

Overview of Participatory Approaches

This module introduces key public participatory approaches and tools, including open data initiatives, hackathons and gaming, collective ideation and co-creation.

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Learning Objectives

Section 1: To get acquainted with the evolution and use cases of participatory approaches. To learn about implementation challenges associated with these approaches.

Section 2: To understand the specifics of selected participatory methods and explore their applications with hands-on examples.

Section 3: To explore how different participatory methods and tools are used in combination with specific objectives. To see what results can be achieved.

Module Structure

Module section

Understanding participatory approaches

Breakpoint activity

Different participatory methods with application examples

Breakpoint activity

Full case study illustrating applications of various participatory methods and tools

Breakpoint activity

Section 1

To get acquainted with the evolution and use cases of participatory approaches. To learn about implementation challenges associated with these approaches.

Participatory Approaches: Introduction

A range of activities aimed at enabling people to play an active and influential part in decisions which affect their lives.

2000s - Present

Co-Design, Citizen
Science and Social
Innovation

1990s

Participatory Learning
and Action (PRA)
Participatory and
Integrated
Development (PID)

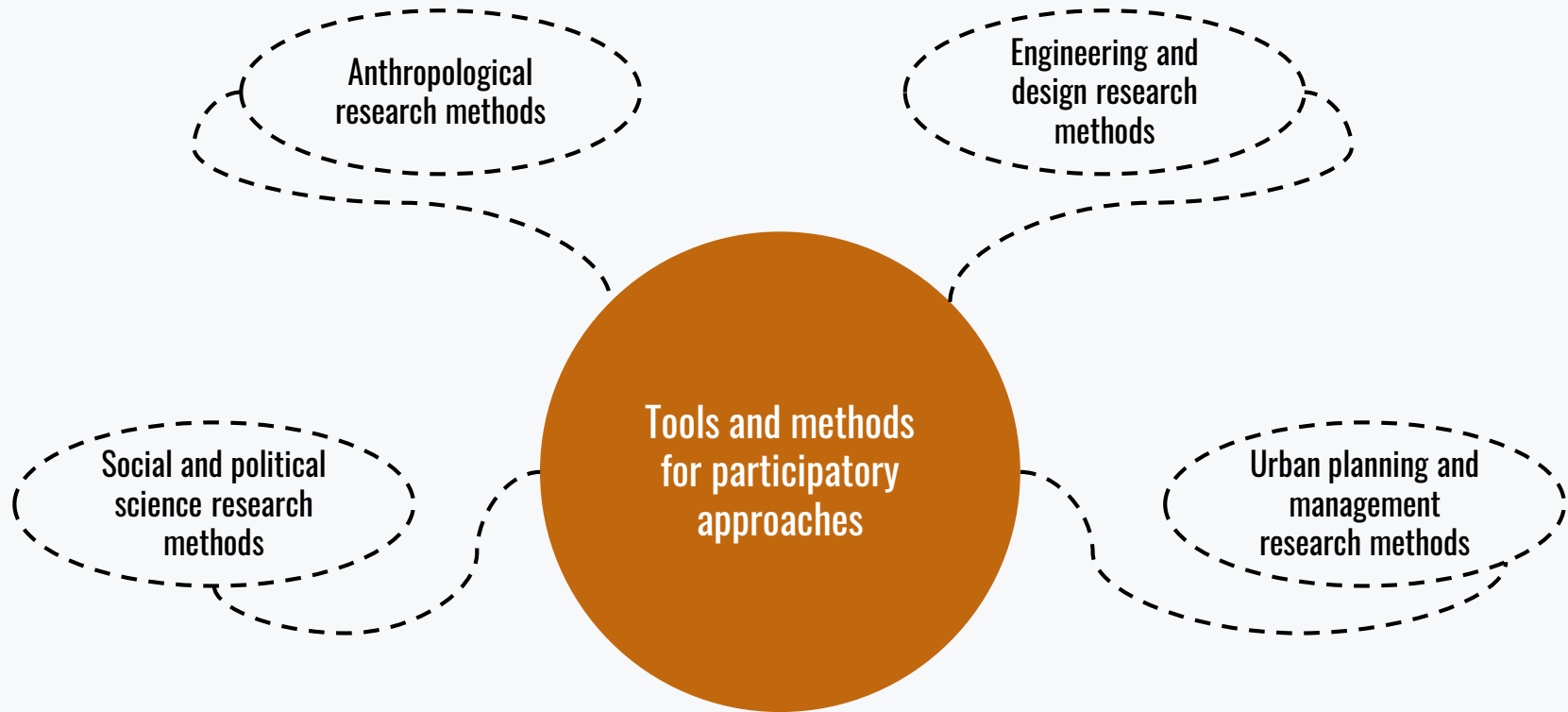
1980s

Participatory
Rural Appraisal
(PRA)

1970s

Rapid Rural
Appraisal
(RRA)

Making The Public Participate: Methods & Tools



Making The Public Participate: Methods & Tools

Method for research & collective analysis



Citizen Science



Method for collective solution generation & execution



Co-Design & Co-Creation



Open Voting & Wiki Surveys



Open Data Initiatives



Participatory Sensing



Workshops



Hackathons



Participatory Mapping



Serious Gaming

Participatory Approaches: Tool & Method Selection

Factors to consider

- Project goals
 - Make more informed and inclusive decisions
 - Understand stakeholder problems better
 - Find solutions to a problem
 - Learn and share what works
 - Engage participants in decision making
- Cost
- Time

Don't be afraid to get creative with the tools after setting clear-cut objectives for the project.

Participatory Approaches: Implementation Challenges

- Participation incentives and recruitment
- Data analysis, visualization and synthesis
- Planning, coordination and facilitation
- “Digital Divide” and “Technophobia”
- Communication barriers
- Funding



Section 2

To understand the essence and specifics of selected participatory methods and explore their applications with hands-on examples.

Citizen Science

A participatory approach where scientists and citizen volunteers work together to collect or process scientific data or observations.

How it works

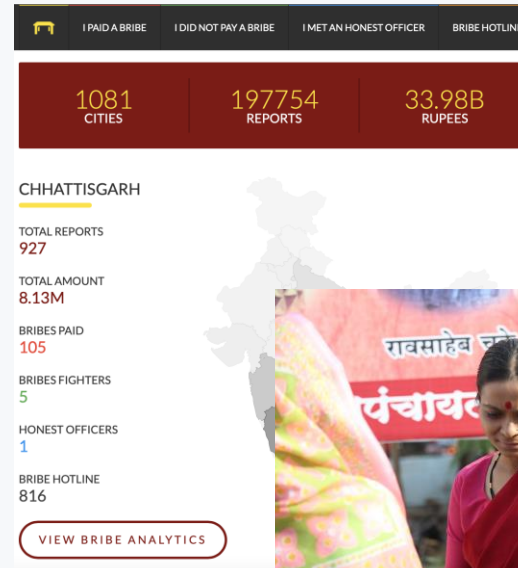
- Citizen observatories and remote sensing
- Trainings, field work and workshops
- Digital media and participatory journalism
- etc.



Example: I Paid A Bribe



- A platform for **tackling corruption** in India and other countries **by tracking bribe payment** activity and raising awareness
- Crowdsources **anonymous reports by citizens and officers**. The reports feed into city, state and country-level databases of corruption in public services
- The project has now **partnered with 25 other countries** that have replicated the site



Link: http://www.ipaidabribe.com/?fbclid=IwAR2IG36jUmNEreA8KpduMd2GL5h-c1I6zuNZSIOPnDOock_ATr1oAwGr9yM#gsc.tab=0

Link: <https://www.hbs.edu/faculty/Pages/item.aspx?num=42758>

Breakpoint Activity



1. Watch the following three brief videos about citizen science and the results that can be achieved.
(in English)



Co-Design & Co-Creation

Joint inquiry and imagination where diverse stakeholders share and combine knowledge across the whole span of a design process. Usually results in tangible outcomes.

How it works

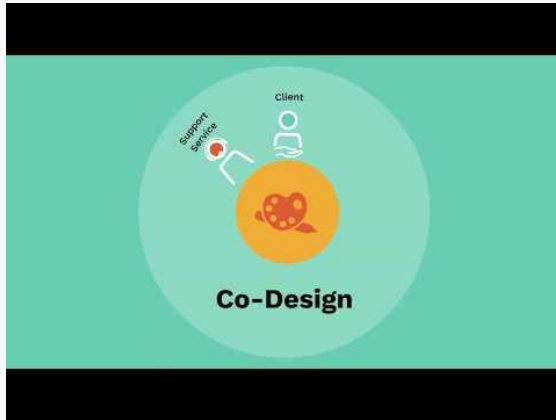
- Workshops
- Games
- Hackathons and competitions
- etc.



Breakpoint Activity



1. Watch the following three brief videos about co-design and the value of democratic design. (in English)



Workshops

Facilitated, strategically designed sessions, where different stakeholders are brought together to complete a set of activities.

What to do

- Brainstorming and ideation exercises
- Network, journey, system and mind-mapping activities
- Prioritization exercises (e.g. freelistings and card sorting)
- Collective ethnography and qualitative research (e.g. interviews, focus groups, photovoice, etc.)
- Prototyping (bodystorming, scale modeling, etc.)



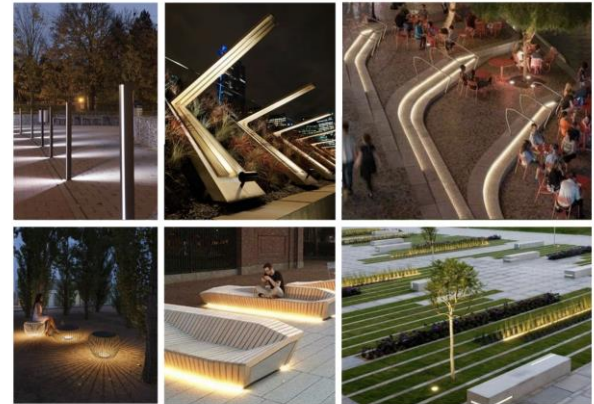
Example: The Voices of Moldovakan, Yerevan, Armenia



- Many refugees live on Moldovakan street in former public housing building. However, the area lacks public spaces and there is a problem with **social exclusion**.
- To come up with an inclusive architectural concept for the neighborhood, Urbanista used a participatory approach. A series of **workshops with neighborhood residents** were conducted:
 - **Contextual inquiries** with sketching activities.
 - **Participatory storytelling** with kids (essays “What would I change in my neighborhood if I were the mayor?”)



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Link: <https://urbanista.am/moldovakan>

Breakpoint Activity



1. Explore the following links to see a set of activities and tools that you can use during workshops:

<https://citiesofservice.jhu.edu/citizen-engagement-techniques/>

<https://participedia.net/search?selectedCategory=method>

<https://www.designkit.org/methods>

2. Think about factors that would influence your choice of activities/tools to use during a workshop.

Breakpoint Activity

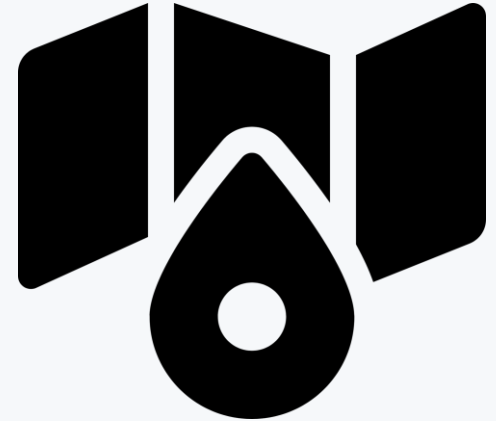


1. Watch the following video recording of a design thinking workshop facilitated by Design for Change founder Kiran Bir Sethi. **(In English)**



Participatory Mapping

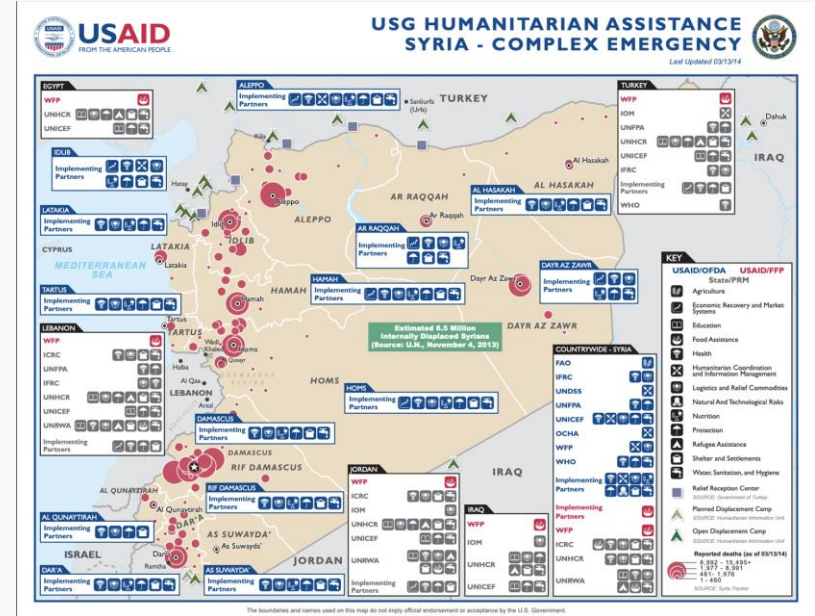
- **Crowdmapping** - gathers data from different sources, including social media, text messages or geographic data, to provide real-time, interactive information
 - Issue Mapping
 - Solution Mapping
- **Public Participation GIS** - combines a range of geo-spatial information management tools to represent people's' spatial knowledge in the forms of maps used as interactive vehicles for spatial learning, discussion, information exchange, analysis, decision making and advocacy.



Example: Syria Tracker Crisis Map



- Crowdsources **citizen reports on human rights violations** since the beginning of the Syrian conflict in 2011.
- The service **blends reports from local news with on-the-ground reports**, using hashtags on social media or sent via email.
- ~ **5,000 submissions, including over 11,000 fatalities**, have been reported since the map's launch



Link: https://www.researchgate.net/figure/An-example-of-a-crisis-map-the-Syria-Tracker-map-Each-report-becomes-a-dot-on-the-map_fig1_302578225

Example: Honey Bee Network



- One of the largest databases in the world on farmers' innovations.
- Facilitates communication among farmers, artisans, pastoralists and other grassroots innovators.
- To pool solutions, university students do “innovation scouting” and survey local villagers for local innovations.



Link: <https://socialinnovationexchange.org/insights/honey-bee-network>
Link: <https://blog.etsy.com/en/the-honeybee-network-grassroots-innovation/>
Link: <https://www.youtube.com/watch?v=9fLmgf-YWQo>

Participatory Sensing

Citizens use mobile devices and lightweight, cheap sensors to collectively monitor the environment around them.

Why to Sense [examples]

- Transportation tracking
- Recycling tracking
- Water monitoring
- Safety monitoring
- Health tracking
- Daily habit tracking
- etc.



Example: Ideas for Change



- The think tank installed **sensors** that measure the harmful effects of noise pollution in Barcelona.
- Citizens were **provided with cheap, open-hardware sensors, and tutored to share the data** with one another.
- The council organised **public meetings** in which locals could talk through their findings and propose potential solutions.



WeCount



CareAI



Citizens4Science



SalusCoop



DECODE. Right to control how we share our data



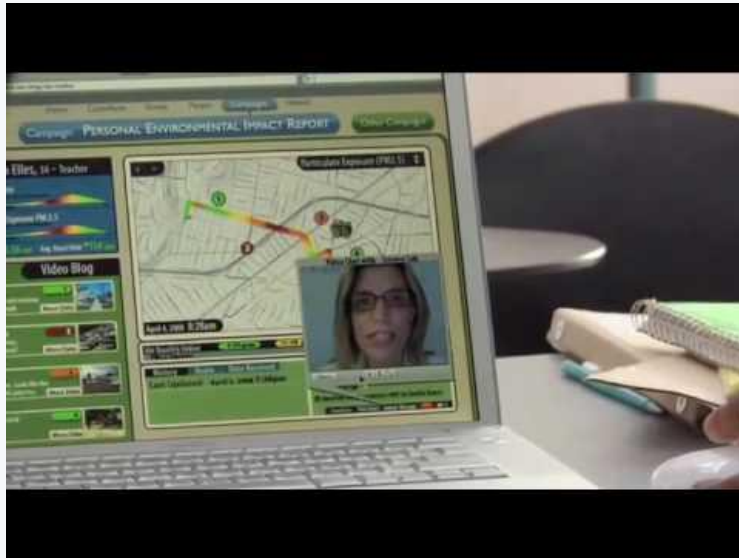
The Bristol Approach for citizen sensing

Link: <https://www.ideasforchange.com>

Breakpoint Activity



1. Watch the following brief video to learn more about participatory sensing. **(In English)**



Open Voting & Wiki Surveys

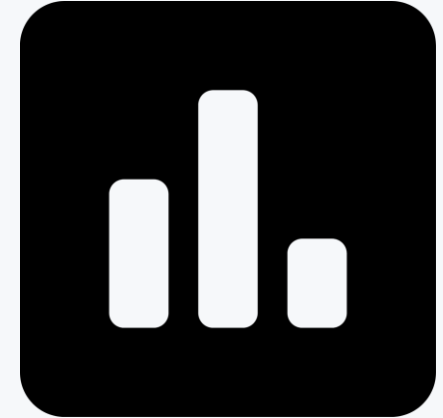
A leader gives up authority over a decision and presents a series of options to the group to vote.

Types

- Wiki Surveys
- Online polls
- Online competitions
- Dot-voting

Benefits

- Non-leading
- Generative and inclusive
- Easily executable
- Analyzable [qualitative + quantitative]



Example: All Our Ideas in NYC



- New York City Mayor's Office ran a Wikisurvey, to **integrate top-voted ideas into the city's PlaNYC 2030 Sustainability Plan.**
- Worked with a platform called **All Our Ideas**, which uses 'pairwise comparison'
- Over 4 months ~1,400 respondents provided **~32,000 votes and 464 new ideas**



Link: <https://www.solvingforpattern.org/2012/12/05/matthew-salganik-wiki-surveys/>

Link: <https://www1.nyc.gov/site/orr/index.page>

Link: <https://arxiv.org/pdf/1202.0500.pdf>

Breakpoint Activity



1. Follow the link below to visit **All Our Ideas** platform for Wiki Surveys

<https://www.allourideas.org>

2. Read about the platform and about the science behind Wiki Surveys.

3. Click on the grey “Try a Wiki Survey” button at the top to participate in PlaNYC2030 Wiki Survey. Explore the survey results by clicking on the “View Results” tab at the upper left part of the screen.

4. Go back to the main page, click on the green “Create a Wiki Survey” button and launch your own Wiki Survey.

Hackathons

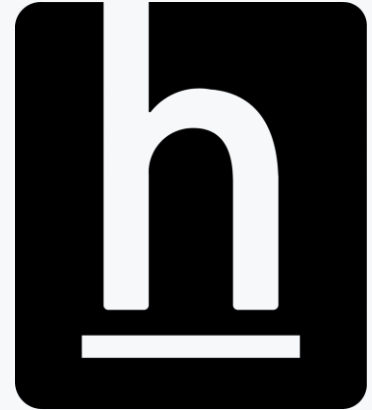
Challenge-based events where the organizer defines a problem/challenges and participants compete to provide a solution.

How it works

- Innovation labs
- Universities and NGOs
- Corporate
- Joint initiatives

Social Causes

- Urban Hackathons
- Climate Hackathons
- Policy Hackathons



Example: Taiwan Presidential Hackathon



- The government provided local and international social innovators with **open government datasets**.
- Submissions were judged based on criteria: innovation, social influence and feasibility.
- In 2019, **10 finalists got selected from 100+ submissions**. Solutions ranged from predictive monitoring of water leakages to a platform for improved knowledge sharing among caregivers.



Link: <https://presidential-hackathon.taiwan.gov.tw/en/>

Breakpoint Activity



1. Check out the following links to various social, environmental and business challenges

<https://innocentive.wazoku.com/#/community/9396a088f8614c2eac89aacf2ae1c624/home-page>

<https://www.openideo.com/challenges>

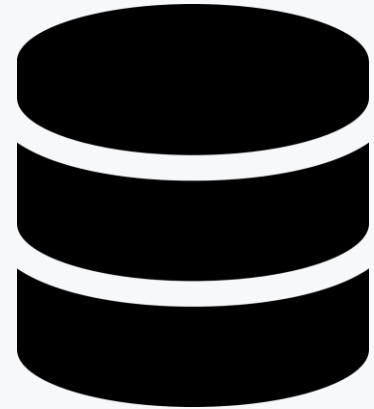
2. Take a look at various solution alternatives proposed by citizens, or ideate about potential solutions to the challenges of your interest and submit them.

Open Data Initiatives

Raw data that is gathered by people or organisations, published in an electronic format readable by machines, shared online and allowed to be re-used by others.

Types

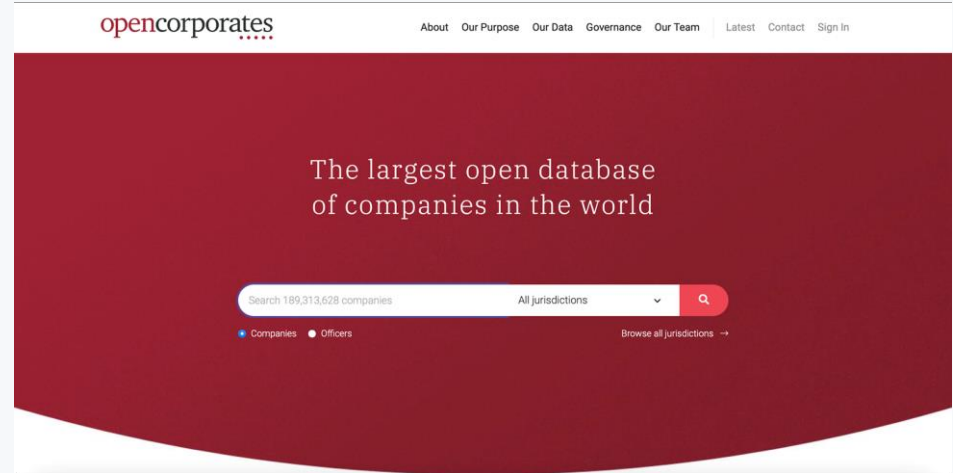
- Open APIs
- Data Collaboratives
- Project Wikis
- etc.



Example: OpenCorporates



- **Crowdsourcing data from citizens**, who contribute to populating the platform, identifying errors, or importing web scraped data.
- **The largest open database of company data** in the world, with over 100 million companies in a large number of jurisdictions

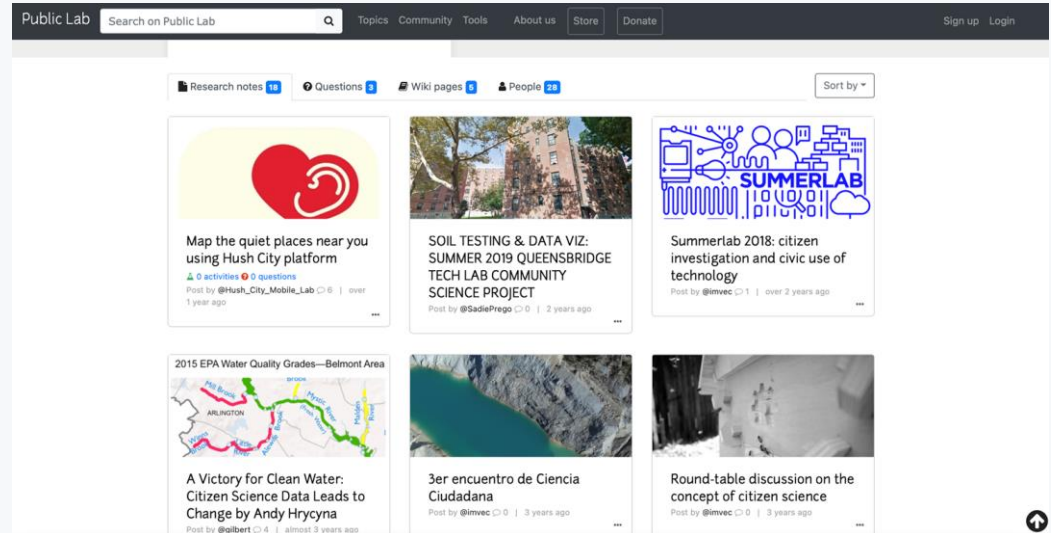


Link: <https://opencorporates.com>

Example: Public Lab



- An open community for citizen scientists aimed at **empowering communities** facing environmental injustices.
- Uses **project wikis** to collect **information, documentation and instructions** on citizen science projects.



Link: <https://publiclab.org/tag/citizen-science>

Link: <https://www.chc4you.org/public-labs-citizen-science-hub/>

Serious Gaming (Gamification)

Strategic use of game-like elements to test complex systems, trigger specific behaviors aimed at achieving specific goals, get diverse ideas or access to data. Serious games should not necessarily be digital games.

Can help

- Get solutions ideas
- Test concepts through simulations
- Illustrate trade-offs associated with making certain choices
- Motivate stakeholders to get involved in the execution of solutions.



Check out the game 2030 SDGs to see how physical gamification can be used for sustainability planning: <https://2030sdgsgame.com>

Example: Sea Hero Quest



- A mobile game where players' actions help scientists understand and fight dementia
- Playing for 2 minutes generates the same amount of data as 5 hours in lab based research
- The project has gathered approximately 17,600 years worth of dementia research from around 4.3 million players



Link: <https://www.alzheimersresearchuk.org/research/for-researchers/resources-and-information/sea-hero-quest/>

Example: QuestaGame



- A mobile game where players locate birds, insects and other wildlife in their vicinity at a given time of the year
- Players join quests, compete with friends, build their collections and have fun
- Sightings are geo-tagged with location, date, time and submitted to the players' national database



Link: <https://citizensciencegames.com/games/questagame/>

Breakpoint Activity



1. Check out the following two links for more serious gaming examples and inspiration:
<http://www.megamification.com/15-examples-of-city-gamification-that-are-not-pokemon-go/>
<https://citizensciencegames.com/games/>
2. Think about a problem that your community faces (e.g. lack of public spaces, waste management issues, social exclusion, access to education, etc.)
3. How could you involve people from the community through serious gaming to help address the problem collaboratively?

Section 3

To explore how different participatory methods and tools are used in combination in a project with specific objectives. To see what results can be achieved.

Crowdsourcing Mexico City Constitution



- Since 2016, Mexico City had the ability to adopt its own citywide constitution, but the process allowed very little input by the people.
- To build trust and gather fresh ideas, Mayor Angel Mancera decided to **crowdsource the constitution** from local residents.
- **28-person drafting committee** made up of Mexico City residents was adopted



Link: <https://congress.crowd.law/files/cdmx-case-study.pdf>

Link: citiesofservice.org

Crowdsourcing Mexico City Constitution



- the City set up a survey called Imagina tu Ciudad (Imagine Your City) to gather local people's visions for the city
- **200 student volunteers** were recruited and armed with tablets to gather responses from citizens in public spaces
- The City worked with [Change.org](https://www.change.org/) so people could petition for specific articles to be included in the constitution.



Image Source: <https://citiesofservice.jhu.edu/resource/civic-bridge/>

Crowdsourcing Mexico City Constitution



- the City collected **26,000** survey responses, and **280,000** signatures on **357** petitions on various issues
- The constitution was formally approved in February 2017 with crowdsourced components providing an important influence on policy.



Image Source: <https://citiesofservice.jhu.edu/resource/civic-bridge/>

Crowdsourcing Mexico City Constitution



Benefits

- Having multiple ways to participate
- Including languages drafted by the public
- Partnering with a known brand name ([Change.org](https://www.change.org/))

Challenges

- The lack of trust
- Digital divide

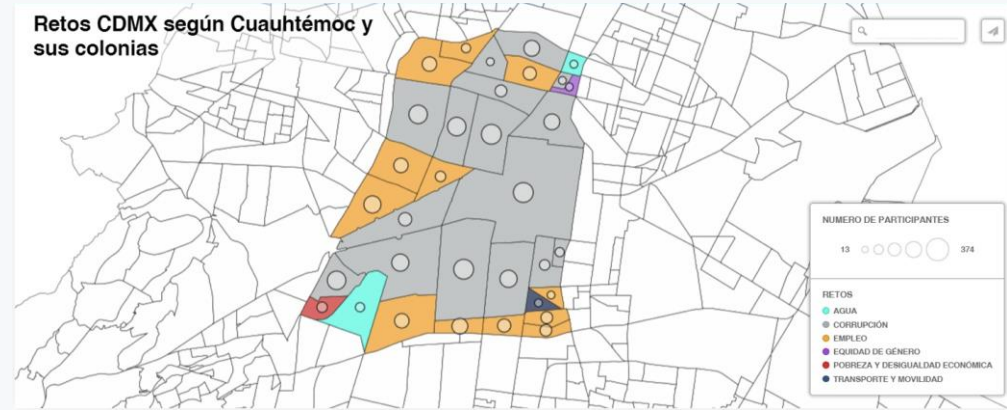


Image Source: <https://citiesofservice.jhu.edu/resource/civic-bridge/>

Breakpoint Activity



1. Check out the following links to citizen science project directories:

<https://www.nationalgeographic.org/idea/citizen-science-projects/>

<https://www.citizencyberlab.org/projects/>

<https://www.citizenscience.gov/toolkit/case-study/#>

2. Choose one project that resonates with your interests and contribute to it.

End

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