

# Planum Newsletter no.6/2014 SPECIAL ISSUE | RETHINKING SMART CITIES The Human Dimension of Urban Smartness

1 messaggio

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# The Journal of Urbanism



Dear Readers.

Planum. The Journal of Urbanism is pleased to present you this new newsletter, in collaboration with PERIPHÈRIA and MyNeighbourhood, both Pilot B Actions funded by the European Commission under the CIP ICT PSP Programme, focusing on the The Human Smart City - HSC concept (see below). Both projects have been carried out by a project consortium led by Alfamicro (PT) and made up of 12 partners from several EU Member States.

With this newsletter Planum launches a new type of Newsletter, open to collaboration with Universities, research centers and networks, to disseminate scientific concepts, outputs and publications. If you are interested to send a Newsletter focusing on your research network and project, see the detailed information at the end of the newsletter and write to the Editorial Staff.

### RETHINKING SMART CITIES The Human Dimension of Urban Smartness

# **Beyond Smart Cities**

Cities are all facing today big epochal challenges that call for a transformation in the way we all work, live, play, and build our future, which in turn places a special burden on those of us holding the responsibility to govern such processes with an optimum usage of the public resources available. To respond these challenges cities are more and more considering opportunities offered by the "smart city" idea towards a sustainable growth and well-being; a smart city envisioned as a context where whatever interaction is mediated by technologies.

Many solutions, even integrating different perspectives in order to consider the complexity of the urban environments, are being proposed to cities mainly based on heavy infrastructuring and driven by the technology market.

Citizens participation is changing: from being simply considered users of urban services, citizens are more and more becoming key actors in the services conception and production. They are not only considered relevant because of their needs to be satisfied but also as resources for service design and delivery. From being users, citizen becomes co-designers and co-producers of urban services; they become main engines of the innovation process because they act to solve their own problems.

Future Internet technologies can be better seen as enabling new forms of participation and citizenship as well as bringing unprecedented efficiencies to the management of territorial infrastructures and systems. Digital innovation ecosystems are emerging, based on citizen-driven approaches (socio-digital innovation eco-systems) such as Living Labs, where co-design methods are able to tap the creative potential of local territories.

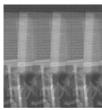
#### The Human Smart City Vision

The Human Smart City (HSC) concept has been developed within the framework of the European project Peripheria (a project partially funded by the European Union CIP PSP Grant Agreement no. 271015 | www.peripheria.eu) and is built on emergent, sustainable models for urban living, working and governance enabled by Future Internet infrastructures and services. At the core of the vision is the human perspective, as gained through the application of citizencentric and participatory approaches to the co-design, development, and production of Smart City services that balance the technical "smartness" of sensors, meters, and infrastructures with softer features such as clarity of vision, citizen empowerment, social interaction in physical urban settings, and public partnership.

The HSC approach is gaining increasing support from city governments across Europe as well as the Smart City research community, as it more effectively addresses key challenges such as low-carbon strategies, the urban environment, sustainable mobility, and social inclusion through a more balanced, holistic approach to technology. This vision is labelled 'Human Smart City', which focuses on people and their well-being rather than just ICT infrastructures and dashboards alone. According to this vision, a Human Smart City is a city that learns how to self-organize its smartness; it is aware of its rich capital of people able to shift resources back and forth from cyberspace to 'cityspace'; it is aware that citizens are not only 'intelligent' but also accessible and able to make their city a place with an infinite variety of choices. In such a smart city, people are the engines of innovation (Glaeser, 2011; Gibbson, 2011; Periphéria project, 2012).

VISIT THE WEBSITE: www.humansmartcities.eu

## RELATED CONCEPTS



# **Urban Living Labs**

Urban Living Labs (henceforth: ULLs) are rapidly emerging as user driven, open innovation environments. The essence of the living lab approach (Eriksson et al., 2005) is to integrate users in the development and testing of new products and services in their daily lives. By so doing, users become active parties in the solution development process, providing relevant feedback on prototypes in real-life-like working conditions (Ståhlbröst and Holst, 2013). In a ULL, users are typically city residents and other community stakeholders; the issues of varying nature and complexity tackled by the new prototypes are normally related to public service delivery or local development policies (Juujärvi and Pesso, 2013); and the citizens actively engage in the co-design of solutions together with civil servants and policy makers (Concilio and Rizzo, 2012).

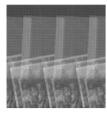


# Service Co-design

In the scope of Human Smart Cities, co-design can be considered as the process of bringing stakeholders into the service design process, as an approach towards user-led process design. This conception of co-design can be seen as part of a shift towards citizens and professional staff working together to co-produce services in municipalities. There are four relevant aspects of co-design:

- **1.** Co-design is collaborative. This high level of participation requires a continuity of participants, to ensure the development of a close working relationship from solution envisioning to its implementation.
- **2.** Co-design is a developmental process. It involves the exchange of information and expertise on both the subject of the design process and the process itself.
- **3.** Co-design creates a framework that defines and maintain s the necessary balance of rights and freedoms between participants.

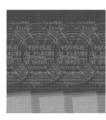
**4.** Co-design activities are context-dependent. Co-design should have a clear vision and direction and at the same time work in strict relation with the real context.



#### **Creative Citizens and Communities**

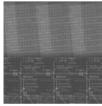
Collaborative citizens are groups of people who collaboratively solve some problems or open new possibilities. Some examples of this category are: groups of residents who transform an abandoned plot into a shared neighbourhood garden or groups of people who exchange mutual help in terms of time and skills. Creative citizens can self-organize into cities groups who cooperatively invent, enhance and manage innovative solutions for new ways of living.

And they do so recombining what already exists, without waiting for a general change in the system (in the economy, in the institutions, in the large infrastructures). For this reason, these groups of people can be defined as creative communities: they apply their creativity to break with given mainstream models of thinking and doing. They result from an original combination of demands and opportunities where the demands are always posed by problems of contemporary everyday life.



# Socio-digital Innovation

ICT has been for long time considered the driver of innovation and this has also been assumed for the social domain as an idea simply transferred from the business domain (see the extensive literature on technology transfer in the '80s). More recently, ICT is considered as enabling social innovation: it is not only instrumental to the social innovation mechanisms (Sestini, 2011), it is rather transforming the conditions through which social innovation is possible or activated, thus entering the process not simply as innovation driver but, in a context aware mode, as structural component of the social context, enabling new social mechanisms from within and thus affecting the way such contexts can host, take care of, activate, and generate innovation, especially social innovation.



### **Frugal Government**

Nowadays, governments around the world are reconsidering efficiency, effectiveness and quality of service delivery under the pressure of fiscal restraints, social demands and reputational factors. However, most of the emerging and existing community challenges have little possibility of being successfully tackled with, unless the engagement and proactivity of large masses of citizens is won. This makes both the tactics of doing "more with more" and "more with less" budget largely inappropriate. A new way of thinking is required to successfully manage change, which is called Frugal Government. Frugal because it is parsimonious in the use of resources (not only financial); aims to minimise the cost and maximise the benefit of public service delivery by adopting a user centred and value driven perspective; adopts the diligence of a good family man in finding, measuring and dist ributing available resources.

VISIT THE WEBSITE: www.frugalgovernment.com

# RELATED PROJECTS

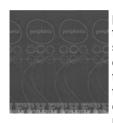


# Periphèria

A Pilot B action (November 2010 – May 2013) funded by the European Commission under the CIP ICT PSP Programme, PERIPHÈRIA has been carried out by a project consortium led by Alfamicro (PT) and made up of 12 partners from 5 EU Member States. The objective of PERIPHÈRIA has been to deploy convergent Future Internet (FI) platforms and services for the promotion of sustainable lifestyles in and across emergent networks of "smart" peripheral cities in Europe, dynamic realities with a specific vocation for green creativity. PERIPHÈRIA developed the Living Lab premise of shifting technology R&D out of the laboratory and into the real world in a systemic blend of technological with social innovation. It defined five archetypical "Arenas" – specific urban settings or innovation playgrounds, with defined social features and infrastructure requir ements – as the spaces where codesign and service integration processes unfold.

VISIT THE WEBSITE: www.peripheria.eu

The Human Smart City Cookbook is one of the outputs of the Periphèria project and has been



prepared as an easy guide to a very complex task – sparking off citizen-driven digital social innovation for new public services within the city where we live and work. This is a special kind of Cookbook, since it tells you about the ingredients to buy, the tools to use, and how to mix them, but the specific end result cannot be predicted, as it will be dependent on the specific blend of people and processes that makes your city so special. This is what we call a "Human" Smart City: Human Smart cities are those where governments engage citizens by being open to be engaged by citizens, supporting the co-design of technical and social innovation processes through a peer-to-peer relationship based on reciprocal trust and collaboration. Here technology is considered as a social construct or a process enabler, not an end in itself .

#### DOWNLOAD 'THE HUMAN SMART CITIES COOKBOOK' FOR FREE ON PLANUM!



# MyNeighbourhood

MyNeighbourhood|MyCity is a Pilot B action started in January 2013 and funded by the European Commission under the CIP ICT PSP Programme. The MyNeighbourhood solution combines new digital technologies and techniques, such as social gaming principles (gamification), with the Living Lab methodology to help strengthen existing ties and resolve communal issues in the real, day-to-day world of the neighbourhood.

The solution is rooted in an open MyNeighbourhood site that 1) combines the data and functionality of existing City Information Apps (i.e. MyCityWay, Foursquare) with new tools that connect people locally both on- and offline and 2) uses gamification to encourage people to get involved with their own neighbourhoods and engage their family and friends to do the same.

Building upon the six recognised levels of social innovation, the MyNeighbourhood Livin g Lab approach utilises new technologies and ontologies to develop local innovation environments that help to 1) rebuild neighbourhoods, 2) empower neighbourhoods and 3) scale neighbourhood value in a manner that reconnects people, recreate communities and, ultimately, make cities smarter.

The ultimate aim of MyNeighbourhood pilots is to kick-start a viral effect wherein neighbours and friends (within cities and across Europe) use the MyNeighbourhood site to reconnect with one another, share new ideas, create new ways of interacting and help make their lives better.

VISIT THE WEBSITE: www.my-neighbourhood.eu

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