SISCODE CO-DESIGN FOR SOCIETY IN INNOVATION AND SCIENCE

# DELIVERABLE 7.5: DISSEMINATION TOOLS: USAGES AND USERS

This project has received funding from the European Union's Horizon 2020 Research and Innovation programme under grant agreement No. 788217

| | |
|---|---|
| **Work Package** | WP7 |
| **Task** | Tasks 7.2, 7.3, 7.4, 7.5 |
| **Due Date** | 30/04/2021 |
| **Submission Date** | 30/04/2021 |
| **Deliverable Lead** | ECSITE |
| **Dissemination Level** | PU |
| **Document Nature** | ☒R-Report<br>☐O-Other |
| **Authors** | Lucie Steigleder & Carmen Fenollosa |
| **Reviewers** | Ines Vaittinen |
| **Status** | ☐Plan<br>☐Draft<br>☐Working<br>☒Final<br>☐Submitted<br>☐Approved |

## Revision History

| Revision | Date | Author | Organization | Description |
|---|---|---|---|---|
| 0.1 | 26/04/2021 | Lucie Steigleder & Carmen Fenollosa | Ecsite | Draft |
| 0.2 | 26/04/2021 | Ines Vaittinen | ENoLL | review |
| 1.0 | 30/04/2021 | Lucie Steigleder & Carmen Fenollosa | Ecsite | Final |

# Table of Contents

## LIST OF FIGURES



## LIST OF TABLES

# 1. Executive Summary

Deliverable 7.5 aims at synthesising the work carried out by the SISCODE partners to engage a wide audience in the project's activities, to disclose the results and to diffuse the learnings extracted from the research carried out. Unlike other EU funded projects, SISCODE has relied not only on a set of tools and activities generated at the project level, but also, on a network of 10 co-creation labs that have been working on the ground to experiment with co-creation and design methodologies to find solutions to local challenges. The labs communication, dissemination and stakeholder efforts are all captured in deliverable 3.6 which presents their plans at the start of the project and 3.7 which summarises the results of the activities.

This document contains a summary of all the tools used, the initial objectives, their implementation and management, and users and audiences reached. The summary starts from the plans established both in the proposal and also in the dissemination plan written at the beginning of the project and analyses the changes that have occurred in the life of the project. It also details the different stakeholder groups reached and analyses how the tools have contributed to engaging those audiences in the project.

# 2. Introduction

Deliverable 7.5 aims at synthesising the work carried out by the SISCODE partners to engage a wide audience in the project's activities, to disclose the results and to diffuse the learnings extracted from the research carried out. Unlike other EU funded projects, SISCODE has relied not only on a set of tools and activities generated at the project level, but also, on a network of 10 co-creation labs that have been working on the ground to experiment with co-creation and design methodologies to find solutions to local challenges. The labs communication, dissemination and stakeholder efforts are all captured in deliverable 3.6 which presents their plans at the start of the project and 3.7 which summarises the results of the activities.

This deliverable will focus on the project level communication and dissemination efforts.

The communication plan of the project (Deliverable 7.1) had identified the following objectives:

- Raise awareness about co-creation and design among a broad segment of the public;

- Support the dissemination and exploitation of the results of SISCODE;
- Provide a solid and common brand for the project facilitating its recognition;
- Establish sustainable tools and structures for the project including the different communication channels, printed materials, website and social media;
- Ensure the visibility of the project's events, activities and different actions.
- The work of WP7 Engagement and dissemination has been to oversee and coordinate the efforts of all the partners to reach the objectives.

Beyond this, based on the bid submitted, and on the work of a core group of partners and the coordinator, deliverable 7.1 had also identified 8 target audiences:

1. policy makers;
2. scientific and research communities;
3. industry and innovation communities;
4. civil society and non-governmental organisations;
5. formal, non-formal and informal education sectors;
6. the lab communities;
7. other EU projects consortia, and;
8. citizens.

For each of these groups WP7 had foreseen the use of different tools and activities as established in the dissemination plan. Each tool will have an impact on a selection of the abovementioned target groups, thus the combination of all the tools will allow the project to reach the entire expected audience.

This document contains a summary of all the tools used, the initial objectives, their implementation and management, and users and audiences reached.

At the start of the project the partners could not imagine that a pandemic would paralyse all of the face to face activities and consequently shake all of their plans. Therefore, it would not be possible to avoid speaking about the impact of the COVID 19 pandemic on the work of the partners. Besides putting at jeopardy, the work of the co-creation labs, where some of the events had to be first rescheduled and then simply cancelled, numerous scientific and non-scientific conferences have also been cancelled and rescheduled, activities have been moved online and in general the effects all of these changes have had repercussions in the delivery of communication and dissemination activities. Notwithstanding, WP7 has also

seized these changes as opportunities to rely more on online strategies for reaching out to a global audience.

## 3. Project indicators

The project had identified a number of measurable indicators to assess the progress made on the communication and dissemination objectives.

The following list can give a quick idea of the project progress:

| TOOL | Indicator of success | Results |
|---|---|---|
| Social media (Twitter and Facebook and Instagram) | 1.000 followers | 355 on Facebook<br>535 on Twitter<br>561 on Instagram |
| Press releases and Newsletters | 400 recipients/ subscribers | 266 |
| SISCODE events at local and EU levels | 1.500 attendees | 10.993 participants including co-creation journeys |
| Participation in external workshops, conferences and events | 34 presentations | 42 |
| Publications and sector-specific magazines | 10 publications | 10 scientific publications including a book and 1 non-scientific publication |
| MOOC | 700 participants | 345 participants |
| Project website | At least 4.000 users | 13.000+ |

TAB 01 – KEY PERFORMANCE INDICATORS

All in all, considering the circumstances, the project has reached the targets except for the number of subscribers to the newsletter and the MOOC. Since the MOOC is going to remain online for the next five years and is in the process of being uploaded to a second platform, the EU academy platform we expect this figure to be reached in the following months.

# 4. Tools

## 4.1. The website

### 4.1.1. Initial Objectives:

SISCODE's website (https://siscodeproject.eu/) was launched at the end of 2018, a few months after the project's kick-off. The initial idea was for it to represent the principal window of the project, a central place where the main outcomes and information related to the project would be displayed and made available to anyone: news and activities, as well as deliverables, research outcomes and publications.

A specific space has been reserved for the ten co-creation labs which had their own page and their own news thread.

### 4.1.2. Implementation and management

SISCODE's website, as well as the overall project visual identity, has been designed by an external agency selected via an open call launched on the 15 May 2018 and closed on the 28 May 2018. Out of the 8 proposals, the company called "WAAITT", based in Copenhagen, was been selected for their comprehensive and innovative translation of the spirit of the project and target audiences (as listed in the introduction) to the visual identity. The final production, an agile WordPress that was adaptable to the project's needs, has evolved throughout the project with the addition of different sections, such as the learning repository or the upcoming interactive guidebook.

Since its launch, the website has been the main platform of SISCODE's communication. The different sections have been organised to deliver a clear and accessible overview of the projects and its actions:

- **Home**: the homepage of the website perfectly represents the dynamism and versatility that the project stands for. When coming to this page, the user first has a view of different pictures provided by the project partners, illustrating co-creation activities or inspiring places where these activities can take place.
  In the home page there is also a carousel with the most recent news that have been published. Once again, this content is regularly updated, which means that the home page is not static but evolves with the project's advancement. It was decided that the labs would have their own space on the front page already, as they are one of the flagships of SISCODE. A whole segment of the page is allocated to them, with a short description and a link to their dedicated pages

Then, the bottom part of the homepage, just above the footer, is an invitation to register to the newsletter, a section that also gives the regular information and social media links (described in page 14)

- **About**: This page gives more information on the project and its goals and ambitions. All partners are represented with a direct link to their websites.
- **Co-creation labs**: As the labs and their experimentations played a central role in the project, their dedicated section was at the centre of the website. This page holds a list of the labs with a short description of each of them. By clicking on one of the labs names, the user is brought to a dedicated page. This section was a real expression stage for the labs, the visitor has been able to follow their co-creation journey and this section has evolved with them. The flexibility of the website allowed them to add information along the different steps of their experimentation, such as the evolution of their challenge, the development of their solution and, later in the project, the video that has been produced about their journey (See page 19). This is also where the news published by the labs were displayed. For that, each lab representative had a special access to the backend website and was invited to regularly publish updates about their co-creation journey independently. In total, 62 news were published by the 10 labs, from February 2019 to March 2021, with an average of 6 news per lab.

  If users were interested in the work of one lab in particular, they could have in one page all the information needed.
- **Resources**: This section is the catalogue of all the publications and outcomes of the project. The documents presented could be selected by one of four categories, distinguishable by their colour: Toolkits, Newsletters (see page 14) project outcomes and reports. The files were available for download.
- **Learning hub**: This section that was added during the second part of the project has been the focus of Deliverable 4.3 “Digital learning hub for policymakers”
- **News**: This last segment of the website was the most dynamic, as publishing news was the way to carry out updates on the project advancement. The news covered different types of subjects, from the different outcomes or steps of SISCODE project to news from the RRI European landscape of from the co-creation field. When looking at analytics, it is undeniable that the two final highlights of the project, the final conference and the MOOC, where the most interesting topics to visitors. These articles have been the most successful on the website and attracted respectively 375

and 200 visitors. As it is explained in deliverable 6.1 Exploitation Strategy plan, the ongoing collaboration with other H2020 projects provided additional materials to publish.

Visual materials were particularly important for this type of publications. For each news, a picture was chosen to be the thumbnail in the news list as well as the illustration of the text of the news itself.

The website was easily managed and customisable using an administrator access to the backend of the WordPress. From there, the management team has access to all the publications and can create new ones, has an overview of the news published by the labs, can add, edit or delete the resources published.

In terms of quantitative reach:

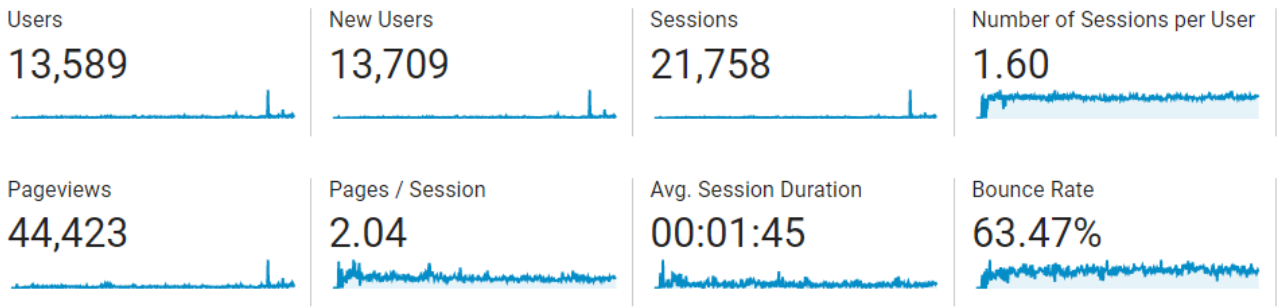



FIG 01 – WEBSITE REACH

#### 4.1.3. Users and audience

SISCODE website was mostly dedicated to an audience that already has an interest in the project, through the activities conducted across the project's lifespan or through the very topic and focus of SISCODE analysis and exploration. The website is meant to be used by: Policymakers, the Industry and innovation community, civil Society/ Non-Governmental organisations, formal and informal education community, lab communities and other EU projects.

### 4.2. Social media

#### 4.2.1. Initial Objectives

Social media accounts were created to narrate the life of the project in real time. Three accounts in total were created, on the following channels: Twitter, Facebook and

Instagram. These social media accounts helped engage the audience with the topic of co-creation and raise awareness about design methodologies using best practices, good reads, showcases and interesting resources.

The activity on social media started from the beginning of the project, and has then fluctuated according to the activities and milestones reached.

As the strategy of social media has been different depending on the platform used, the three accounts will be described separately in the next two sections.

### 4.2.2. Implementation and management

#### *4.2.2.1. Twitter*

Without any doubt, Twitter has been SISCODE's most active platform. With more than 470 tweets, this platform has not only been used to promote the project's activities, but also to share news and raise awareness about the co-creation field in general. The followers have been getting updates about the important milestones of the project, such as the publication of the MOOC, the advancement and evolution of the exploration of the labs, but also new publications or events linked to co-creation or even best practices on social innovation or on one of the labs challenge topics (for example circular economy, ageing population or artificial intelligence). Twitter particularities, such as only allowing concise texts and a really short lifespan of each post, made this platform the place to quickly react to news or events in the field. For example, when the covid-19 pandemic struck, an internal list of local initiatives that were helping, either the medical professionals, or just members of the society that were the most impacted, was created among the partners. It has been then shared on Twitter as a thread, to inspire the audience with these actions that can be done by anyone and also to celebrate the resilience of the makers / fablabs / living labs / science centres community. Another example could be the support to the Medialab Prado organisation, an organisation that SISCODE has examined in its analysis of the European co-creation landscape and that is under threat of closure. Twitter has been the space where SISCODE expressed its support to the lab and its staff.

Twitter has also been the most "informal" platform. Again, as it is common practice, Twitter gives the opportunity to use a more casual tone and visual elements such as gifs, to emphasise an emotion or to simply illustrate a post when no picture was available.

Generally speaking, Twitter gives SISCODE many occasions to interact with other accounts, with retweets, likes or replies, and then consolidate the relations and synergies with other projects or other co-creation actors.

The pace of publication was approximately once a day.

Twitter has also been a choice for social media paid campaigns. In different occasions (such as the launch of the MOOC or the final conference), the objective was not only to inform SISCODE audience, but also to reach people outside the project's community. For that, Twitter has been the preferred platform to publish a once-weekly paid campaign.

When looking at analytics, Twitter has been pretty constant in terms of impressions (Number of users who have seen SISCODE's posts), as it can be observed in the graphs below. The account has only started to be active in March 2019, and the first year has been the occasion for several paid campaigns, which explains this early success, specifically noticeable in April, May and September 2019. In 2020, the number of people reached has been fluctuating with the amount of information to be shared as well as with the celebration of the projects highlights. The good numbers observed for the month of April 2020 can be explained by the fact that this month has been particularly rich in terms of news to be shared within the European co-creation landscape, thus more tweets have been posted during that month.

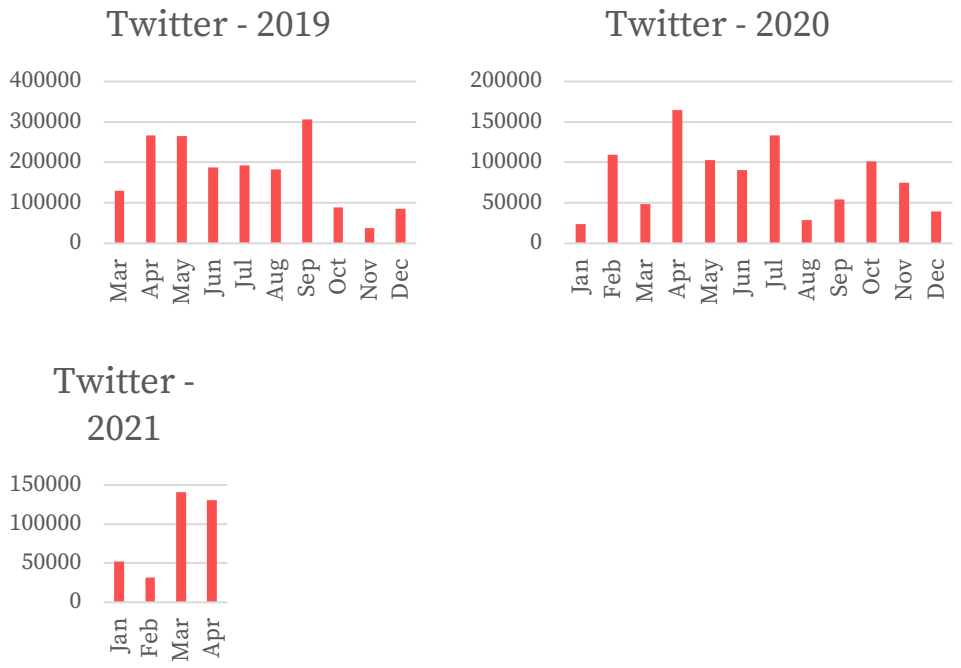
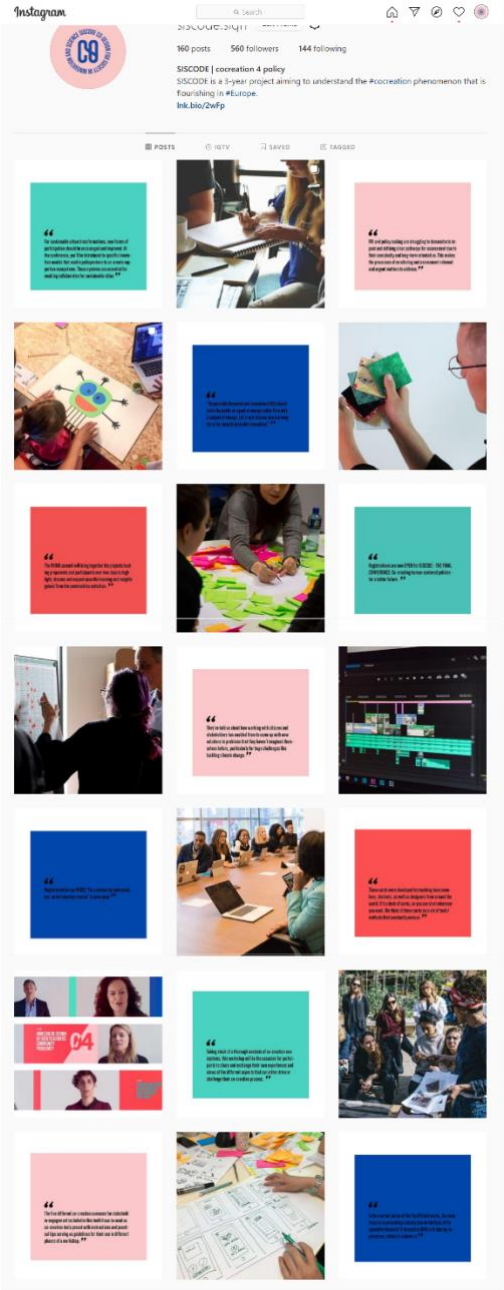



FIG 02 – TWITTER REACH

At the end of April 2021, SISCODE had more than 530 followers.




*4.2.2.2. Facebook and Instagram*

These two platforms can be compared as their utilisation was similar within SISCODE. They have been used to share important updates about the project or the important news in the co-creation and policymaking field. But, contrarily to Twitter, the posts did not have this dimension of immediacy and were more substantiated, as the two platforms allow for longer texts. Unlike Twitter, Facebook and Instagram do not offer such easy to use visual help such as gifs to illustrate a post. The use of pictures to accompany the post were then more carefully thought out. This is even more important with Instagram, where one of the main focuses is aesthetics. To ensure the account's success, a strategy was put in place from the start to have a clean and visually appealing profile. Based on the SISCODE visual identity and SISCODE colours, the account was a succession of pictures and block of texts with a coloured background as displayed. Considering the link to design that the project has, SISCODE team has used Instagram as an experimentation platform.

This strategy has paid off, as the SISCODE Instagram account has been very successful. Moreover, the account has been contacted on different occasions by social media companies offering a partnership. Although these practices have never been one of the SISCODE goals, it is still important to mention them as a proof of the interest raised by the account.

In general, key posts were published at the same time on Facebook, Twitter and Instagram. The message was similar, although the text and amount of information given was, as explained earlier, different on Facebook and Instagram than on Twitter.

Facebook and Instagram had 2-3 publications per week. Instagram is at the end of the project the most successful platform, with 560+ followers. Facebook brought 350+

followers. These disparities can certainly be explained by the success and usage of the platform themselves. Instagram is the fastest growing social media platform [1]and usually very successful at the moment for organisational communication or marketing. Although SISCODE never had a marketing vision, the social media practices can be compared to marketing

In terms of insights, unfortunately Instagram does not give the possibility export the data in the same way as Facebook and Twitter, as this feature is only available with paid online tools. For Facebook, the graphs presented below show the evolution of the cumulated impressions throughout the three years of the project, since the kick off of the account in April 2019 to the end of the project.

Data from the "boosted" posts, which have been used for paid campaigns, have been removed from these graphs. Indeed, as Facebook has a smaller amount of impression on average, such important numbers would make the graphs unreadable. In May 2019, the pic that can be observed can be explained by the remarkable success of one individual post, about the presence of the Queen of Sweden at one of our labs' events in Dublin. Users have highly engaged with this post, which has massively increased its visibility.

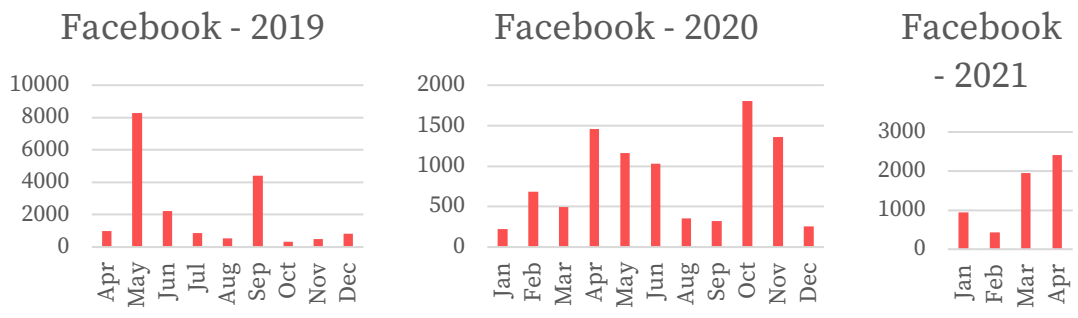



FIG 03 – FACEBOOK REACH

*4.2.2.3. General remarks*

The social media audience comprises an important proportion of followers coming from the Horizon2020 and co-creation community. Thanks to the systematic use of relevant and specific hashtags, such as #CoCreation, #Policymaking, or #SocialInnovation, SISCODE followers come from various background and share a common interest in these topics. The support of the partners and especially the co-creation labs has been particularly crucial to

[1] https://medium.com/confab-social/choosing-the-right-social-media-platforms-facebook-instagram-twitter-or-snapchat-cb41afc739ca

this success: by interacting with SISCODE posts or posting about the project, they have raised awareness and have sparkled interest for SISCODE among their only existing audience.

*4.2.2.4. Users and audience*

Policymakers, the scientific and research community, civil Society/ Non-Governmental organisations, lab communities, citizens and other EU projects

## 4.3. Final conference

### 4.3.1. Initial Objectives

The SISCODE final conference is an opportunity to celebrate the achievements of the project as well as creating a window to disseminate the results towards policymakers and other stakeholders. This even will also highlight the project's achievements with a vision towards the future: to ensure the continuity of the activities initiated by SISCODE beyond the project lifespan. The conference aims to transfer to the European Commission and to policymakers, lessons learnt from the activities in the labs and beyond on how to integrate design into innovation policies and funding schemes and to measure their impacts.

### 4.3.2. Implementation and management

The initial idea was to organise a one-day face to face conference during winter 2021. Unfortunately, the covid-19 pandemic made the possibility to organise any on-site events impossible. This unexpected change of plan has been the occasion to raise the project's ambitions and goals: instead or hosting a one-day event, the consortium decided to organise a week-long online conference with 3 hours daily workshops, including keynote, presentations, discussions and hands-on activities. The organisation of an event of this scale required a postponement of the conference to the spring 2021. In the end, it was decided to host this conference on the first week of May, right after the official end of the project.

The new goals of the conference have the aim of looking to the future rather than to the past, by building co-creation capacity and creating new insights, while sharing knowledge and learnings from SISCODE.

The expected outcome of this conference will be a manifesto with the following ambitions:

- Develop a new vision for future policymaking
- be a set of guiding principles
- address the challenges to overcome
- Act as a digital public signoff that can be shared to the whole community.

Several partners and third parties have joined forces develop a coherent and rich programme:

- Day 1 - 03.05.21: Developing a culture of co-creation with citizens – organised by Polimi and IAAC
- Day 2 - 04.05.21: The power of empathy - design for policy – organised by DDC
- Day 3 - 05.05.21: Letting go of power - How do we make sure EVERYONE is involved in the co-creation process? – Organised by Ecsite
- Day 4 - 06.05.21: Co-creation ecosystems: Enabling collaboration for sustainable cities – Organised by APRE and TUDO
- Day 5 - 07.05.21: A pledge for a better Europe: Co-creating the future of policymaking – organised by DDC

A more detailed programme is presented in annex 1.

This programme has not only been co-designed by the partners in charge of each day but has involved the whole consortium. Every SISCODE partners and labs are represented and have an active role in the conference proceedings.

The rationale behind this new format is to go beyond the project and invite external speakers and stakeholders, experts in each of these domains to share their own visions and insights.

Each of the days will have a different structure tailored to the theme of the day, the co-creation and publication of the manifesto on the last day will act as a red thread. This manifesto will be fed with the ideas exchanged during collaborative co-creation sessions organised at the end of each day.

#### 4.3.3. Users and audience

This first ambition with this conference was to reach out to policymakers that are interested in discovering SISCODE's vision of participatory approaches and their achievements. Other co-creation practitioners and European funded projects focusing on a similar topic will be welcomed to share their insights and take part in the discussion and the activities to co-create the manifesto. The scientific community can find an interest in joining the

discussions and participating to the elaboration of the manifesto. As the 10-cocreation labs will have a voice throughout the conference, by being invited as speakers or as facilitators of the collaborative sessions, their communities and partners can also find a particular interest in joining SISCODE conference.

## 4.4. Newsletter

### 4.4.1. Initial objectives

The newsletters were planned as a tool to raise awareness about the opportunities co-creation offers for reconnecting strategic objectives, topic and communities as well as to raise awareness on best practices, showcases and share project results.

### 4.4.2. Implementation and management

The project has sent a total of 8 newsletters over a period of 36 months. The timeline initially foreseen has been adapted to the project needs. The database of contacts (266 in total) is below the initial project indicators which were expected to reach 400.

Newsletters have been coordinated by Ecsite and partially authored by other members of the consortium that have contributed contents depending on the topic of the issue, their role in the project and their expertise. All the newsletters can be found in Annex 2.

| Newsletter | Date | Coordinator | Topic |
|---|---|---|---|
| #1 | December 2018 (M8) | Ecsite | Presentation of the project |
| #2 | February 2019 (M10) | UCL | Co-creation journeys: real-life experiments for better inclusion of society in STI |
| #3 | May 2019 (M13) | POLIMI | Co-creation in Responsible Research and Innovation (RRI): Lessons learnt |
| #4 | September 2019 (M17) | IAAC | What does co-creation mean for SISCODE? A working definition |
| #5 | February 2020 (M22) | DDC | Results of the prototyping |
| #6 | July 2020 (M27) | POLIMI | RRI monitoring and assessment |

| | | | |
|---|---|---|---|
| #7 | February 2021 (M34) | ECSITE | SISCODE's MOOC is around the corner |
| #8 | April (M36) | DDC | SISCODE Conference |
| #9 | May 2021 | POLIMI & Ecsite | End of the project. Thank you and goodbye message |

TAB 02 – NEWSLETTERS

#### 4.4.3. Users and audience

The objective for the newsletter was to reach 400 contacts. Unfortunately, and despite the efforts, the final database of contacts has reached 266 recipients. Despite not having reached its objective, the contents seemed to have been valued by the readers that have kept the opening rate (proportion of subscribers that have opened the email) at 48%, which is higher than the sectors average and a 43% click rate (proportion of the campaigns that registered at least one click).

The newsletter has successfully reached: Scientific and research community, Industry and innovation, Education communities, Lab communities, Other EU projects.

### 4.5. Massive Online Open Course

#### 4.5.1. Initial Objectives

The MOOC's main objective was to increase awareness and understanding of the potential of co-creation in the field of RRI, support the acquisition of design methodologies and competences, and disseminate the project results and outcomes.

#### 4.5.2. Implementation and management

Over the past three years, SISCODE has carried out an extensive research around the topic of co-creation in the field of policy-making, combining a classical approach to research with experimentation on real world challenges using a network of 10 labs.

As the project's advanced and talks about the next framework programme Horizon Europe started there was a realisation that co-creation was one of the key words on how the implementation of the framework was going to take place. At the same time the concept of Responsible Research and Innovation has almost vanished from the new framework programme. The MOOC wanted to serve as a frame to others, that might be willing to take the plunge and explore new ways of producing policies but who were lacking the necessary foundations. The MOOC has become a 101 introduction to policy innovation, an introductory course to the use of co-creation and design methodologies especially tailored

to those working in the field of policy-making. The MOOC is linked to the SISCODE learning hub in that those taking the course and interested in deepening their knowledge can access follow-up materials Learning Hub.

"Co-creation for policymakers: an introduction" is composed of 5 chapters delivered in 5 weeks that will guide participants through the main building blocks of these methodologies. Within each chapter, different experts in the field will walk participants through the specific aspects of the whole co-creation process cycle. Each session is based on original videos recorded especially for this MOOC as well as on reading materials published and available to all.

The course will be divided as follows:

- Week 0: The SISCODE project
- Week 1: Why do we need innovation in policy-making?
- Week 2: How can human-centricity and co-creation improve policies?
- Week 3: How can problems and their root causes be identified and framed?
- Week 4: How can co-design be used to solve community problems?
- Week 5: How can solutions be implemented and sustained over time?

The MOOC is available for a duration of 5 years on the Polimi Open Knowledge platform (the educational platform developed by the Politecnico de Milano, SISCODE's coordinating organisation) and a year on the EU-Academy platform developed by the European Commission to offer courses and workshops. (made available end of April beginning of May)

More information concerning the MOOC, the process to develop it and detailed contents can be found on deliverable 7.4

#### 4.5.3. Users and audience

The audience to which the MOOC was directed had not been defined beforehand, as the topic or level of difficulty had not been defined. After an internal reflexion and considering the target audiences of the other outcomes of the SISCODE project, it has been decided to develop an introductory course to co-creation, with a special focus on the policymaking angle. In more general terms, it has been designed for policy makers, practitioners and education communities.

## 4.6. Peer-reviewed articles

### 4.6.1. Initial Objectives

The initial plan was to create research products on the basis of the potentiality of the project's deliverables in terms of scientific results and originality.

### 4.6.2. Implementation and management

As in every research project, it is towards the end of its life that data and results start to become available. Partners have made a huge effort to publish within the projects three years. Starting in September 2019, research partners have met regularly to discuss ideas and opportunities to submit scientific outputs to conferences and journals.

The results have been following 8 scientific articles that have already been published:

1. Deserti, A., Rizzo, F., & Smallman, M. (2020). Experimenting with co-design in STI policy making. Policy Design and Practice, 3(2), 135-149.
2. Schmittinger, F., Rizzo, F., Deserti, A. (2020) Experimenting Design Thinking in RRI as a model of knowledge exchange between bottom-up initiatives and policy making, In proceedings IFKAD 2020
3. Deserti, A., Eckhardt, J., Kaletka, C., Rizzo, F., & Vasche, E. (2019). CO-DESIGN FOR SOCIETY IN INNOVATION.
4. Campo Castillo, A., & Rizzo, F. (2020). PROTOTYPING IN DESIGN FOR POLICY: UNCERTAINTY AND POLICYMAKERS ENGAGEMENT. In ICERI2020 Proceedings 13th International Conference of Education, Research and Innovation (pp. 4512-4522). IATED Academy.
5. Real, M. and Calvo, M. (2019) "Boosting co-creation practices in makespaces to support the design of more empowering and circular food systems at a neighbourhood scale". In Proceedings of the 19th European Roundtable for Sustainable Consumption and Production Circular. Spain. ISBN Volume 1: 978-84-09-16892-7, pp. 831-840.
6. Pistofidou, A., Real, M., & Juarez Calvo, M. (2020). Remix El Barrio: A Co-Creation Journey to Foster Innovative Ecosystems Crafting and Micro-Fabricating with Food Surplus and Waste. Creative Food Cycles-Book 1, 185-195.
7. Mantziari, DA, Petsani, DG, Konstantinidis, EI, et al. Ageism and open Academia: exploring new pathways towards the limitation of social exclusion of older adults and chronic patients. In: Paper presented at the european triple helix congress on

responsible innovation & entrepreneurship (ETHAC2019), Thessaloniki, Greece, 30 September–1 October 2019.

8. Eckhardt, J., Kaletka, C., Krüger, D., Maldonado-Mariscal, K., & Schulz, A. C. (2021). Ecosystems of co-creation. *Frontiers in Sociology, 6*. https://doi.org/10.3389/fsoc.2021.642289

An article is expected to be published in June 2021:

9. Rizzo, F., Deserti, A., Schmittinger, F. (2021) Co-design as an operative framework for RRI (*Cumulus 2020/2021)*

Deliverable 3.4 Experimentation report: Labs Journeys as case studies which contains the full detailed analysis of the co-creation labs has been completed and turned into a book of case studies which has now been finalised, accepted and is awaiting publication. The volume presents a detailed and critical analysis of the co-design processes activated in the 10 labs across Europe setting the single cases into a greater context defining the pilot's policy framework.

The information available at the stage is the following:

10. Deserti, A., Real, M., Schmittinger, F. (eds.) (2021) Co-creation for Responsible Research and Innovation, Springer Series in Design and Innovation

It is expected that more scientific publications will be secured in the months following the end of the project.

#### 4.6.3. Users and audiences:

The articles are meant to be used by: Policy makers, scientific and research community, Industry and innovation, Other EU projects.

## 4.7. Press kit, factsheet and presentation materials

#### 4.7.1. Initial plans

According to the dissemination plan, a press kit has been prepared to support all partners, and more specifically the co creation labs, to communicate about the project to the media. The press kit has been made available to download from the website as well as from Basecamp (the internal communication tool of choice for the consortium). The media kit includes a presentation of the project and high-resolution pictures together with a logo.

#### 4.7.2. Implementation

Together with the initial press kit that contained the project and partners logos as well as a factsheet of the project for partners to use and translate, WP7 produced a slide deck with a comprehensive presentation of SISCODE, its objectives, the framework, the structure and the work packages and slides about the different labs and its challenges.

#### 4.7.3. Target groups

No target audience had been defined. This has rather served as support materials for one on one meetings, presentations and workshops and to produce further materials.

## 4.8. Video materials

#### 4.8.1. Initial Objectives

At the outset of the project, it was decided to develop two videos to help convey the opportunities that co-creation could offer to develop RRI further and to produce more acceptable science policies.

#### 4.8.2. Implementation and management

The plan was to shoot a first video that would help look into the future, state SISCODE goals and be used by partners as a tool to present the project in a more attractive format to audiences. The second video would look back to the achievements as well as the resources the project leaves behind. Quickly, the project decided to make use of this format as a means to create contents for promotion. Using footage recorded during the meetings, Ecsite developed 4 promotional videos about the partners' role in the project to be used in social media.

##### *4.8.2.1. SISCODE presentation*

The video was shot and edited in house by Ecsite mostly using footage recorded during the project meetings. Besides that, a number of partners were interviewed and had to answer a number of questions that gave shape to the video.

- Why was the project SISCODE created?
- What are the goals of the project?
- How will SISCODE achieve these goals?
- What can you tell us about the research aspect of the project?
- What are the major challenges facing the project?

- In what ways is this project unique?
- How do we make sure the projects finding are sustainable into the future?
- How can people get involved with SISCODE?

#### *4.8.2.2. SISCODE outcomes*

The second video has the aim of listing in 3 minutes the major achievements of the project.

The video gives answers to the following questions:

- What was the research question of the project?
- What has the consortium done in the past 36 months?
- How was the research question explored?
- What did the labs do?
- What solutions did they find?
- What outputs are available?

#### *4.8.2.3. About the partners*

Ecsite recorded and edited 4 videos quickly presenting their role in the project as well as why they consider co-creation important. TU Dortmund, Polifactory, Krakow Technology Park and the Danish Design Center took part in these videos.

#### *4.8.2.4. Video for the citizen engagement and deliberative democracy festival*

SISCODE was invited to be present in the Citizen Engagement and Deliberative Democracy Festival organised by the Joint Research Center of the European Commission. It is an annual event organised by the Joint Research Centre in the framework of the EU Community of Practice on Citizen Engagement. The 3rd edition happened online and the requirement was to produce a video to respond to the following questions:

- Why was the citizen engagement done?
- What were the biggest challenges?
- How did it improve the overall work?

#### *4.8.2.5. Video from the labs*

Although not initially foreseen in the dissemination plan, the project has succeeded in producing a set of 11 videos to describe the labs challenges and solutions. This set of videos

includes an introductory one where the overall project and the role of the labs is synthetised in around 2 minutes and one video per lab.

Each of the individual lab videos includes a description of the process in place to get to the solution together with their local stakeholders and an animated scenario describing the potential of the solution while describing: the context, who did it, how was it done, and the benefits it provides.

The scripts to each of the videos can be found in annex 5 of this document.

*4.8.2.6. Users and audience*

Policy makers, scientific and research community, industry and innovation, education communities, Other EU projects, and citizens.

All of the videos are all available in this playlist.

## 4.9. Printed promotional material

### 4.9.1. Initial Objectives

The plan was also to work on printed promotional materials for the partners to present and promote the project. The materials would be produced in English but with the possibility to be translated into the partners local language if they thought this would be more suitable for their local context and audiences.

### 4.9.2. Implementation and management

Ecsite consulted a core team of partners about their needs and ideas about the printed materials. Ecsite prototyped some of ideas (a factsheet that was a business card and bookmarks) and finalised the rough sketch for the first promotional material. This was finalised by a professional designer and the result can be seen in Annex 3.

Besides the flyer, Ecsite designed a roll-up that has also been used in different project presentations (the design can be found out in Annex 4).

Although there were plans to produce more printed materials, the COVID 19 pandemic has turned these materials, intended to be handed out in face-to-face meetings, presentations, booths and conferences unnecessary.

#### 4.9.3. Users and audience

*Policy makers, scientific and research community, industry and innovation, education communities, Other EU projects*

## 4.10. External events

#### 4.10.1. Initial Objectives

The presentations of SISCODE at different external events will contribute to raise the profile of the project. This section will focus on the external events where SISCODE has been presented, or where SISCODE has been a co-organiser of an event with other organisations or other H2020 projects. The events and dedicated communication channels taking place within the labs' co-creation journeys can be found on deliverable 3.5, and the open lab days organised by the labs as well are discussed in the section 4.11 of this deliverable.

#### 4.10.2. Implementation and management

Throughout the lifespan of the project, SISCODE had several occasions to present its activities, its visions as well as its ambition to several events and occasions. Despite the impacts of the global covid-19 pandemic, that has disrupted the holding of many events for several months, SISCODE has been present at many occasions that have been moved online or that have emerged during these troubled times.

First, the synergies and collaborations with other European projects have given SISCODE a change to speak up and participate to many events and presentations.

For example, we can list the organisation of a session 'Research as a critical driver for social innovation', organised together with the Scalings project during the SIC project final conference, in November 2019, that gathered more than 55 participants. Described in the new version of Deliverable 6.1 Exploitation plan, the collaboration with the superMoRRI project has also led to many event collaborations.

Then, SISCODE partners have taken any opportunity to take part in professional conferences and present the work done within the project. We can for example mention the EUSEA conference or the Ecsite conference, that both have an international scale.

For a different audience, SISCODE partners have organised policy workshops within the activities of WP4. They have invited local and national policymakers, to explore the use of

co-creation and design methodologies to solve community problems that are relevant in their own context.

Finally, SISCODE has also reached the European scale and has had the chance to present the project at events organised by the European Commission, such as for example two editions of the 'Citizen engagement and deliberative democracy festival'. In 2019, the project has been presented during a panel session called 'cabinet of successes and un-successes in citizen engagement practices. In 2020, SISCODE had the opportunity to present the project through the projection of a video.

The list of external events can be found in Annex 6

#### 4.10.3. Users and audience

These events were of interest of Policymakers, the scientific and research community, civil Society/ Non-Governmental organisations, formal and informal education community, lab communities, citizens and other EU projects.

## 4.11. Co-creation Open Lab Days

#### 4.11.1. Initial objectives

Each of the co-creation labs were expected to organise 2 open days for their local communities to share the work they were doing on their selected challenge. This was an opportunity for each of the labs to attract citizens and stakeholders alike. Ecsite prepared a pool of activities to inspire and help in creating engaging and attractive events. A detailed list of the activities suggested can be found in deliverable 7.3.

#### 4.11.2. Implementation and management

These events had been planned to reinforce the engagement of citizens and other stakeholder from the local community (and not directly involved in the development of the labs' solutions). The reality is that all the labs have tried to keep citizens and other stakeholders involved throughout their journeys. A detailed account of their work and the qualitative and quantitative results in terms of stakeholder engagement of their journeys can be found in deliverable 3.4 Experimentation report labs journeys as case studies, deliverable 3.6 Dissemination plans in the co-creation labs and 3.7 Final report of the dissemination in the co-creation lab's ecosystems.

Each one of the labs has used a different strategy to attract citizens to their work: creating stand-alone activities, piggy backing on other well-established events, or even working around exhibitions. They have picked the solutions that were more suitable to their local context, their institutional background and their journey.

In the case of Open Lab Days, the COVID 19 pandemic had a major impact. Most of the labs have succeeded in implementing just one of the two activities, since their plans were to open to the local communities towards the end of their journey.

#### *4.11.2.1. Ciencia Viva Open Lab Day*

**Festival Vela+**

Date: September 2019

CV Open Lab Day was a collaboration with an Annual Festival and NGO (that is part of the stakeholder group working together with the museum). The event took place at the Lisbon port, Vela+/SeaWoman. The event featured sail boat rides, workshops, including "neurofitness" and nautical skills, physical check-ups, etc. Ciência Viva team was there from 10 to 18h, inviting people to lo-fi prototyping (mostly sketching) ideas for a Ciência Viva festival/fair/park in the river.

#### *4.11.2.2. TRACES Open Lab Day*

**Under the influence – the science of choice (exhibition)**

Date: February 2019-June 2019

In the case of TRACES besides one Open Day event labelled as such, TRACES started the process of exploring the context by co-creating an exhibition with the broad public and stakeholders. This long-term Open Lab Day, "Under influences – the science of choice" which could be labelled as a boundary object, an artefact that can assume a more or less specific function to make bordering contexts interact with each other and then bridge one another. The exhibition served as an exploration tool, a platform used to generate encounters and collect inputs and ideas from many different stakeholders and at the same time as a dissemination object. The exhibition was built around a number of open events and activities that has also served the objective of introducing citizens to the co-creation work carried out by TRACES in the framework of SISCODE.

*4.11.2.3. Maker*

**A Maker Meet Up and Open Lab Day in May 2019**

Date: May 2019

The Open Lab Day of Maker took the shape of a Meet Up to work on co-designing the solution to their plastic challenge with the public. The focus was to co-design and prototype materials, products and services. The lab managed to share with the participant information about the plastic challenge, how to recycle plastic, and how to design for recycled materials which raised interesting conversations and engagement from the public.

*4.11.2.4. Polifactory*

Polifactory's strategy was to carry out 4 public different public events throughout their journey:

- Open presentation of BODYSOUND

This first presentation took place at the end of the first co-design day. The lab presented their pilot and organised a networking cocktail to go with it.

- BODYSOUND experimentation lab at Facebook headquarters

This activity around music and technology was organised in cooperation with Fightthestroke as part of the #meetandcode. Open to all children (5-year olds and older) and their families.

- BODYSOUND: Co-creare l'Innovazione Responsabile

These two open final events were organised on the 14/04/2021 and on the 21/04/2021 using an online conferencing service. The first one focused on Polifactory's co-creation process bringing particular attention to its policy-making aspect. The event lasted 1 hour and a half. For the second one, Polifactory invited other pilot labs: Association Traces and Science Gallery Dublin. They all presented their pilot projects and were supported by experts from the addressed fields: psychology, ICT, and healthcare.

*4.11.2.5. Cube 10/09/2019*

**Changemakers Festival**

Date: September 2019

In September 2019, Cube organised their Open lab Co-creation Day during the changemaker Festival. This open session aimed at giving insights into the potentialities and possibilities that co-creation methodologies offer to decision-makers and to bridge the gap

from ideation to actual implementation of policies. Between 100-150 people visited Cube in the framework of the festival.

*4.11.2.6. IAAC | Fab Lab Barcelona*

**Poblenou Open Day**

Date May 2019

IAAC organised their first Open Lab Day during the Poblenou Open Day. Participants could discover the project, add ideas and vote them. The FabLab has organised an exhibition of different projects (Wine Maker Labs, Creative Food Cycles, FabTextiles, El Barri Circular) from 16.00 to 21.00. The project SISCODE was exhibited with some visualisation supports; interactive activities - Poster and selection idea / feedback tools.

**Exhibition "Remix El Barrio"**

Date: October 2019-October 2020

The exhibition "Remix El Barrio - Co-design of biomaterials from food leftovers in Poblenou" was open to the public in the open-source Restaurant LEKA for almost a year. The exhibition included: nine projects of the Remixers, a bar of food waste samples and natural dyes as well as other artefacts of the co-creation journey - photos, ideation cards, map of the neighbourhood. The policy manifesto, and an infographic about biomaterial's complexity- were also on display.

*4.11.2.7. Science Gallery Dublin*

**CONFLUENCE**

Date: October 2019

CONFLUENCE meeting was science first Open Lab Day. Science Gallery Dublin welcomed members of the scientific, artistic and everyone-else-in-between communities to discuss the co-creation and co-design processes and highlight free tools that you can use in your own work. Attendees were given the chance to find out about co-creation, and how they could implement it in their own contexts.

*4.11.2.8. Krakow Technology Park*

**Anti-smog masks sewing workshops**

Date: 31/08/2019

In this public event, held as a family picnic type of activity, KTP invited participants (that included children and adults) to sew their own anti-smog masks. It was a way to present the problem of air pollution, and the involvement of KTP in SISCODE and their challenge.

**Smogathon Living Lab event**

Date: December 2019

KTP held their second Open Lab Day during the hackathon event organised to find solutions to fight smog. The second day of the Smogathon was used to disseminate the SISCODE project activities engaging a wider audience in co-creation methodologies.

*4.11.2.9. Thess-AHALL*

**Thess-AHALL Open Lab Day**

Date: September 2019

The lab used the launch of the prototyping phase of the co-creation journey as an opportunity to carry out a public event to attract citizens and external stakeholders to their work as part of SISCODE. The event included presentation of the challenge, its main objectives, panel discussion with end-users, experienced in co-creation activities in the Lab, policymakers, researchers and professionals.

*4.11.2.10. PA4ALL*

**Open Lab Day**

Date: December 2020

PA4ALL used the International Agricultural Fair as the host for their Open Lab Day. Due to Covid-19 outbreak, the 2020 edition of the Agricultural Fair was organized online in accordance with all health and safety measures. BIOS staff presented their work in SISCODE, how to make the most of new technologies in agriculture, the use of satellites, new sources of protein in human and animal nutrition, early prediction of wheat yield using modern technologies and other. Since the fair has the regional character, this was an excellent opportunity for spreading the words about SISCODE activities across the Balkans.

#### 4.11.3. Users and audience

*Citizens and broad public, as well as stakeholders not involved in the co-creation journey*

# 5. Users

The SISCODE project's scope was ambitious from the start, and had the hope to reach different categories of stakeholders.

## 5.1. Policymakers:

Policymakers were a natural audience of SISCODE activities, as the principal goal of SISCODE is to stimulate the use of co-creation methodologies in policy design, using bottom-design-driven methodologies to pollinate Responsible Research and Innovation, and Science Technology and Innovation Policies.

The consortium's hope was to sparkle a shift of paradigms towards co-creating science, technology and innovation policies with society. With SISCODE, the partners aimed to raise awareness about the potential of public engagement and design methodologies to connect scientists, policymakers and citizens.

Almost all of the SISCODE communication tools were adapted for policymakers and/or dedicated to convey the abovementioned points.

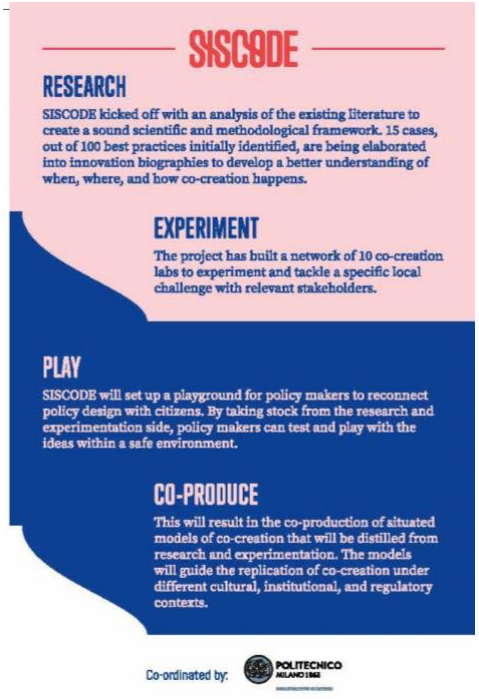




FIG 04 – COMMUNICATION MATERIAL

With our digital platform, policymakers could discover tools and methodologies developed to facilitate the use of co-creation in their practice. A specific section of the website, the learning hub, was specifically tailored to them with a number of lectures, scientific papers and videos to support their needs.

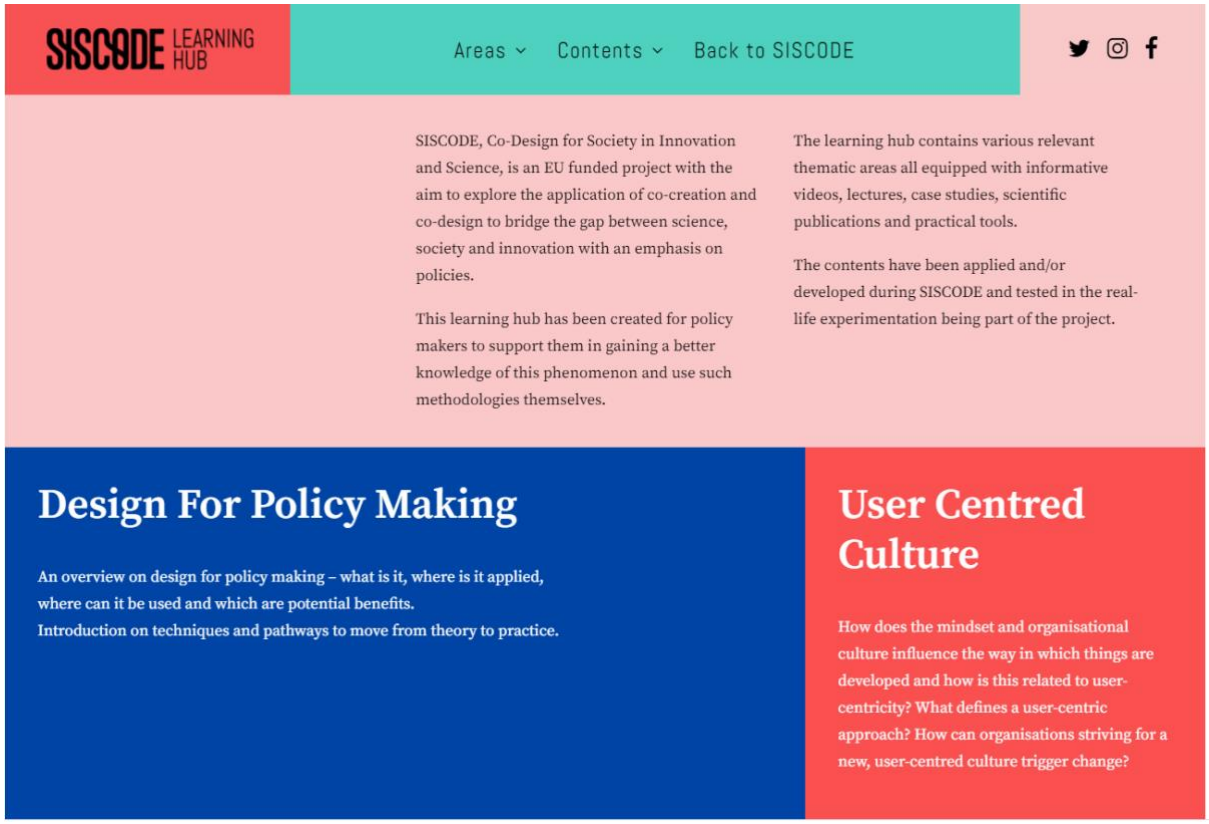



FIG 05 – LEARNING REPOSITORY FOR POLICYMAKERS

They also had a chance to follow the co-creation labs journeys and be made aware of the real impact that co-creating with citizens could have on public policies and on communities.

The other tools used to communicate the outcomes and activities of the project, namely the press releases, the videos, and the printed materials, have played a similar role: to promote the project's key messages and vision to the different stakeholders, especially policymakers.

Our social media channels, through the messages and the monitoring of the co-creation and public engagement landscape, were a useful tool for them to keep updated and learn more about our activities. As described in the section 4.2, social media and especially Twitter and the newsletters have been a promotion platform for some of SISCODE outcomes that are directly of interest of policymakers, such as the MOOC or the learning hub on our platform.

Despite the inconveniences caused by the COVID-19 pandemic and the reduction of onsite meetings, many occasions have served to spark conversations or to act as exchange platforms with policymakers, through the different events to which the project has participated or through SISCODE final conference. A specific series of workshop for policymakers has been conducted for WP4, where local, national and European policy-makers were invited.

### 5.2. Scientific and research community:

Including researchers, PhD students, National Research Councils, European Research Council, Marie Sklodowska researchers and projects.

Despite the practical approach of SISCODE project, many of the final outcomes are of interest of the research community. This particular audience could benefit from SISCODE project with an increased awareness of RRI and co-creation and design methodologies in science and innovation as part of scientists formal and informal education.

As several of SISCODE partners are from the academic field, the contact with scientists and researchers was natural from the start. This audience has been particularly interested in the newsletter, which was a digest of the different conclusions of the theoretical analysis of the European co-creation landscape undertaken by SISCODE partners. The same reasoning goes for the project's social media channels.

Similar to the policymakers, the various events organised or attended by SISCODE partners has a huge potential for the scientific community, to join the discussions on the current state of public engagement in science, industry and innovation policymaking. Especially for the SISCODE conference, which offers the possibility to take part in the elaboration of the manifesto.

Finally, scientists and researchers have been particularly interested in the communication tool that is directly addressed to them: the scientific articles, a total of 10 as the project closes that have been published using the project's results, analysis and experimentations are a key outcome addressed to them (see section 4.6 for more details on this).

## 5.3. Industry and innovation community

Representatives of industry associations, at regional and national levels; social innovators and entrepreneurs; European Innovation Council.

The industry field being closely related to innovation, it is expected from a project such as SISCODE to pay a particular attention to these actors and to address a number of its communication tools to this audience. SISCODE relationship to industry was about spreading the culture of co-design in the innovation community and providing guidance to research funders in its implementation.

To this end, the project used the project level tools such as the digital platform. The inspiring videos developed by SISCODE are also a good vector to convey the potential of participatory approaches to innovations. Finally, the scientific publications represent the most academic form of reports from the projects, and can definitively be employed in the context of industry. Besides this, through the analysis of the work carried out by the labs, we can see that the project has been successful at reaching out the local industry as key stakeholders during the co-creation journeys. Deliverable 3.7 Final report of the dissemination in the co-creation lab ecosystems gives detailed figures of their involvement, and in total, locally, SISCODE has reached a total of 550 industry representatives. If we include the dissemination efforts of the labs, we see that they have reached a total of 1.474.

## 5.4. Civil Society/ Non-Governmental organisations

Including associations, foundations, cooperatives and networks that operate locally, nationally and at the European level.

Topics of social innovation and community problems are at the core of SISCODE's actions and covered by the co-creation labs led to a natural interest for the civil society Organisations (CSO) /Non-Governmental Organisations (NGOs), that have the same issues at heart. SISCODE had the objective to foster synergies with actors of this field to sustain the initiatives supported by our labs as well as to ensure the implementation of citizen participation in decision making and in the debate.

The newsletter sharing advancements of the project were an ideal format to keep these organisations updated with SISCODE's achievements, similarly to the different social media channels.

Most importantly, substantial dialogues have been opened with such organisations during the many events attended or organised by SISCODE. As extensively discussed in deliverable

3.4 Final report on the dissemination in the co-creation lab ecosystems, SISCODE labs have established or reinforced their links to their local ecosystems including to CSOs and NGOs working on the ground. As also presented in the lab videos, moving forward with their solutions, their work with these organisations should continue and hopefully thrive in new projects.

### 5.5. Formal and informal education community

Students, teachers and professors, science communicators, international and national disciplines associations.

Education communities are close to SISCODE values in term of inclusivity and participatory processes. They could expect SISCODE to support their responses to local needs by establishing processes of collaboration and exchange with their ecosystems.

Through the project's website, the education communities were able to have access to SISCODE participatory tools. The regular newsletter was bringing the list of such tools and more information about our project directly into their mailbox. The regular communication tools (press releases, videos and printed materials) had the same impact through different formats. Finally, public presentations and hands-on activities have helped them test some of the tools of the project.

### 5.6. Lab communities

People that are in the lab contexts and are interested in societal challenges and how to tackle them.

As a substantial part of SISCODE's outcomes has been produced within the experimentation developed by the ten co-creation labs, the project expected building a sustainable and fruitful relationship with the local communities built around each of the labs.
Besides raising awareness of RRI and introducing lab communities to the policy design processes, the ambition was also to maintain the actions and success achieved by the labs and encourage more actors to perpetuate such initiatives.
To this purpose, every channel exploited by SISCODE had a specific interest. The website was the central place gathering the information and advancement for each of the labs, as well as more global news about the project. Social media gave the possibility to build and nurture this notion of community, as well as being a meeting platform for actors interested in the same issues. The newsletter, press releases and videos were helping to set each action into the bigger picture, by sharing the more global ambitions and impacts of the

project. As the lab communities have been actors of the project, and have taken part in its success, their presence to the many events attends by SISCODE was crucial to bring the hands-on experience gained throughout the project.

## 5.7. Citizens

A project about citizen participation would not make sense without the involvement of citizens. This particular audience had therefore a special attention from SISCODE, in order to diffuse the culture of co-design and introduce citizens to the policy design processes.

Citizens have been approached with social media campaigning and with the specific events open to the great public, often organised by the labs. As described in deliverable 3.7 there are some limitations to the analysis carried out: the boundaries of some stakeholder groups can be blurry: for instance, citizens were sometimes counted as end-users, sometimes counted as public. When it comes to number the labs have reached a total of close to 200.000 impacts to what they have labelled as broad public (mostly using social media) and engaged directly 4.245 people. The rest of the partners together have reached 8.250 impacts to citizens, mostly using social media.

## 5.8. Other EU projects

The project targeted other EU funded projects that work in the same areas, co-design, policy making, RRI

Other EU projects have been a communication tool for the project at the same time as being one of the target audiences. This has allowed a successful communication of the project and facilitated a collaboration visible through SISCODE communication channels such as the website (news) or social media. SISCODE successfully reached out to 31 EU funded projects to establish lines of collaboration. This included meetings, mails, informal exchanges or via partners that were part of other project's consortia. With some of those projects SISCODE was successful in establishing collaborations (NewHoRRIzon or SuperMORRI), some of the tools developed or used in SISCODE were successfully used in other projects (RETHINK, OSHubs, or GRACE) and with some partners took part in shared meetings and presentations (RRING, TeRRIfica or SCALINGS). Detailed information can be found in deliverable 6.1 exploitation plan.

The list of projects contacted can be found on the table below:

| # | Project | Type of contact |
|---|---|---|
| 1 | SUPERMoRRI | Direct contact |
| 2 | CHERRIES | Direct contact |
| 3 | Orbit | Direct contact |
| 4 | I AM RRI | Direct contact |
| 5 | Sherpa | Common group meetings |
| 6 | RRI2Scale | Direct contact |
| 7 | GRECO | Common group meetings |
| 8 | On MeRRIt | Common group meetings |
| 9 | Fit4RRI | Direct contact |
| 10 | SeeRRI | Common group meetings |
| 11 | DigiteRRI | Common group meetings |
| 12 | TeRRIfica | Common group meetings |
| 13 | TetRRIs | Common group meetings |
| 14 | TeRRItoria | Common group meetings |
| 15 | Transform | Direct contact |
| 16 | New HoRRIzon | Direct contact |
| 17 | Co-change | Direct contact |
| 18 | GRACE | Direct contact |
| 19 | RRing | Direct contact |
| 20 | SmartMap | Direct contact |
| 21 | Compass | Direct contact |
| 22 | MARINA | Direct contact |
| 23 | HUB.it | Direct contact |
| 24 | Platform Design Toolkit | Direct contact |
| 25 | EU-Citizen.Science | Direct contact |
| 26 | SoKETs | Direct contact |
| 27 | GoNano | Direct contact |
| 28 | DESIGNSCAPES | Direct contact |
| 29 | SALL | Direct contact |
| 30 | OpenScienceHub | Direct contact |
| 31 | SCALINGS | Direct contact |

TAB 03 – EU FUNDED PROJECTS CONTACTED BY SISCODE

# 6. Annexes

## Annex 1. Conference programme

# SISCODE
# Final conference

Co-creating human-centred policies
– for a better Europe

Policy making in the twenty-first century is undergoing significant changes. The pandemic has amplified already pressing economic, social, and environmental problems, challenging institutions and policymakers to find new and better ways of developing public initiation.

### JOIN US

Join us in exploring this at the conference "Co-creating human-centred policies – for a better Europe" from May 3rd-7th, 2021. The final conference of the ambitious European project SISCODE - Co-design for Society in Innovation and Science.

During the free and virtual conference, we dive into the power, the approaches and the challenges of co-creating policies with our citizens. The SISCODE final conference consists of 4 days of keynote speeches, testimonials and experimentation in 10 labs spread over Europe. The fifth and final day will be a collaborative effort to co-create a manifesto for the future of policy making. **Sign up here: https://lnkd.in/dkhPQYZ**

### EACH DAY WE EXPLORE A DIFFERENT PART OF CO-CREATION:

03.05.21
**Developing a culture of co-creation with citizens**

04.05.21
**The power of empathy - design for policy**

05.05.21
**Letting go of power.**
**How do we make sure EVERYONE is involved in the co-creation process?**

06.05.21
**Co-creation ecosystems: Enabling collaboration for sustainable cities**

07.05.21
**A pledge for a better Europe: Co-creating the future of policymaking**

This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 774088.

SISCODE

## Annex 3: flyer design

# SISCODE

## RESEARCH

SISCODE kicked off with an analysis of the existing literature to create a sound scientific and methodological framework. 15 cases, out of 100 best practices initially identified, are being elaborated into innovation biographies to develop a better understanding of when, where, and how co-creation happens.

## EXPERIMENT

The project has built a network of 10 co-creation labs to experiment and tackle a specific local challenge with relevant stakeholders.

## PLAY

SISCODE will set up a playground for policy makers to reconnect policy design with citizens. By taking stock from the research and experimentation side, policy makers can test and play with the ideas within a safe environment.

## CO-PRODUCE

This will result in the co-production of situated models of co-creation that will be distilled from research and experimentation. The models will guide the replication of co-creation under different cultural, institutional, and regulatory contexts.

Co-ordinated by: POLITECNICO MILANO 1863

Partners: APRE, tu dortmund, ecsite, CUBE, spi, IST ID, CIÊNCIA VIVA, TRACES, UCL, BioSense, Danish Design Centre, POLIFACTORY, UNDER BROEN

## Annex 4: Roll-up design

## Annex 5. Lab videos: the scripts

### Cube design museum

| | **Script/Bullet Points** |
|---|---|
| Part I - Interview | <u>Anja</u><br><br>**Intro** of speaker, organisation + role in the project<br><br>**Initial aim** of improving quality of life in ageing society<br><br>**Collaboration** with local municipality and citizen cooperative in small village<br><br>**Reframed aim**: new, participatory ways of policy making and bottom-up approach<br><br>**Main challenges**: speaking different languages; power imbalances; lack of trust and understanding; unaligned expectations<br><br>**Developed a tool** to visualize all the elements that affect collaborative processes, to create awareness, understanding and empathy among the stakeholders and to facilitate different stakeholders to actually plan, conduct and assess a co-design process: the **Co-Design Canvas**. |
| Part II - Animated scenario | <u>Context</u><br><br>To tackle future societal challenges requires a joint effort of many different stakeholders.<br><br><u>Who</u><br><br>Imagine a neighbourhood where citizens collaborate with local entrepreneurs to provide services or<br><br>resources for the community, supported by funding from the local government. A neighbourhood where<br><br>everyone participates! |

| | |
|---|---|
| | Or, imagine a world where countries, regions, businesses, organisations, and communities collaborate honestly and transparently to actually tackle climate change. Are we thinking too big?<br><br><u>Benefits</u><br><br>When many different stakeholders collaborate, as in the examples before, to make an impact and reach a<br><br>common goal, they need to respect and understand each other.<br><br>While everyone has their own ways of working, their own perspectives and experience, and their own responsibility, the Co-Design Canvas makes people aware of this and helps to bring them together on the same page.<br><br><u>How</u><br><br>The Co-Design Canvas is a tool for initiating, planning, conducting and assessing collaborations around<br><br>societal challenges – big and small – with various stakeholders openly and transparently. It is a flexible tool that can and should be adapted in both form and ways of application through experience and in different contexts.<br><br>The Co-Design Canvas: An empathic co-design tool with societal impact.<br><br>Connect people and ideas, harness the power of collective knowledge and act together! Who will you join forces with? |

Fab Lab Bcn | IAAC

| | **Script/Bullet Points** |
|---|---|
| Part I - Interview | <u>Who are you and how were you involved in the Siscode project?</u><br><br>I am ...., I participated in the co-creation journey facilitated by the Fab Lab, here, in Poblenou, a neighborhood |

| | |
|---|---|
| | of Barcelona and take an active part in Remix El Barrio.<br><br><u>What is Remix El Barrio and what have you been doing?</u><br><br>Remix EL Barrio is now a collective of food waste material makers... we are exploring new practices to stop wasting our time and our resources and act at local scale to foster more social circular practices. We are transforming food leftovers into new material, products and services. making paper and packaging from coffee waste, creating original lamps, chairs and pots from olive pits, eggshells, mate, designing an entire jacket made with orange peels, creating natural dyeing from avocat pits, soap from used oils, snack for dogs from restaurant leftovers.<br><br><u>What co-creation brought to Remix El Barrio ?</u><br><br>Remix El Barrio, it is more than the sum of individual projects mentorized by the fab lab. We are united around the values of local cooperation, solidarity, new form of crafts and circularity, here, in Barcelona |
| Part II - Animated scenario | What about if in the following years, food waste has become our new treasures?<br><br>Inspired by Remix The Barrio, Poblenou has shaped a circular ecosystem with restaurants, citizens and new fabrication community places. Restaurants and citizens are much more informed and caring about their waste and their neighbors....They separated their organic waste in jars...we see the type of waste (peels, pits, ...). Community places of co-fabrication - spaces where we imagine-co-create serie of useful products with citizen, urban garden of my neighborhood and learn on how to make things<br><br>How does it work? It is simple...<br><br>The circular system starts from collecting waste from restaurants - transport it via cargo bike, pre-processing waste, micro-manufacturing of products, re-distributing them in local market places, urban gardens...<br><br>In 2050, this practice has inspired many other places... each neighborhood functions as a point of transformation of waste into biomaterials, as a place of meeting and cooperation between designers and artisans, building knowledge and products. from the other barrios of barcelona...to...to all cities and places in the world where recipes and knowledge are shared. |

| | |
|---|---|
| | Join the Food Waste Material Makers<br><br>Share knowledge and sustainable practices.<br><br>Think about proximity, local consumption<br><br>Projecting the future, building the way |

KTP

*The KTP challenge relates to the challenge of air pollution and the need to improve quality of life in Kraków and the Kraków Metropolitan Area. The aim is to improve the quality of the air by motivating citizens to change their ecological attitudes, transport and heating habits and support decision makers with relevant tools and instruments for better co-creation of local new policies with a user-centered approach. The case describes the preparation of the new Air Protection Programme for Malopolska, and the creation of a common space for citizens, policy makers, entrepreneurs and other stakeholders where self-development, realization and business take place.*

| | **Script/Bullet Points** |
|---|---|
| Part I - Interview | <u>Agnieszka</u><br><br>Krakow is one of the most beautiful and interesting cities in Eastern Europe. It is also one of the most polluted cities in the world<br><br>To change that situation we got involved in development of the new air quality plan for the Malopolska region. It is regional strategic act that sets up responsibilities, restrictions, potential instruments and incentives that will support the battle for clean air in the region<br><br>We supported policy makers in developing a programme by arranging the circumstances for co-creation with involvement of varied stakeholders, including their needs, expectations and ideas. Alongside the air protection programme together with a startup we developed a platform for monitoring industrial air pollution. |

| | |
|---|---|
| | We involved participants from business, academia, administrators, NGO as well as individuals and invited them to define together the air quality plan with short and long term activities |
| Part II - Animated scenario | <u>Context</u><br><br>The new air quality plan has been approved by the Malopolska Regional Authorities in September 2020. It's time to spread out best practices learnt to other Polish regions. The demo case presented within Siscode will be disseminated thanks to a practical guideline created by KTP.<br><br><u>Who</u><br><br>Policy and platform for monitoring industrial pollution will be used for developing a wider approach to assisting public administration in adopting new innovative techniques. They will involve: business, academia, administration, NGO as well as citizens<br><br><u>How</u><br><br>The regional policy as well as the innovative platform for monitoring industrial pollution will be used to develop a wider approach in assisting public administration in adopting innovative techniques and instruments. And the platform for monitoring industrial pollution by start-ups and validated with end users will be ready as upgraded prototypes for other regional administrations.<br><br><u>Benefits</u><br><br>For the first time such wide and open community consultations were organized. All policies should be co-created in broad collaboration, and all instruments that are to support the implementation of the policy should be previously developed and tested with the target group - residents or business. Together, we can change our environment for the better. |

Ciencia Viva

*Marine sports and activities for recreation, instruction, and tourism, among the others, play a key role in increasing ocean literacy, as the awareness of how the mutual influence among ocean and human well-being. Recognizing that marine leisure activities are relatively uncommon in Portugal and in Lisbon, in*

*comparison with other activities and cities with similar geographies, Ciência Viva proposed 'Build your own boat/Bring your own boat', a series of workshops for building life-sized, usable water rafts, canoes, and small boats. The solution involves citizens and local cooperatives in the creation of a format for DIY boat construction.*

| | **Script/Bullet Points** |
|---|---|
| Part I - Interview | <u>Goncalo</u><br><br>River not used by people, waste of experiences, waste of opportunities for raising<br><br>Awareness about ocean literacy<br><br>Ciência Viva got involved with people with similiar concerns and interests: nautical clubs, NGOs, local authorities, residents, schools<br><br>many of them already doing interesting stuff to get people in the river<br><br>What could we do to engage people for the creative use of the river?<br><br><u>João</u><br><br>Idea of festival in the river<br><br>Based on an annual programme for DIY construction and/or customization of real-sized kayaks, open to a school community |
| Part II - Animated scenario | <u>Context</u><br><br>But why only kayaks to the river? What we want is people on the river, and a river for people. Let's open<br><br>the festival, broaden the possibilities, challenge your imagination and create active users of the river.<br><br><u>How</u><br><br>In the future festival, People to the river/river for the people, we ask you to show what you can do to go to the river, why, for what. Do you want to build boats? Great! What about planning, organising games, tours in<br><br>the river, scientific expeditions and experiments, new sports? |

| | |
|---|---|
| | <u>Who</u><br><br>We will invite schools, of course; but we also call all those interested in creating things together, and all those who dream of a river for people: neighbourhood and city officials, sea scouts, makers, clubs,<br><br>associations, the general public.<br><br><u>Benefits</u><br><br>We hope to populate the river little by little, steadily proving its creative, educational, and fun potential, making it more interesting to more people – and showing this to policymakers. |

Maker

*Recognizing the lack of local and economically accessible facilities, technologies, and public engagement in local recycling, the chapter tackles the challenge of introducing Circular Economy to cope with plastic waste in Copenhagen. The need for circular systemic innovation and holistic production models for recycling plastics led to consider how local micro entrepreneurs, SMEs, commercial resellers and citizens can collaborate for a common, sustainable goal. The chapter presents 'Plastic In, Plastic Out' (PIPO), a Circular system for local sourcing, recycling and production of sustainable plastic building materials and products.*

| | **Script/Bullet Points** |
|---|---|
| Part I - Interview | <u>Who are you and how were you involved in the Siscode project?</u><br><br>My name is Asger Nørregård Rasmussen. I'm community and lab manager at Maker.<br><br><u>What is PIPO (solution - ecosystem, prototyping, collaboration model)?</u><br><br>PIPO stands for 'Plastic In, Plastic Out'. The project is continuously establishing itself as a community built ecosystem and prototyping model for developing, educating and promoting a local community of plastic recyclers, designers and producers in Copenhagen around circular product design and recycling materials. |

| | |
|---|---|
| | PIPO works with small scale manufacturers, recyclers and designers in Copenhagen all with a goal of developing circular initiatives and business<br><br>models within product design and local production. At the same time PIPO tries to connect small scale entrepreneurs to existing industries and<br><br>local policies - ensuring a connected and sharing approach to a more circular Copenhagen. Besides developing the ecosystem and prototyping<br><br>model, the overall focus for PIPO is to connect circular initiatives to municipal agendas, and to promote the fab city initiative in Copenhagen<br><br>PIPO is also including a prototype gallery and case exhibition that serves to inspire, co-design and develop circular products and materials locally<br><br>in Copenhagen.<br><br><u>Who has been involved and why?</u><br><br>Throughout the project, Maker has been working with a broad group of stakeholders in defining the local challenge, ideating solutions,<br><br>prototyping and developing PIPO. Maker has engaged students and a professor from Aalborg University Copenhagen in Life Cycle Assessment,<br><br>stakeholder mapping, and understanding material flows. We have been working with civil servants, recycling stations and companies in order to<br><br>understand the local needs, existing policies and initiatives and to connect PIPO to political agendas, as well as prototyping business models.<br><br>The core stakeholder group is focused on local small scale manufacturers, designers and recyclers in order to foster knowledge sharing (bullet<br><br>point), capacity building (bullet point), product development and prototyping (bullet point), technical solutions (bullet point) and to inspire about the circular economy(bullet point).<br><br><u>How do you think co-creation methodologies and collaboration can be a benefit for PIPO and future circular initiatives?</u><br><br>Using co-creation as a core approach has helped us broaden the scope of PIPO. |

| | |
|---|---|
| | The collaborative approach has helped us to ensure relevance within the community and the city of Copenhagen.<br><br>We think that co-creation and collaboration is key to succeed with a circular transition - now and in the future. |
| Part II - Animated scenario | <u>Context</u><br><br>Imagine if all materials and resources in the City of Copenhagen were recirculated - benefitting all citizens and companies. And imagine if this<br><br>could be applied to all other municipalities in Denmark!<br><br>PIPO have been working with re-circulating plastic waste by involving designers, makers and recyclers in co-creating, prototyping and producing<br><br>more circular products and materials.<br><br>But,...the future version of PIPO is to connect to even more stakeholders, to embed the focus on and work by small scale recyclers and manufactures<br><br>to larger agendas. Imagine if all plastic waste from both households and the industry were collected, processed and directly used for new<br><br>valuable<br><br>materials or products.<br><br>Our dream is that PIPO can be part of the development. Our focus would mainly be to ensure that also small scale design companies and makers<br><br>can be part of the future. We therefore dream about building and scaling our local facilities and machines to realise this. We define fablabs,<br><br>makerspaces and collective workshop as key players in creating this shift within cities and globally and therefore our dream is to connect PIPO to<br><br>larger initiatives and political agendas.<br><br>The overall vision is to establish a Fab City test area and urban lab in Copenhagen, where resources are mapped, materials streams flows and all<br><br>kinds of actors can collaborate and develop new circular solutions. |

PA4ALL

| | **Script/Bullet Points** |
|---|---|
| Part I - Interview | Insert interview text |
| Part II - Animated scenario | WHAT<br><br>The prototype has been applied successfully on a small scale and has now expanded schools on the entire territory of Serbia and has become a mandatory element in high school education.<br><br>WHO<br><br>A wide number of policy makers and school directors supported the implementation of the teaching module in the official national curriculum helping the installation of the technical equipment needed in all associated schools.<br><br>HOW<br><br>After the installation of the technical equipment, the schools are provided all the teaching material and instructions needed to implement the teaching module and use the AgroSense platform to implement it.<br><br>BENEFITS<br><br>A new generation of farmers will be based on AgroSens performances and benefits enabling them to use the platform in their own agriculture production and benefit from precision agriculture tools still underused in Serbia. We hope to educate a lot of new professionals on how precision agriculture could benefit them in many different aspects in their everyday working environment in the future. |

Polifactory

Polifactory explores the potential of co-design and user innovation investigating the physical-motor needs of children diagnosed with cerebral palsy with specific attention to the translation of movement in sound stimuli. It describes the co-design and development of BODYSOUND, a system that exploits a playful activity to encourage  movements, transforming movements into sound.

| | **Script/Bullet Points** |
|---|---|
| Part I - Interview | BODYSOUND is a video game platform for motor reactivation through music. The system was co-designed with the families and children of the Fight The Stroke association. a system for carrying out motor reactivation exercises through music and games, aimed at everyone but in particular at children with motor difficulties. The BODYSOUND training system can support the development of basic motor patterns, the acquisition of the body pattern, support the development of coordination and balance, and contribute to visual motor coordination. But it can also allow the child to acquire specialized motor gestures (technical gestures) that pertain to specific sports disciplines, support motor enhancement, support the ability to interpret rhythm, as it is based on feedback and sound guides. The solution is aimed at training to be carried out at gyms, centers, schools. The system integrates everything necessary to set up a space dedicated to the activity to make it accessible to more users. This configuration allows you to load custom movement sequences which are converted into exercise / game models. The solution is aimed at specialists in the medical, health and sports fields. The solution also includes a Personal version of the software aimed at home training, which can be used through the browser with the integration of a Microsoft Kinect. |
| Part II - Animated scenario | <u>What</u><br><br>BODYSOUND can be used in different contexts. The main one is made up of the Centers of<br><br>rehabilitation. To improve its effectiveness<br><br>each child will also be able to access their own dashboard<br><br>from home so you can continue playing and training. BODYSOUND can also be used in sports centers and schools.<br><br><u>Who</u> |

| | |
|---|---|
| | BODYSOUND is dedicated to sports therapists and doctors who will be able to develop workouts customized and usable even remotely. The main target is children, but in the future they could be included different types of users and patients<br><br><u>How</u><br><br>The therapist will be able to record various personalized exercises and workouts tailored to the abilities and goals of the individual child. BODYSOUND will automatically convert these exercises into a level game.<br><br><u>Benefits</u><br><br>BODYSOUND supports the development of basic motor schemes, the acquisition of the body scheme, the development of coordination and balance. It can also allow the child to acquire specialized motor gestures of specific sports, support motor enhancement and the ability to interpret rhythm. |

Science Gallery Dublin

*To face the challenge of improving mental health and well-being with young people, Science Gallery Dublin initiates a high-school programme for mentorship among students. Involving academics, NGO's, psychologists, parents, teachers, college and high-school students, 'Open Mind' intends to use hobbies and individual attitudes for favoring empowerment and the overall atmosphere of the school, also leading to a long-term increased well-being and fewer mental health issues. The chapter describes how this programme empowers the young people to understand the importance of hobbies for their mental health, while using co-creation techniques for them to be innovative in facilitating the clubs.*

| | **Script/Bullet Points** |
|---|---|
| Part I - Interview | <u>Context +Issue</u><br><br>At Science Gallery Dublin, we set out to tackle mental health and wellbeing management in young people. We created an open call for people to get involved on the journey, to dream up potential ideas and bring their solution to life.<br><br><u>Stakeholders</u> |

| | |
|---|---|
| | This cultivated a diverse gathering of young people, mental health professionals, teachers, parents, mental health charities and researchers.<br><br><u>Solution</u><br><br>The group quickly identified education as a key avenue to support young people, and co-created the OPEN MIND educational programme, with tools and activities to equip young people to manage their well-being. This programme was piloted and refined over several iterations in schools nationally, to produce a strong youth centred resource. The main goal of the OPEN MIND programme is for students to learn the importance of having personal hobbies and interests, to make time for the things they enjoy, and empower them in their school community |
| Part II - Animated scenario | <u>CONTEXT</u><br><br>We aim to see the OPEN MIND toolkit embedded into the national curriculum and used by schools across the country. Furthermore, we hope this pilot can act as a pathway to the Irish Education System to adopt a co-creation methodology across the board and involving young people in all curriculum design.<br><br><u>WHO</u><br><br>This will foster collaboration between policy makers, teachers and parents to centre the student voice in learning and wellbeing. 129<br><br><u>HOW</u><br><br>We demonstrated the value of using youth-centred codesign to develop educational programmes. These learnings can be used to equip schools to work with students as active contributors and initiators of their learning.<br><br><u>BENEFITS</u><br><br>This will foster an environment that focuses on promoting wellness through co-creation and student empowerment. Ensuring the student voice is centred in the development of learning practices. |

*Aiming at breaking the risk of social exclusion of elderly adults in society, THESS-AHALL looks at co-design and open science solutions for social inclusion for the ageing population and chronic patients. The chapter presents "Partners of Experience", a participatory life-long learning programme consisting of a series of co-creation research activities in the Living Lab and the Aristotle University of Thessaloniki that encourage cooperation between older adults and chronic patients and the R&D scientific community of the University.*

| | **Script/Bullet Points** |
|---|---|
| Part I - Interview | <u>Lady / participant of the lifelong learning programme</u><br><br>"My name is Efi and I am one out of the 43 "early-stage" researchers of the "Partners of Experience" life-long learning programme, powered by the Thessaloniki Active & Healthy Ageing Living Lab. The programme exploits co-creation to tackle the risk of ageism, experienced by older adults. For a whole academic year, we deployed a citizens' science research team, working WITH the City and FOR the city to find solutions to everyday living problems...<br><br>We met at the university, collaborating with students...<br><br>We went out in the city to detect the real problems...<br><br>We dived into the books... we discussed, we learnt, we designed...we surpassed the "social distance"...and **finally**... we promoted our solutions for the environment, the public health and the active citizenship of our peers!But even more ... we became a great company, which selflessly offered to its city ... to OUR city! |
| Part II - Animated scenario | The "Partners of Experience" aims to tighten the bonds between the society and research, promoting the active citizenship of the targeted populations to address societal challenges and eliminate social discrimination stereotypes. |

TRACES

*TRACES aims at addressing the issue of making algorithms and artificial intelligence intelligible to their users. Organizing interactions between research, education, civic right and policy making, the project intends to raise awareness of algorithmic decision making within general cultural activities. The result is the creation of a collective intervention reflecting on the roles and uses threats and opportunities coming from*

*embedding Automated Decision Support and artificial intelligences in our knowledge society. By embedding AI as public of theatre plays and other cultural activities, TRACES develops an art-science approach to increase the public awareness of the impact of algorithmic decision making in our society, and support policy makers acting within this specific socio-technical controversy, in moving from promoting an informed society, to promoting an empowered society.*

| | |
|---|---|
| **Script/Bullet Points**<br><br>Part I - Interview | As part of the SISCODE project, Traces run an experiment on the place of algorithms in our lives and our choices, to learn how to live with these devices in a critical way.<br><br>This experiment engaged for 2 years a team coming from the world of education, research, public policies, artists and designers.<br><br>Together, we tested an inversion of perspective: a device having Artificial Intelligence not as a subject, but as an audience for culture.<br><br>Through several iterations, we created a protocol to accompany AIs to assist in a theatre play or visit a museum.<br><br>The first was a live performance - “Hamlet in the Gym with MTV”, at the Maison de Métallos in Paris. 10 digital apps observed, translated and rendered Hamlet's famous monologue.<br><br>In the second, we invited Robert de Barretin, the AI of the DataDADA collective, to a Zoom workshop.<br><br>In the 3rd, groups of visitors accompanied AIs to discover the TURFU living lab festival. SeeingAI and Sullivan + shared with us their visions, biased but at the same time poethic, of a tiers-lieu and its surroundings.<br><br>TRACES is now looking for partners to develop the protocol in new situations.<br><br>The Ile-de-France Region is supporting us to continue this work with high school students. The goal: observing the world alongside AI, to better understand our relationship with AI. |
| **Script/Bullet Points** | TRACES is now looking for partners to develop the protocol in new situations. |

| | |
|---|---|
| Part II - Animated scenario | The Ile-de-France Region is supporting us to continue this work with high school students. The goal: observing the world alongside AI, to better understand our relationship with AI. |

## Annex 6 List of External events

| Partner | Date | Description |
|---|---|---|
| ENoLL | 23/08/2018 | Organisation of a Lego Serious Play workshop on successes & barriers to co-creation |
| POLIMI | 01/11/2018 | Organisation of a session Research as a critical driver for social innovation. Organised together with Scalings during the SIC project final conference in Seville 12-13 november |
| DDC | 06/12/2018 | Experimentation by Design - conference about agile governance and SISCODE |
| UCL | 01/02/2019 | UCL Centre for Co-production in Health Research Workshop - attendance and promotion of project |
| UCL | 01/03/2019 | Co-creating Welfare conference - speaker representing SISCODE through a presentation |
| POLIMI | 01/04/2019 | SISCODE PRESENTATION during the final conferenc eof Create project (Interreg) MIlano April 16 |
| UCL | 01/05/2019 | Highlighted work of SISCODE in keynote to European Science Engagement Association (EuSEA) |
| TUDO | 25/05/2019 | Presenting SISCODE on the German Society for Sociologists Conference |
| TUDO | 05/06/2019 | Presenting SISCODE on the EU-Spri conference in Rome |
| Ecsite | 07/06/2019 | SISCODE pich at Ecsite conference |
| Ecsite | 28/06/2019 | SISCODE pitch at ZSI social innovation community online talk |
| UCL | 01/07/2019 | Camden Council's citizens' assembly on the Climate Crisis - attendance and promotion of project |
| ENoLL | 09/07/2019 | Co-creating Welfare conference - speaker representing SISCODE through a presentation |
| SPI | 18/09/2019 | Organisation of a worksop with Ciência Viva at Open Science Fair 2019, in Porto, Portugal |
| TUDO | 20/09/2019 | Creative Bureaucracy Festival 2019, Berlin, presentation "Public Sector Innovation Labs - Best Practices from Germany" |

| | | |
|---|---|---|
| Ecsite | 11/12/2019 | Presentation of SISCODE at the Citizen Engagement Festival |
| POLIMI | 29/01/2020 | Participation in the annual conference of SUPERMoRRI in Leiden, presentation of SISCODE |
| APRE | 28/02/2020 | "Transformations in Science, Technology and Innovation Policy Making: Trends, Opportunities, and Barriers" - Presentation of Deliverable to the APRE network |
| POLIMI | 24/03/2020 | Virtual meeting and discussion of Monitoring and assing in SwafS projects |
| DDC | 30/04/2020 | Workshop with policymakers: Future of Work (part 1) - Collaboration with NESTA exploring how to use co-creation and scenario planning as a stepping stone for future collaboration for future skills system |
| TUDO | 11/05/2020 | WP 4 Workshop "Innovative Municipalities: Sustainable and digital" |
| DDC | 14/05/2020 | Workshop with policymakers: Future of Work (part 2) - Collaboration with NESTA exploring how to use co-creation and scenario planning as a stepping stone for future collaboration for future skills system |
| TUDO | 08/06/2020 | ISPIM Innovation Conference, presentation "Ecosystems of Co-Creation" |
| POLIMI | 09/06/2020 | Participation in a workshop organized by the project co-change + initial presentation of SISCODE |
| UCL | 15/07/2020 | Online workshop with local government politicians discussing SISCODE and Codesign in climate solutions. With UK100. |
| UCL | 27/07/2020 | Online workshop with national policymakers discussing SISCODE and Codesign. |
| TUDO | 19/08/2020 | International Sustainability Transitions Conference (IST) 2020, hosted from Vienna, presentation “Ecosystems of Co-Creation" |
| POLIMI | 26/08/2020 | Start of a new series of events on "Monitoring and assessing", presentation of SISCODE |
| POLIMI | 11/09/2020 | Presentation of a paper on SISCODE "Experimenting design thinking in RRI as a model of knowledge exchange between bottom-up initiatives and policy making" |
| DDC | 24/09/2020 | Workshop with policymakers (Part 1): Co-creating Smart Cities - Collaboration with OECD and LIAA |
| SPI | 06/10/2020 | Participation in TeRRIfica's Helpdesk |
| POLIMI | 20/10/2020 | Discussion/RoundTable on self-assessment questionnaires together with other SwafS projects |
| POLIMI | 20/10/2020 | Families Share: Webinars, Session: Enhancing co-design and co-creation in Europe - Francesca Rizzo, Politecnico Milano, SiSCODE-H2020 project |
| DDC | 04/11/2020 | Workshop with policymakers (part 2): Co-creating Smart Cities - Collaboration with OECD and LIAA |

SISCODE CO-DESIGN FOR SOCIETY IN INNOVATION AND SCIENCE