Citi-sense WP5:

Participation and Empowerment

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Articles and Publications.

City Sustainability Must Begin With Reinvestment in Neighborhoods. Kaid Benfield.

Sustainable neighborhoods are the building blocks of sustainable cities. Neighborhoods are where development decisions are made and where increments of change – whether good or bad – actually take place, as well as where residents and workers experience the city environment on an everyday basis. Quite literally, sustainability starts in the neighborhood.

http://sustainablecitiescollective.com/kaidbenfield/186456/city-sustainability-must-begin-reinvestment-neighborhoods

Citizen Participation Demographics: Who is generating civic ideas?

What we've learned is that a wider demographic spread is actively participating in online community engagement. The sampling below was collected from over 5,000 registered CivicIdeas users.

http://www.engagingcities.com/article/citizen-participation-demographics-who-generating-civic-ideas#.UoRg22srHk0.twitter

Council of Europe urges more creativity online to counter declines in political participation.

Social networks, blogs and online media offer citizens unprecedentedly direct access to democratic life. Is the internet revolutionising our concept of democracy? A new study prepared for the Council of Europe invites governments and civil society to take advantage of the web as a tool for participatory democracy.

The study indicates declines in election turnout (in 40 out of 49 democracies worldwide from 2007-2013), party membership, trade union memberships, and other forms of democratic expression. It acknowledges recent "overblown expectations" of the Internet's usefulness in promoting democracy, and that individuals participating online are often the same as those participating offline. It also notes the risk of the use of web censorship or surveillance to undermine democracy.

Prepared to inspire discussion at the 2nd World Forum for Democracy, the study proposes new ways forward in the practice of digital democracy. For example, it suggests that governments and parliaments pay more attention to Internet-based initiatives and avoid reproducing outdated tools, like consultations or public assemblies, online. Il also encourages civil society to make full use of potentially powerful opportunities for engagement such as crowdsourcing, crowd funding and viral social media campaigns. The web can also serve as a platform to better hold authorities to account.

http://hub.coe.int/en/web/coe-portal/press/newsroom?p_p_id=newsroom&_newsroom_articleId=1657771&_newsroom_groupId=10226&_newsroom_tabs=newsroom-topnews&pager.offset=0

http://www.coe.int/t/dg4/cultureheritage/news/wfd/study_en.pdf

Experiencies.

El Ayuntamiento de Bilbao inicia la obra de la primera isla sonora de Bilbao en la Plaza General Latorre.

La dimensión sonora o acústica influye de manera determinante en la calidad de vida de cada zona. De hecho, cada zona tiene una dimensión sonora diferente asociada a su función. La contaminación acústica tiene un impacto evidente sobre la salud de las personas. Y por otro lado, una buena calidad sonora de nuestros espacios públicos puede contribuir a mejorar nuestra calidad de vida. Por ello, el Consistorio bilbaíno lidera un proyecto europeo que quiere investigar sobre las posibilidades de reducir la contaminación acústica.

Se trata del proyecto QUADMAP, que tiene una duración de 3 años, y se centra en la definición y gestión de zonas tranquilas en el marco de la Directiva europea2002/49/CE sobre ruido ambiental. El papel del Ayuntamiento de Bilbao en este proyecto se basa en aplicar propuestas de actuaciones, desarrolladas en colaboración con los socios tecnológicos del proyecto (entre los que se encuentra Tecnalia), para crear espacios de tranquilidad en espacios urbanos de Bilbao. Las plazas y parques de la ciudad serán los espacios de prueba y participación.

Se trata de un proyecto subvencionado por la Unión Europea que servirá para intercambiar experiencias con otras administraciones y centros de investigación europeos ubicados en los entornos de Rotterdam, Florencia y Paris.

http://www.deia.com/2013/10/29/bizkaia/bilbao/el-ayuntamiento-inicia-la-obra-de-la-primera-isla-sonora-de-bilbao-en-la-plaza-general-latorre

Interstress Project: Interreality in the Management and Treatment of Stress-Related Disorders.

The INTERSTRESS project aims to design, develop and test an advanced ICT-based solution for the assessment and treatment of psychological stress.

Objectives: Quantitative and objective assessment of symptoms using biosensors and behavioral analysis, decision support for treatment planning through data fusion and detection algorithms and provision of warnings and motivating feedback to improve compliance and long-term outcome.

http://interstress.eu/index.php/en

SenseMyCity: new app.

SenseMyCity is the name of the application developed for smart phones, within the Future Cities Project. It enables, through the use of sensors, the registration of the everyday life of users for further analysis. Information such as fuel consumption per journey, possibility of car sharing or levels of stress are some of the data which can be studied.

With this application, designed to use in research projects in various areas such as engineering and psychology, users can record, consciously and voluntarily their daily routine through sensors embedded in their mobile phones. Recently completed, SenseMyCity is being tested and it will be applied to the police for analysis of the welfare of the professionals.

http://futurecities.up.pt/site/sensemycity-allows-the-analysis-of-fuel-consumption-and-stress-levels/

http://infocivil.es/una-aplicacion-innovadora-de-mapas-urbanos-para-revolucionar/

Congresses, Seminars, Courses, etc.

Citizen Cyberscience Summit 2014: A call for participation.

Citizen cyberscience refers to the wide range of activities that enable people from all walks of life to join in scientific projects through internet-based applications such as contributing the unused processing power of their computers to help scientific computing, classifying information, using their smartphones to collect nature observations or building their own Internet-enabled sensors to collect environmental information.

he summit will be structured as a 3-day event offering scientists, practitioners, enthusiasts, policy makers and citizen scientists the unique opportunity to meet and discuss citizen science and citizen cyberscience, participate in activities, and develop prototypes for new projects.

The first day (Thursday, 20th February 2014) will focus on the wide range of citizen science activities, exploring the engagement, creativity and participation, outreach of citizen science to the developing world, and the undertaking of citizen science projects in challenging environments (e.g. in a rainforest or the Arctic). Talks that deal with the growing policy and environmental management implications of citizen science are also welcomed.

For the second day (Friday, 21st February 2014) presentations are invited on the technical aspects of citizen science, such as: the need for suitable hardware and software; or panels discussing with citizen scientists about their perceptions, participation and engagement; or a showcase of citizen science projects. Based upon the success of this event in 2012, a 'think camp'/'hackfest' will be launched which will carry on to the next day and is aimed at developing demonstrations of hardware and software that can be used in citizen science projects or simply a concentrated discussion on a specific topic of interest.

The final day (Saturday, 22nd February 2014) will include further conference sessions, workshops and development of prototypes, with an afternoon talk, presentations and awards for the best prototypes.

Overall, the summit aims to cover a range of topics of relevance to citizen science research, including: technical aspects of citizen science such as use of sensors; applications of smartphones for data collection or in combination with external sensors; linking the Internet of Things (IoT) and citizen science – sensor networks to human sensors; motivations, incentives and engagement patterns; citizen science with indigenous and low-literacy communities; social science, ethnographic and anthropological aspects of citizen science and creativity and learning in citizen science.

During the summit, there will be an opportunity to present short papers, run panels, organise workshops or provide showcase demonstrations. Anyone interested in participating in this way is invited to submit brief proposals of up to 750 words using the form: http://bit.ly/15SWBnw

Proposals should be submitted by 31st December 2013.

http://cybersciencesummit.org/