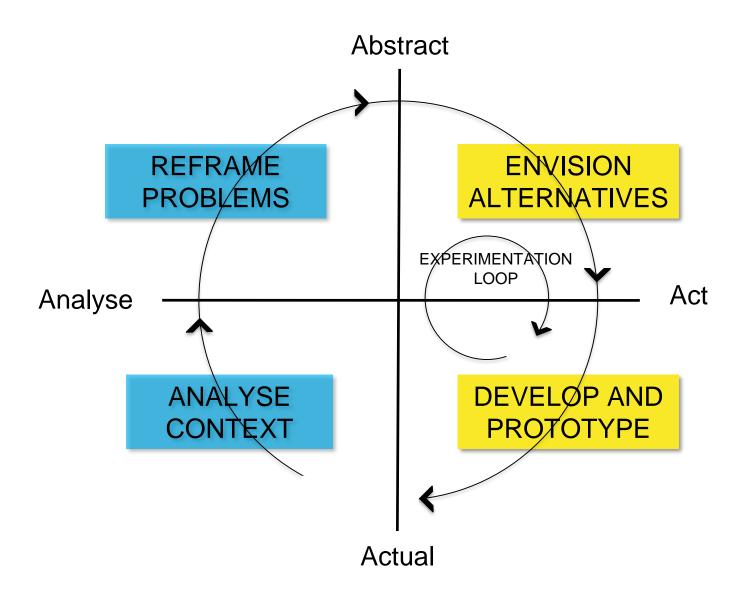
#### Co-creation according to SISCODE

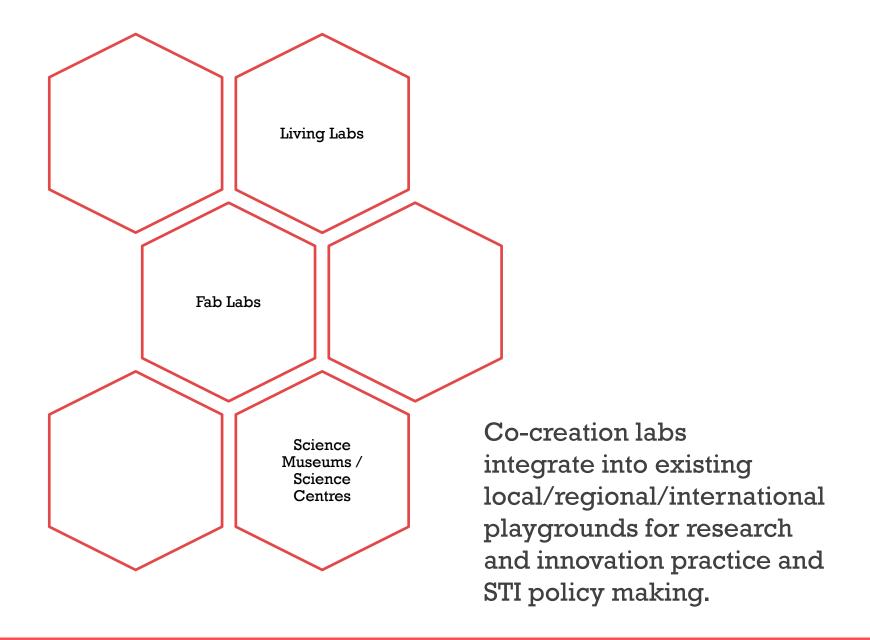
Co-creation is a non-linear process that involves multiple actors and stakeholders in the ideation, implementation and assessment of **products**, **services**, **policies and systems** with the aim of improving their efficiency and effectiveness, and the satisfaction of those who take part in the process.

(Rizzo et al., 2018)

#### Co-creation according to SISCODE

SISCODE interprets co-creation as a process in an integrated perspective in which it occurs all along the phases that range from the identification of needs and opportunities, to their transformation into a working object (be that a product, a service, a programme, etc.), its assessment and adjustment.





#### Design-led innovation in public service

- Identifying key stakeholders (profiles, sector) inside the local setting/context by name.
- Identifying how and in which way end-users should be involved.
- Creating a codesign team including representatives of each stakeholder's group and endusers.
- Understanding the local or regional setting for which designled innovation is being designed.

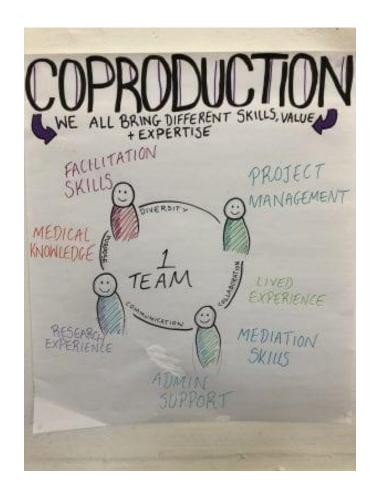


Illustration of the different roles in a co-production team (Credit: Beth Ingram, Common Room)

### Initiative: Co-creation and RRI mentions in Horizon Europe under Open Science

"Engaging and involving citizens, civil society organisations and end-users in co-design and co-creation processes and promoting responsible research and innovation will improve trust between science and society, and the uptake of scientific evidence-based public policies and innovative solutions."

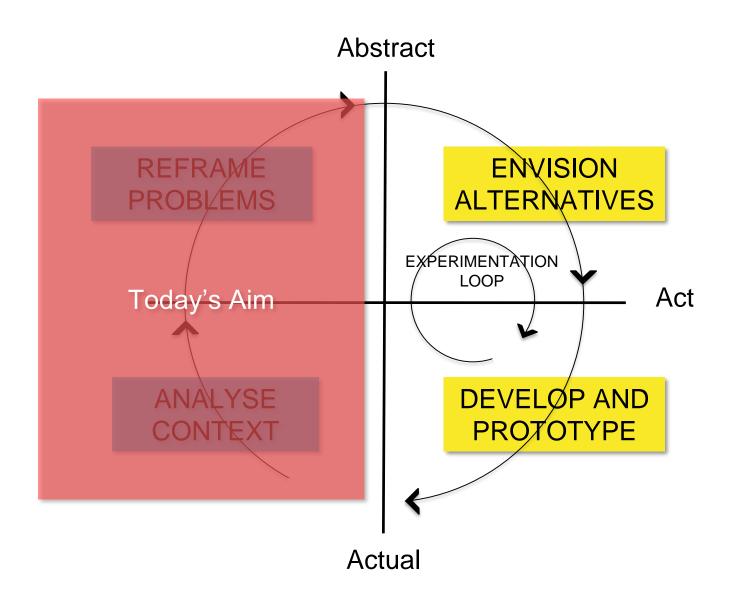
#### Co-creation in RRI & Open Science

- Be more inclusive of and transparent with stakeholder involvement;
- Increase involvement of 'end-users' in co-design of agendas;
- Align programme and policy priorities with challenge-based approaches and with less work programme fragmentation;
- Establish "impact-focused mission-oriented approach to deliver on implementation of SDGs."

(Taken from the D1.3 of the New HoRRIzon project.

See: https://newhorrizon.eu/wp-content/uploads/2019/02/D-1.3-Current-Status-of-RRI-.pdf)

Exercise 2 – Co-Creation Role play



#### Context

- 4 local challenges based on real case studies being developed and implemented in the SISCODE co-labs:
  - "Plastic In, Plastic Out", by the Underbroen/Maker Space in Copenhagen, Denmark
  - "Giving river back to the people", by the Ciência Viva/Pavilhão do Conhecimento in Lisbon, Portugal
  - "Citizens Lab x Ransdaal" by the CUBE Museum in Kerkrade, the Netherlands
  - "Air Protection Programme" by the Krakow Technology Park in Krakow, Poland

#### Publics/Stakeholders

Identified publics/stakeholders/end-users for the four case studies:

- Policy and decision-makers
- Industry and Innovation Community
- Scientific and Researcher Community
- Non-governmental organisations/Civil Society Organisations
- Formal and Informal Education Community
- Lab communities (i.e. Fab labs, living labs, science museums/centres)
- End-users/Citizens (e.g. Children, families, among others)

#### **Exercise Toolkit**

- List of stakeholders
- Challenge & context description
- Persona needs assessment
- Problem contextualisation and reframing
- Stakeholders' partnerships and roles to tackle reframed challenge

#### Instructions

- 1. Division into the working groups (WG)/tables
- 2. Pax choose stakeholder groups & write their names on the stakeholders's sheet
- 3. Read challenge and context description
- Two pax of the same stakeholder group fill in Persona handout
- 5. Whole group fills in the Problem statement handout
- 6. Whole group fills in the System map handout

#### Instructions

#### BEFORE WE START LET'S SEE DOUBTS!

#### Duration of the exercise: 40'

Please place together all used materials so ORGs can later take photos and publish outcomes of each WG.

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# Debriefing

#### Topics to discuss

- Challenge framing & reframing
- Social structures and available resources
- Stakeholder's Needs & Motivation
- Sense of partnership and expertise exchange



### Is there something you would like to ask and add?



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Thank you.



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