





Citi-sense WP5:

Participation and Empowerment

Newsletter No. 19

February 2014





Articles and Publications.

Royal Society of Edinburgh interim report on Digital Participation.

Members of the public across Scotland were invited by the Royal Society of Edinburgh to take part in a national inquiry into the changing role of digital technology and how everyone can share in the benefits of the digital society.

http://talkaboutlocal.org.uk/royal-society-of-edinburgh-interim-report-on-digital-participation/

Gamification of Citizen Sensing through MobileSocial Reporting.

The explosion of user-generated content on the Social Web published from mobile devices has seen reporting applications grow in popularity from self-reporting style workouttracking applications like Fitocracy to community reporting applications like FixMyStreet. In this paper, we introduce the concept of social mobile reporting where a community of peoplereport on issues within their environment. We discuss annotating contextual metadata to reports, and the use of gamification to create an engaging user experience. We propose a design of the architecture of a social reporting framework including description of the reports server that incorporates semantic data harvesting and provision. We outline a mobile application including game design elements of the mobile user experience, and a discussion of imaging technology to aid in processing of citizen reports and we provide some ideas for future work along with our conclusions.

http://www.academia.edu/3288338/Gamification_of_Citizen_Sensing_through_Mobile_Social_Reporting

Building smart cities from the bottom-up.

If we focus on sociability as the starting point for design and tapping citizens as the source of innovation, how do we go about crafting a smarter city from the bottom up? An ideal beginning is to leverage the growing array of smart personal devices we all wield and recruit people as the sensors of a city rather than relying only on formal systems embedded into infrastructure.

http://blog.ferrovial.com/en/2014/02/building-smart-cities-bottom/

Experiencies.

The Smart Chicago Collaborative: A New Model for Civic Innovation in Cities .

In many places, civic innovation is thriving—people are strengthening their relationships with governments to improve their lives in unprecedented ways. Individuals and groups at the local level are what drive it: they're harnessing access to data and technology to redefine how we interact with where we live. It's the latest example of how the Internet has forever changed democracy in the 21st century.

However, like democracy itself, the modern civic innovation sector's development has been an uneven and messy process. The foundation this movement's built on—the internet—is still far from being an equally accessible and universally understood medium. Moreover, the Internet itself is not enough to spark civic innovation in cities: it's the jumble of people, policies, leaders, and networks that need to coalesce to make things work.

http://www.livingcities.org/blog/?id=225





Can a mobile app help you be a responsible citizen?

Citizens in Montenegro are now equipped with a new mobile app "Be Responsible," to help them transform them into vigilant reporters, scanning the country for illegal waste dumps, misuse of official vehicles, irregular parking, roadblocks, and failure to comply with tax regulations.

 $\underline{http://europeandcis.undp.org/blog/2013/05/22/can-a-mobile-app-help-you-be-a-responsible-citizen/}$

Is Vancouver the First City with a Plan to Tackle Citizen Engagement?

People are not voting in civic elections; staring at their cell phones to avoid smiling and greeting each other; retreating to their homes and the internet instead of engaging in city life. Civic disengagement and anti-social behaviour affect cities around the world, yet few actually come together with a strategy to deal with the issue. Vancouver may be the first.

http://sustainablecitiescollective.com/city-life/227916/vancouver-first-city-plan-tackle-citizen-engagement