



The French network of  
public and private stakeholders  
for sustainable cities

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# Innovative solutions for sustainable cities

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## Citizen participation



# URBAN INNOVATION IN THE FIELD OF CITIZEN PARTICIPATION

## /// WHY BECOME PART OF A PARTICIPATORY PROCESS?

Participation, or « the involvement of urban stakeholders (citizens, users, business community members) in shaping the issues that affect them, as well as in implementing the resulting solutions » is an approach that is developing in cities all over the world. Developing a local-level project is no longer the work of just two categories of players interacting: those making decisions (the project contractors) and those executing them (project management), but has extended to include all players affected (project “users”).

The experiments conducted to date in France have brought to light the benefits of this type of approach, which concurrently brings richness to products, fosters innovation - in particular innovation in types of use -, anchors projects within their local environment and facilitates integration into the existing urban fabric and population as a whole. When the issues are understood by the citizens, and when a project has the support of the population and future residents, community and users, success is practically guaranteed.

## /// PARTICIPATION... FOR WHICH TYPES OF PROJECTS? AND USING WHAT KINDS OF PROCEDURES?

The participatory approach can apply to many different types of projects, from designing a land planning project for the near or not-so-near future, to drafting a strategic planning document, involving future residents in designing a local development project or involving them more directly in urban management.

Participation can come at any stage of the project:

- ▶ at the design stage, with a co-design process that makes it possible for residents or future users of an infrastructure or service to make put their user expertise - a complement to technical expertise - to valuable use. Residents can be brought on-board through participatory workshops or through interactive mapping tools, for instance, to help draft a strategic planning document;
- ▶ at the decision-making stage, by organising a vote on a jointly-developed budget, or submitting multiple options to the residents for a new development project;
- ▶ at the launch phase, so that all populations affected can truly take ownership of the project;
- ▶ and during the working and operation stages, by involving residents in operation maintenance or management, and secondly, by opting for flexible, open approaches, which make it possible to reshape the project in accordance with the feedback received.

Participatory approaches can come in different forms – above all, the methodologies and tools chosen need to be tailored to the end-purpose sought, as shown in the case studies shown below.

## /// INNOVATIVE APPROACHES AND TOOLS

While the advent of new information and communications technologies has made it infinitely easier to get urban stakeholders involved, they have also shaken up the traditional methods for consulting and securing resident participation, making landscape much less recognisable. Key innovations include:

### ▶ The ability to preview projects as 3D models

3D modelling can not only depict a territory or project, but also accommodate exploration and simulation within that virtual realm. The digital environment created is, in fact, a model of the project inserted into its context, and placed on a 3D navigation tool (3D navigation, a multi-user web solution, augmented reality, natural interface, etc.), all of which “breathes life” into the project. As far as participation is concerned, digital modelling creates a shared understanding of the urban space and firmer grasp on the project proposed. In that sense, digital tools give a stage to urban projects, in an educational and innovative way, and open up discussion.

### ▶ Crowd-sourcing

Tapping the citizens to produce new information about the city, becoming more familiar with usages and putting forth solutions and projects as a group: such is the three-fold promise of urban crowdsourcing. From tools dedicated to reporting problems in the urban environment (roads, traffic), participatory budgets, census initiatives (biodiversity inventory) or assessing spaces and infrastructures (mobility for wheelchair users), the expertise of citizens is extremely valuable to those working to better manage and design cities.

### ▶ Participatory mapping

Participatory mapping makes it possible for city or neighbourhood users to share their opinions via an online map. Logging in from a notepad or cell phone, they can add ideas by sliding pictograms across the image, then commenting, voting or sharing ideas on the social networks, for instance, to contribute to the Local Urban Development Plan (PLU).

### ▶ Digital platforms

Digital platforms bring together, in a single “warehouse”, all the data produced across a given sector, then crosses and aggregates them to improve the quality and performance of urban services. As soon as data are made open, there is often also a rush to visualise them in graphs, charts or mapping schemes, so that they can be easily understood by all citizens.

Innovation is not only about digital tools, however; it also lies in the very approaches adopted, from opening up public data (of which urban residents and users eagerly take ownership to make proposals of their own), or implementing participatory workshops that pave the way for new forms of action and local democracy.

## /// FRANCE'S DISTINCTIVE KNOW-HOW

Whether in putting digital tools to use or implementing new approaches, France boasts outstanding know-how and experience to involve all the stakeholders on a given territory in shaping their own city.

The fact sheets hereafter describe some of the most outstanding initiatives in collaborative projects, run by companies or French municipalities, both in France and abroad.



# DEVELOPING CO-WORKING IN THE LYON MÉTROPOLE AREA

## THE “COWORKING.GRANDLYON.COM” NETWORK



*Since 2012, Lyon Métropole has been committed to a Smart City approach, where coworking occupies an important place in relationship to developing a digital culture, enhanced collaboration and reduced travel.*

*Lyon Métropole supports coworking areas in the metropolitan area, in particular through the creation of the COWORKING.GRANDLYON.COM network. It supports the network for group events (coworking tour, conferences, etc.) and advertises them via an Internet portal.*

*Initiated at a “barcamp” held during the Tour de France of remote working in 2012, the Greater Lyon Coworking Collective brings together twelve sites located throughout the metropolitan area. The network’s goal is to unite participants around shared values listed on a charter: goodwill, collaboration, sharing, equality and transparency.*

### KEY FIGURES

- One network, 12 sites, one charter
- 850 coworkers/month
- 90 start-ups
- 500 events organized
- 3,000 m<sup>2</sup> of working surface

### INNOVATIONS

- ▶ A coworking charter that affirms shared values and unites participants.
- ▶ A COWORKING.GRANDLYON.COM portal that gives greater visibility to the network.
- ▶ Group events, such as the two “Coworking Tours” in 2014-2015. Since 2016, the network organizes “Off-site Coworking Get-togethers” to encourage meetings between the various innovation sites.
- ▶ A “Coworking Guide” (available online) that lists best practices and recommendations for groups or private participants wishing to implant a site.
- ▶ Several initiatives are being planned, in particular the Coworking Conference that will be held on February 3, 2017. This conference aims to launch discussions on two major themes:
  - How can coworking sites and practices, as well as changing work methods, mutually stimulate each other?
  - How will this relationship evolve in the coming years?

### STAKEHOLDERS

- ▶ Over the Lyon Métropole area, several sites are concerned by the network: L’Atelier des Médias, Boost in Lyon, Comptoir Etic, Ecoworking, La Cordée, Locaux’Motiv, Mix Coworking and Web Up Space.

## IMPLEMENTATION

► The element that facilitated network construction was the “barcamp” held during the Coworking Tour de France in 2012.

► After this event, it was necessary to continue building sturdy bonds between network members and the community in order to achieve shared collaborative production.

Based on four shared values, the charter is an important unifying element for the network, along with support from Lyon Métropole.

coworking  
GRANDLYON

“ Coworking can be defined as a community of individuals and organizations that share more than an area and tools: they also exchange, build links and create projects and professional collaborations. ”

Five years ago, coworking was almost nonexistent in France. Today, this new type of collaborative work organization continues to develop and accompany the transitions that are currently taking place.

## RESULTS

- /// The sites welcome around 850 coworkers per month, whether they are remote workers, entrepreneurs or independent workers.
- /// Currently, 90 start-ups are concerned by the initiative.
- /// A «Coworking Guide» (available online) lists best practices and recommendations for groups or private participants wishing to create a site.



Opposite: network members

## FINANCIAL SCOPE OF THE OPERATION

- /// The economic impact of the operation is obvious and is based on the new digital economy that is in full development over the region.

- Minimum budget: €4,000 for the COWORKING.GRANDLYON.COM portal
- €4,000 for upstream benchmark studies
- €15,000 planned for the 2017 Conference

FRANCE  
URBAINE  
MÉTROPOLIS, AGGLOS ET GRANDES VILLES

coworking  
GRANDLYON

GRANDLYON  
la métropole

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## PROVIDE INTERCONNECTING HUBS WITH INNOVATIVE SERVICES



THE SAINT PAUL GARE REMIX PROJECT IS A TEMPORARY INNOVATION LABORATORY FOR DESIGNING SERVICES WITH AND FOR USERS!



*What if the places where we interconnect were made for real living and could enable us to choose how to pass the time rather than merely enduring it? How can we encourage people to use the train for travel rather than their car?*

*These were the goals of the Lyon Saint Paul Gare Remix event that was held in April 2015.*

*For three days, the Saint Paul station became a "playing field" for users, as well as creative groups, students, designers and digital experts, to enable the emergence of innovative service prototypes.*

*In addition to encouraging more sustainable travel, the idea was to find new ways to collaborate on open innovation among public and private participants, users and creative groups. The overall goal was to make a city WITH and FOR users.*

### KEY FIGURES

- 3 days of creation under a free license
- One call for applications from the creative communities, users and students
- 120 applications for 42 selected, divided into six teams
- 7 prototypes created during Gare Remix

### INNOVATIONS

Seven prototypes for innovative services were produced under a Creative Commons license during the three Remix days:

- ▶ **The Icebreaker:** create a social link among users by discussing over 700 topics using a speech recognition totem.
- ▶ **Watch Out for Bikes:** enjoy sports, recharge your phone and play on a network using two fixed-position bikes that operate side-by-side.
- ▶ **Time Zone:** using an "animated rocket," indicate in a spectacular way which trains are at the quay and the countdown before their departure.
- ▶ **The Sensitive Tunnel:** enter the train station through a tunnel that immerses travelers in a world of images and sounds illustrating their future trip.
- ▶ **Winter Showroom:** fill a big, empty train station waiting room by proposing that users barter with each other.
- ▶ **Compost'TER:** recycle empty drink cans in the Compost'TER in exchange for SNCF vouchers.
- ▶ **Random Shunting:** explore the Saint Paul neighborhood using a speech recognition system and provide descriptions of the daily activity of local merchants.

In addition to these prototypes, there is innovation in the approach and collaborative methods used to redesign a public area.

For more information, visit:  
[www.garemixsaintpaul.grandlyon.com](http://www.garemixsaintpaul.grandlyon.com)

## STAKEHOLDERS

► This was an innovative approach based on strong partnerships. Led by Lyon Métropole, participants included the Auvergne - Rhône Alpes Region, the SNCF, the City of Lyon and, of course, the 42 “remixers,” including creative groups, users and local residents.

## IMPLEMENTATION

► The method used is particularly innovative and creative, since it promotes collaboration between private and public participants and associates users and creative groups to a “bottom-up” approach. It allows a new approach to building the city in a more agile and flexible way, WITH and FOR users.

► It is based on open innovation and encourages public action in a transversal way through partnerships. This action also brought together a local community of innovators.

► Upstream work to build a partnership approach facilitated obtaining good results.



→ To see a video of the event:  
[www.garemixsaintpaul.grandlyon.com](http://www.garemixsaintpaul.grandlyon.com)

## RESULTS

- /// In addition to the prototypes described above, an assessment-evaluation of this innovative approach was drawn up (available at [www.temps.millenaire3.com](http://www.temps.millenaire3.com)).
- /// Outstanding success was noted from the point of view of group emulation, in spite of the large number of participants and resources.
- /// The work methods used for Gare Remix could be adapted to other contexts and goals, attesting to the experimental success of the project.
- /// Currently, two of the seven prototypes - «The Icebreaker» and «Watch Out for Bikes» - may possibly be used by the SNCF at two stations in Lyon.



## FINANCIAL SCOPE OF THE OPERATION

- /// Even though it was shared among the partners, the cost of this action was one of the obstacles to its implementation. However, the high cost of the action stemmed from the fact that this was the first time it had been attempted. Economies of scale can be possible on similar actions in the future.

### OVERALL BUDGET

→ €102,000  
(including a 30% grant from the Auvergne-Rhône-Alpes Region)





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# NUM-DOCKS

A COLLABORATIVE DIGITAL TOOL FOR SUSTAINABLE DISTRICTS



NUM-DOCKS ALLOWS ASSESSMENT OF DISTRICTS' SUSTAINABLE DEVELOPMENT INDICATORS AND IMPROVEMENT OF BEHAVIORS

*NUM-DOCKS is a digital tool which is developed by ARIA Technologies on the Docks de Saint-Ouen district, an eco-district of Metropole du Grand Paris. It allows the evaluation criteria of urban sustainable development: energy, waste, air quality, social cohesion ... thanks to the participation and involvement of stakeholders. NUM-DOCKS is a scalable web tool: many features can be integrated (mobility, circular economy ...) and it is adaptable to any other territory. The development of NUM-DOCKS is funded by the European institution Climate-KIC, it contributes to climate adaptation and mitigation on the territory.*

## INNOVATIONS

- ▶ **Innovative citizen consultation method** implemented very early in the project to allow the involvement and expression of all stakeholders and create a useful tool for all and used by all → **new method of governance.**
- ▶ **Simple tools for monitoring and anticipation of consumption**, for each building and for the whole district, electricity, heating, hot water and cold water, and waste generation curves (qualitative and quantitative) → **climate mitigation.**
- ▶ **A collaborative map** enabling exchange of information between stakeholders about works, environment, culture, shops... → **social cohesion and solidarity.**
- ▶ **A discussion forum in each building** → **social cohesion and solidarity.**
- ▶ **Tools for all people in order to monitor their local environment**, as maps of industrial plumes of industries located

in the district → **climate mitigation and protection of the atmosphere.**

**NUM-DOCKS assesses whether the commitments made to get the Label EcoQuartier of the French Minister are achieved.**

## STAKEHOLDERS

- ▶ **The CITIZENS:** residents and employees of the district, park users, neighborhood associations: **associated with the project since its launch, essential users of NUM-DOCKS tool.**
- ▶ **SEQUANO AMENAGEMENT:** public development agency of the Docks district: **asked ARIA Technologies to create NUM-DOCKS tool.**
- ▶ **PUBLIC ESTABLISHMENT PLAINE COMMUNE and the CITY OF SAINT-OUEN:** the NUM-DOCKS tool is developed on an area of their territory: **consulted and involved in the project.**
- ▶ **The companies CPCU, Sycotom, EDF, real estate developers, social landlords:** **consulted and involved in the project.**
- ▶ **The CLIMATE-KIC:** European institution for Climate, **financing of NUM-DOCKS project.**
- ▶ **ARIA Technologies:** private consultant: **designer of the tool and coordinator of the NUM-DOCKS project.**
- ▶ **TUM:** Technical University of Munich: **designer computer architecture NUM-DOCKS.**

## KEY DATA

- NUM-DOCKS is developed within the European collaborative project «Smart Sustainable Districts» of the Climate-KIC, which has selected 4 districts : Moabit in Berlin, QEOP in London, Centre-West in Utrecht and the Docks of Saint-Ouen in the territory of Métropole du Grand Paris.
- A tool created by citizens and for citizens, helpful to all stakeholders of the district.

For citizens to engage in climate related projects and change their behavior, it is necessary to identify first their immediate and concrete issues. Hence the importance of the dialogue phase.

For each of these issues, the dialogue and then the digital tool will show clearly the financial consequences (energy bill, water bill) of everybody's behavior. Environmental consequences (f.e. air quality) and long term climate impacts are also discussed during the dialogue.

The digital tool increases the awareness about the impact of daily decisions and creates the right conditions for a sustainable change in behaviors.

## IMPLEMENTATION

► **A true dialogue with citizens:** so that all can express themselves et see that their ideas, wishes, desires are taken into account. It is required, in order for them to make this tool their own tool and they use it regularly. This in turn will engage them and make them aware of the environmental and climate related issues, so that they can adapt their behaviors accordingly.

► **The willingness of public authorities,** which have the legal power, : City Mayor, Local Authorities, Urban public developer,...to build a real sustainable district.

► **The engagement of urban utilities providing** electricity, heating, water and collecting waste so that they supply consumption data and waste production volumes.

## RESULTS

/// The Docks de Saint Ouen eco-district is one of the 4 European districts selected by Climate-KIC, among 31 districts initially identified, to develop innovative "Climate-friendly" solutions. NUM-DOCKS is about :

- The active engagement of district inhabitants to the design of the digital tool through 3 « DOCKS-Forums » which have gathered more than hundred participants → **wellbeing and social cohesion**,
- The precise definition of functionalities demanded by inhabitants and other stakeholders and the corresponding data contributions which are needed → **environment protection and improvement and sustainable use of resources**,
- An open, versatile and upgradeable numerical 3D database → **sustainable use of resources**,
- The creation of a collaborative 3D map in which all stakeholders can register their contributions → **wellbeing and social cohesion**.



## FINANCIAL ELEMENTS

- /// Funded by the EIT / Climate-KIC and the project partners (700 k € over 3 years to develop and to create the prototype)
- /// Commissioning of demonstrator in December 2016
- /// Measuring the impacts of NUM-DOCKS tool in 2017

- The budget needed to adapt and implement the tool in a neighborhood is between 300 k€ and 600 k€, depends on data available at the start of the project and on the complexity of the tool design.





## SEINERGY LAB

### POLE OF INNOVATION, TRAINING AND EXPERIMENTATION ON ENERGY TRANSITION AND TERRITORIES OF TOMORROW

*SEINERGY LAB, created on the initiative of the City of Mureaux and the EPAMSA, is a new pole of collaborative innovation on energy and territories of tomorrow.*

SEINERGY LAB gathers and crosses the viewpoints of the different actors of the sector, or in the territory of « Grand Paris Seine et Oise », and therefore profits of an exceptional ecosystem shared expertise and means supporting innovation and experimentation.

#### INNOVATIONS

- ▶ Seinergy Lab is an innovative support process of all the territorial actors.
- ▶ Its collaborative governance, original, is a product of its genesis and a key of smart collaboration of several actors which build together projects through two fields of strategic activities: territory of tomorrow (by setting up experimentation and demonstrator, analyzing energy territories data) and the talents of tomorrow (pedagogic innovation)
- ▶ The Head office is a technical innovation which brings together unique experimental equipment: an apartment, a chamber and demonstrators about electro-mobility, energy storage and self-consumption. This tool is also a social innovation and pedagogic support in raising students' skills, citizen as well as professionals.

#### KEY DATA

- 3 years of existence
- 40 public and private members
- A strong territorial inking, expansion: city of Mureaux in 2013, to the territory « Grand Paris Seine et Oise » in 2016 (73 municipalities and more than 400,000 inhabitants and 500 km<sup>2</sup>), and to Vexin Regional Nature Park
- An unique experimental apartment supplied by 9 energy sources
- 10 projects carried out and about fifteen ongoing

#### STAKEHOLDERS

- ▶ SEINERGY LAB forms an ecosystem of 40 public and private members divided into 3 colleges: public administrations, territories and institutions; research and educational establishments; companies with industrialists, SMEs and architects.
- ▶ The governance is based upon their collaboration:
  - each college holds 6 seats on the board of directors;
  - each college is represented in the office, but also in the Scientific and Ethical Council set up in 2016;
  - the actions of the innovation platform are divided into two strategic domains of activity (DAS) which was chaired and managed by a duo, elected member and mission head.

## IMPLEMENTATION

- ▶ SEINERGY LAB is the result of two years of work with representative from each of the colleges, constituting today its ecosystem. Each year, new partners adhere extending the field of expertise and possibilities. The fact that it's a territory project strongly supported by the local elected officials is a strong facilitating factor.
- ▶ 2013 • Creation of the association
- ▶ 2014 • First studies and demonstrators
  - PIA laureate for the projet « ACTES » about pedagogic innovation
  - Delivery date of the headquarters building
- ▶ 2015 • Selected to a call for projects TEPCV with the City of Mureaux
  - Delivery of the experimental and pedagogical equipment, and inauguration
  - Appointed to the trophies of the « Grand Paris », in the energy transition category at the Smart City Forum
- ▶ 2016 • SEINERGY LAB recognised as being an operational tool of the UC GPS&O, created in 1<sup>st</sup> January 2016.



### François GARAY,

Mayor of the City of Mureaux,  
Vice-President of higher education,  
research and innovation of the Urban  
Community (UC) of « Grand Paris Seine &  
Oise » and President of SEINERGY LAB.

“ At the dawn of the 21st century, the Seine Valley needs to become the valley of energy efficiency, intelligence and mobility. Universities, companies, territorial authorities, each must make its contribution and know-how. This is why we wanted to launch this platform, to be the energy laboratory of the tomorrow's city. ”

## RESULTS

/// This place shows a picture of modernity and innovation, especially for the younger generations. It's an opportunity to generate development projects of major companies, to attract start-ups (in linked or not to higher education establishment), to encourage vocations, to increase competences of actors, to relocate activities and to increase the quality of life and attractiveness of « Grand Paris Seine & Oise ».

/// Therefore, the project has already allowed the creation of 4 jobs in the association, the rapprochement of 40 members with different backgrounds, the emergence of 10 collaborative projects, the involvement and support of 8 SMEs, but also raise awareness, information and the formation of almost 2,000 visitors, 200 students and around thirty teachers.

/// **Recognition at professional and institutional level of SEINERGY LAB.**

/// Mentioned among the 10 reference initiatives, in terms of territorial innovation, in a report from the Minister of Decentralisation.



## FINANCIAL DIMENSION OF THE OPERATION

/// An annual budget of 500,000 € to fund the association (activities and equipment).

/// A similar amount is provided by the SEINERGY LAB partners (funding of equipment and contributor's time).

## KEY FIGURES

- 1.5 million euros in restoration works, founded by Regional Council of Ile-de-France (650,000 €) and FEDER and the city of Mureaux (475,000 €)
- 700,000 € invested in technological equipment
- 10 institutional and financial supports (see logos on the right)



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## GRAND LYON NATURE

### DEVELOPMENT OF A NATURE TRAIL APP



*The application offers a digital information service to a broad audience. Implemented in January 2014, it covers the entire metropolitan Lyon area and targets local residents.*

*Versions 1 and 2 of the application were deployed, respectively, in June 2014 and June 2015. A third version is currently being designed.*

#### KEY DATA

- An app available on Android and IOS (IOS only in later versions)
- 20,030 app downloads since launching
- 7,700 apps installed

#### INNOVATIONS

Several types of innovation are expected:

- ▶ new contactless technologies like NFC or QR code will be tested in order to propose services and contextualized information for the public;
- ▶ augmented reality will be used to make the invisible visible and to geolocate nature which is nearby;
- ▶ answers to certain technical questions, such as hosting, URL management and platforms, will be studied.

#### STAKEHOLDERS

- ▶ Several public groups are involved:
  - the Ecology and Sustainable Development Service acts as the project manager and instigator for the idea of this app;
  - the Lyon Métropole DINSI (Delegation for Digital and IT System Innovation) mission;
  - the Lyon Métropole External Communication Service.
- ▶ There are also private participants:
  - the Micropole company, followed by DINSI for development, maintenance and hosting;
  - the Baltik company for editorial policy and external services for multimedia contents.

## IMPLEMENTATION

- ▶ Project design and deployment over a three-year period were the object of an appropriately structured bidding process won by Micropole.
- ▶ The project includes development, maintenance and data hosting for the duration of the Grand Lyon Nature project.
- ▶ After the three-year period, Grand Lyon Nature will be maintained by the DINSI service provider for third-party application maintenance. Lyon Métropole will host data and content management tools internally.

### QR CODE: A TYPE OF TWO-DIMENSIONAL BARCODE

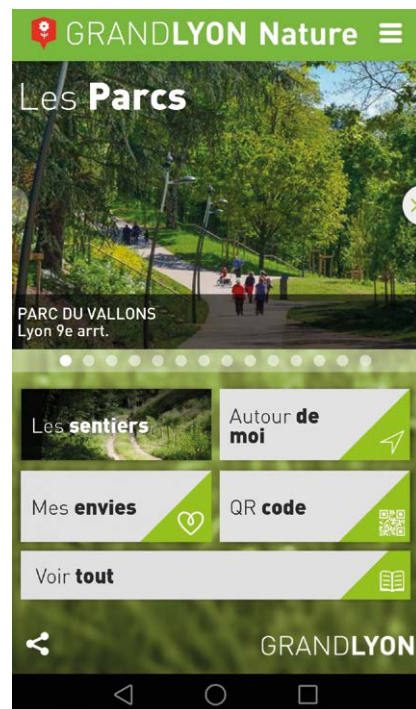


NFC code: "Near Field Communication" is a contactless and short-range communication technology.

→ The first version of the application did not have contactless technologies. Deployment of QR and NFC codes on trails started in the fall of 2015.

## RESULTS

- /// The functionalities developed are interesting in several ways since they provide:
  - augmented reality,
  - contextual YouTube interviews,
  - enriched contents that round out printed information and guides,
  - for Lyon Métropole, a technology that is relatively simple to include and implement.
- /// This application introduces the nature trail offer in the metropolitan Lyon area and seeks to promote "well-being", "social cohesion" and "preservation and improvement of the environment" that are part of the ISO 37101 standard.



## FINANCIAL SCOPE OF THE OPERATION

- /// The overall cost of the nature trail app is €108,000.



## WIKIBUILDING TOWN PLANNING BY UFO

### COLLABORATIVE METHOD BASED ON THE UNLIMITED CITIES PRO DIGITAL TOOL

*Wikibuilding town planning offers cities the opportunity to lay the foundations for open and constructive dialogue with inhabitants, by sharing a common vocabulary, in addition to guaranteeing a better understanding of their customs, needs and relations with the territory.*

**Location:** *In the Eastern and Northern districts of Saint-Nazaire*

**Date:** *March to July 2016*

#### INNOVATIONS

- ▶ The method has several phases. It starts with focus groups of 20 people who jointly create the content for mediation, during which over 1,000 people will be consulted and will have their views taken into consideration for analysis.
- ▶ The method is based on Unlimited Cities PRO, an application developed for digital tablets, used to go and meet people of all generations and all levels of education on the streets, to create inclusive projects.
- ▶ Participation and trust from civil society is aided by the user-friendly nature of the software, which uses augmented reality, open data and real-time access to the consultation results.

#### STAKEHOLDERS

- ▶ **Backers:**
  - The Saint-Nazaire town planning agency ADDRN
  - The City of Saint-Nazaire
  - The local authority landlord Silène
- ▶ **Designer of the method:**
  - UFO civic tech company
- ▶ **Developer of the digital tool:**
  - UFO civic tech company
- ▶ **Deployment and follow-up of the method:**
  - UFO and the town planning agency ADDRN, with mediators and inhabitants of Saint-Nazaire

#### KEY FIGURES

- 829 mixes and comments collected in 3 weeks
- 1,600 people consulted and educated on the approach
- 20,725 pieces of data from the consultation are available to all via Open Data

## HIGHLIGHTS OF THE APPROACH

- ▶ **1. Meetings:** The project leaders are launching initial action to initiate meetings between the various stakeholders: civil society, elected representatives, town planning departments and designers.
- ▶ **2. Co-design workshops and collection of imaginary developments:** Workshops involving inhabitants, professionals and town planning departments are organised to prepare all the variations proposed by the application during the mediation.
- ▶ **3. Mediation:** Mediators with touch-screen tablets stroll around the districts and allow passers-by to experiment with the Unlimited Cities application dedicated to the site. Energy is created between the users and the passers-by. This mediation time encourages the involvement of lots of members of the public who do not often attend the consultations.
- ▶ **4. Feedback:** A feedback document containing both the qualitative and quantitative data from the mediation is submitted to project management.



## RESULTS

- /// **Benefits and awareness-raising in great numbers** for people and organisations who are usually difficult to contact and become precious resources for the dynamics of future projects.
- /// **Planning enhanced** by ideas, the expression of requirements and the responses from civil society and the stakeholders.
- /// Analysing the results of the mediation **enlightens decision-making** on policy and enhances projects based on collaborative work led with the inhabitants.
- /// Preparation and facilitation of **procedures further to participation from civil society** in urban and social transformations of the territory.



## FINANCIAL ASPECTS OF THE OPERATION

### /// Costs of implementing the method

From €50,000 (not inclusive of tax) to €150,000 (not inclusive of tax) depending on the number of districts (cost includes the software license)



# WIKIBUILDING COLLABORATIVE URBAN PLANNING WORKSHOP

## COLLABORATIVE URBAN PLANNING WORKSHOP BASED ON THE UNLIMITED CITIES DIY DIGITAL TOOL DEVELOPED BY UFO CIVIC-TECH

*The “Wikibuilding Workshop” method allows the sponsor (local community, academic structure or private company) to quickly acquire collaborative urban planning skills with the prospect of direct operational applications.*

**Location:** Wuhan (China)

**Date:** 23 to 29 May 2016

### INNOVATIONS

- ▶ The method combines a theoretical approach and direct application to a real field with a complex problem in a very short period of time.
- ▶ The use and rapid appropriation of the Unlimited Cities DIY software allows the sponsor to learn by making and changing posture with new relationships towards society.
- ▶ The open dissemination of results on an online digital platform allows the real-time association of new professional and non-professional partners in the project.

### STAKEHOLDERS

- ▶ **Sponsors:**
  - HUST University of Wuhan (China)
  - The Consulate General of France in Wuhan (China)
- ▶ **Designer of the method:**
  - UFO Civic-tech
- ▶ **Developer of the digital tool:**
  - UFO Civic-tech
- ▶ **Method deployment and monitoring:**
  - UFO with HUST University of Wuhan (China)

→ **Open Source method,  
free, poolable**

Enjoyable to use, the Unlimited Cities DIY app aims to place open digital at the service of local authorities, professionals, citizens and associations to enable them to participate through collective intelligence to improve quality of life in territories.

## TIME NEEDED

► A Wikibuilding workshop lasts from 3 to 7 days. Some sponsors choose to develop two workshops. In Wuhan, the workshop lasted six days in cooperation with the University of HUST in Wuhan.

## PROJECT SCALES

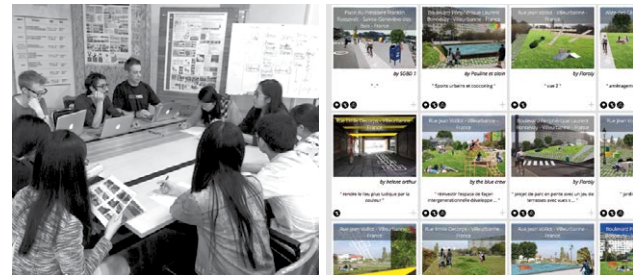
► The method is applicable to all territorial levels, including buildings, public spaces, the transformation of neighbourhoods, towns or metropolitan systems, including the field of transport networks.

► In Wuhan, the Wikibuilding Workshop discussed the redevelopment of peasant villages.



## RESULTS

- /// **The sponsor's team developed a new skill**, tested it in an operational situation and is able to implement it in other areas.
- /// **The sponsor's team has multiple viewing angles** of the chosen operational field which will enable it to complete its analysis and improve its decision making.



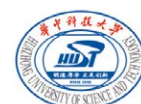
## FINANCIAL DIMENSION OF THE PROJECT

- /// **Costs of implementing the method**  
€15,000 to €60,000 excl. VAT depending on the case.
- /// **Costs of the digital tool**  
Free and Open Source

### To find out more:

[www.unlimitedcities.org](http://www.unlimitedcities.org)  
[www.urbanfab.org](http://www.urbanfab.org)

A Wikipedia article dedicated to Unlimited Cities tools developed by UFO is also available.





## MY CITY TOMORROW

### INVENT THE NANTES METROPOLIS OF 2030

*My city tomorrow is a prospective approach of participation developed by Nantes metropolis. Animated by the AURAN, urban planning agency of the Nantes region, appointed by the elected representatives in June 2010, this process took place from December 2010 to December 2012, leading to an appropriation of the project 2030, the political platform of the metropolitan project.*

#### INNOVATIONS

► This choice to listen first has been supported by some specific tools like the alphabet book aiming at proposing a language, a common, accessible and readable knowledge base. The questionnaire has allowed, with the first spontaneous contributions, to identify the friction points for the future of the metropolis that would be put in debate. Second innovation, contributions (the desirable) have been crossed with two other reflexions, the probable spectrum, produced by the experts of the urban planning agency about development schemes of the metropolis and the dreamed city, vision given by a prospective focus group of 30 inhabitants chosen for their original views. This process of cross-fertilization has given four lines of force : the opening, the creativity, the proximity and especially the solidarity.

#### STAKEHOLDERS

- Implementation of a community council, symbol of the expression between participative and representative democracy.
- Conception, management and animation of the process given to the AURAN, which has been submitted for each step to the conference of mayors, gathering 24 mayors of the urban area.
- Technical team composed of some staff members of the Auran and of Nantes Metropolis.
- The implementation at the scale of the urban area has been built upon the cities of the urban area, through the implementation of a referent group (1 elected representative, 1 officer).

#### KEY DATAS

- 22,000 participants
- 16,000 visitors at the exhibition
- 5,000 questionnaires
- 1,500 contributions to the 9 questions

## IMPLEMENTATION

- ▶ Each step was followed by a publication available to the public to appreciate the step under study, analyze and prepare the following.
- ▶ The communication has been progressive, from a subtle activation of local networks to a deployment of institutional campaigns.

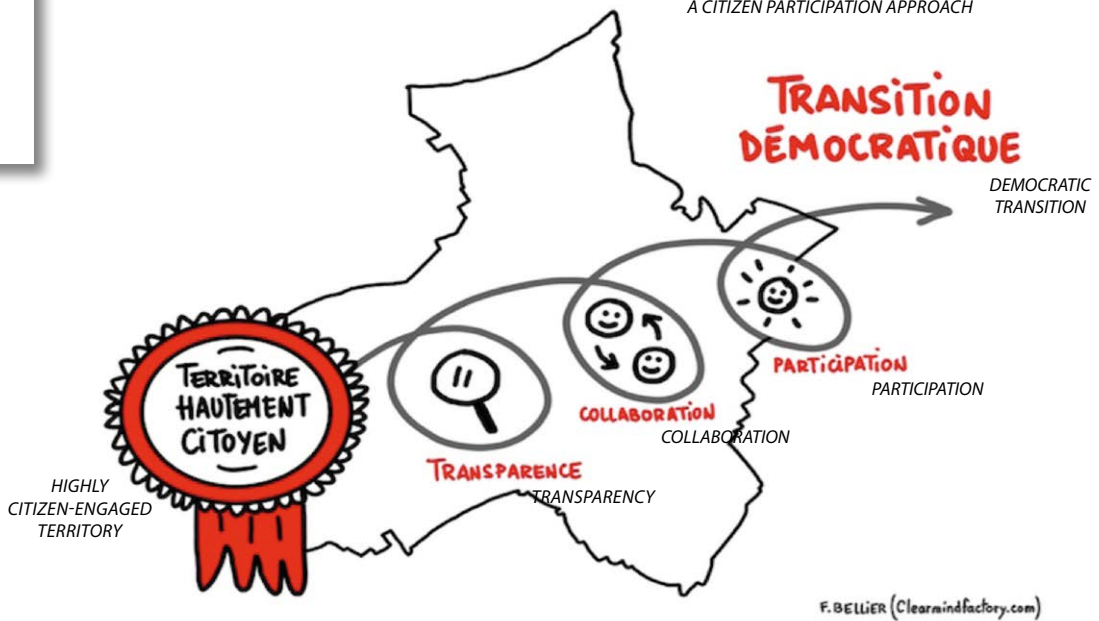


## RESULTS

- /// The process has ended on the approval in community council of the 2030 Project, proposing 70 actions according to 7 approaches. The elaboration of the metropolitan local plan of urban planning has been voted the same day than the Project 2030. Some topics were registered for the future developments of the project : Nantes Campus in 2014, and the regular organization of big debates : Loire in 2015, energy transition in 2016, aging... In terms of renown and capitalization, the process has created many presentations at the national level, and to formation sessions and feedbacks.

## FINANCIAL DIMENSION

- /// The cost of the process has completely been supported by the budget of the urban planning agency, in the frame of its workprogram in partnership. The entire staff has been mobilized. Two full-time jobs have been exclusively dedicated to the process.



## CITIZEN PARTICIPATION AGENCY MULHOUSE

*The Citizen Participation Agency, created in June 2015, with an open Board of Directors, aims to develop participatory measures from the local authority and support citizen initiatives. It also provides specific support to the Participatory Councils. Our desire is to create a context that encourages co-building of public policies and citizen initiatives so they become more widely known and therefore to address new approaches to governing a territory.*

### Significant participatory tradition:

- 1989. Children's City Council
- 1990. Senior Council
- 1993. District Councils
- 2007. «Territory of Co-responsibility» (Europe)
- 2014. Collaboration with the *Démocratie Ouverte* organisation and the «Highly Citizen-Engaged Territory» approach based on three principles:
  - More transparency in public action,
  - More participation from inhabitants,
  - More collaboration from local stakeholders in decision-making and the implementation of city-level public policies.

### INNOVATIONS

► October 2014: organisation of the “Mulhouse c’est vous” (Mulhouse is you) citizen forum, which was a founding element of this approach, and enabled discussions with Mulhouse inhabitants on the ways in which they would like to invest in the future of their city and be involved in public decision-making.

► **Diagnosis** given for 60 democratic and participatory measures to develop the city’s governance scheme and result in a **participation guide** (to be published in December 2016).

► Creation of the **MulhouseC’Vous platform**, which provides transparency for public action and aids discussions with citizens on public projects and private initiatives.

► Experiment with **legislative theatre**, an innovative practice around co-building to meet specific needs (health, insecurity, large-scale city projects, etc.).

### KEY FIGURES

- 60 measures diagnosed
- 600 responses to the future Bike Plan survey
- 1 200 votes to select the banner on Temple St Etienne
- 200 participatory councillors
- 9 co-responsibility measures under way
- 150 people, each with 6 citizen meetings



PLACING CITIZENS AT THE HEART OF PUBLIC LIFE  
AS THEY ARE EXPERTS IN SOLUTIONS FOR THEIR CITY AND DISTRICT

## STAKEHOLDERS

- ▶ The Participation Agency, a public agency with financial autonomy and open turnover
- ▶ The Participatory Councils
- ▶ The Citizen Councils
- ▶ Voluntary partners, private partners, etc.
- ▶ All citizens who wish to become involved in the life of the city, by moving from “entitlement” to “the right to do”, who agree to change stance and make proposals.

## IMPLEMENTATION

### ▶ Strong political desire

- Placing transparency and new forms of governance at the service of an exemplary, responsible city.
- Placing participatory democracy at the heart of the city's Smart City strategy.
- Implementing a progressive methodology, with tools adapted to suit the public groups.
- Putting forward a comprehensive service offering, which includes services from the local authority and private initiatives.

### ▶ Major challenges

- Enabling as many people as possible to take part and avoid always calling upon the same citizens.
- Highlighting actual achievements to create healthy competition amongst citizens around the co-building approach.
- Changing relationships with the population and restoring a political role for citizens.
- Co-building with all the smart elements of the city.



## RESULTS

- /// Close living conditions improved thanks to a participatory “works” budget jointly managed with the Participatory Councils.
- /// An annual citizen day: creation of 37 projects, participation of over 500 inhabitants in 2016.
- /// An open Financial Commission to grasp the challenges and have visibility on the monitoring indicators.
- /// Well-being and social cohesion projects in the districts, supported by groups of inhabitants (district parties, district newspapers, neighbourhood parties, etc.).



2007.  
Territory of co-responsibility

2014.  
Highly citizen-engaged territory

2015.  
Finalist for the democracy award  
Silver Territoria award  
Local authority (East)



## FINANCIAL COMPONENT OF THE OPERATION

- /// An approach that uses co-building workshops on the new services to be developed in line with the needs and constraints of the citizens. Definition of services to match the user expectations.

### KEY DATA

- 2016 Agency budget of €130,000
- A team of 10 people provided to the Agency by the local authority



# WOLF-WAGNER ECO-NEIGHBOURHOOD, MULHOUSE

- 227 AOS homes (Amélioration de la Qualité de Service; NB: in English, improving the quality of service) in the “Cité Wolf”
- 193 new social housing units (168 in the “Cité Wagner” and 25 in the Rue du Cygne)
- 450 m<sup>2</sup> of activity space
- 5 socio-educative facilities were created or renovated (e.g. local sports ground built in 2006), school, social center, center for infants and extracurricular activities, and a park
- Headquarters of the Mulhouse Habitat (social landlord) in the neighbourhood

## A 20<sup>th</sup> CENTURY GARDEN CITY

*The Wolf-Wagner neighbourhood comprises three major periods of Mulhouse social housing developments. Firstly, the “Cité Wolf”, which was built between 1924 and 1928 to be a garden city with 228 homes. Secondly, the main part of the “Cité Wagner”, which was built between 1956 and 1958, and was the first low rise social housing development in Mulhouse. These buildings embraced the era’s trend for large-scale building complexes and soon experienced the same problems these brought about. The «EUROPAN 5» programme, which encouraged European-scale architectural initiatives, would reverse this trend with the theme: «New types of housing, travel and mobility.» The City of Mulhouse, Mulhouse Habitat (social landlord) and property owners started to think about the neighbourhood as a whole.*

### INNOVATIONS

► In 1999, these concepts were finally put into practice; general specifications were drawn up to serve as a frame of reference for the various contractors. The specifications focused on the need to limit energy consumption, notably by removing thermal bridges but also by vegetalising the site and applying eco-construction principles e.g. using environmentally-friendly materials. The Wolf-Wagner neighbourhood was now fully committed to becoming the Wolf-Wagner eco-neighbourhood.

- Redesigning the site
- Encouraging social diversity
- Sustainable development (considering construction materials, energy savings, conserving natural resources, habitability, the contribution of plants, journeys, etc.)
- Coherent construction
- Involving partners
- Involving residents



### STAKEHOLDERS

#### ► Contractor:

Mulhouse Habitat, City of Mulhouse, m2A

#### ► European project management

Mulhouse Habitat, Wagner Project Management, Association Terres, ALME, CSC Wagner, Ecotherm, City of Mulhouse municipal departments, and local artists

#### ► Partnerships:

ADEME, AURM, ANRU, Caisse des Dépôts, DDT, EDF, GDF, PUCA

#### ► Architects:

Atelier Ott et Collin, AEA, DLRW, Dauber, Lynde et Jacotey

**Project management in PRU mode (NB: urban renovation project) led by the City of Mulhouse**

## IMPLEMENTATION

- ▶ The City of Mulhouse and Mulhouse Habitat approached the concept of Sustainable Development by launching a competition for external partners: ADEME, the Agence Locale de la Maîtrise de l'Énergie (ALME), EDF, GDF, PUCA and the Alsace Region based on an original methodology that aimed to develop synergies based on varied skills to create innovation potential.
- ▶ A commitment that covered all aspects of the operations and involved the residents
  - At each stage of the project, the residents were informed of developments and supported through any difficulties, notably during the construction phase.
  - "Imagine the Wagner neighbourhood as a garden": following the "Chantier enchanté" artistic project linked to the public consultation on the construction of the future Parc Wagner.

- Educational support was provided by a local liaison officer whose job was to present (to the residents) the new amenities and answer any environmental questions e.g. about condensing boilers, solar thermal collectors, etc.

- 2003: renovation of 400 homes and demolition of 230 homes
- 2004-2005: start of reconstruction of the north section of the "Cité Wagner"
- 2006: completion of homes (54) and the Mulhouse Habitat headquarters
- 2007-2009: 138 homes completed and start of last building programme of 30 homes
- 2009: new local sports ground
- 2011: completion of the eco-neighbourhood's last homes
- 2013: completion of CSC Wagner

## RESULTS

### /// Environmental specifications:

- An accessible, car-free neighbourhood: Multi-storey parking to isolate cars and limit noise pollution
- New types of homes fit for a 20<sup>th</sup> century garden city: Details: modular homes that meet differing family requirements
- The warmth of wood and high quality services
- Joint requirements for Contractors' operations

### /// Key amenities for the neighbourhood

- Centre for infants and extracurricular activities (a low energy consumption construction)
- A new local sports ground
- A new 12.000m<sup>2</sup> centrally-located park to be enjoyed by residents of all ages integrating innovative facilities symbolic of a sustainable garden city: collecting rain water
- A new social centre (a low energy consumption construction) showcasing bold architectural choices; the Wagner socio-cultural centre is one of the new Wagner neighbourhood's symbols

- 2011: Winner of the 2nd call for projects for eco-neighbourhoods (urban redevelopment category)
- 2013: Obtaining the national «Eco-neighbourhood» label

“ Happy residents in the neighbourhood; 5 years after completion, the vast majority of the tenants say how happy they are to live in the country in the city ”

(Excerpt from the L'Alsace newspaper dated 19.08.2016)

## FINANCIAL ASPECT OF THE OPERATION

- /// Increased space for activities
- /// Integrating social diversity clauses into the project
- /// Creating an employment hub in partnership with the Region's Job Centre in order to create ties with the project's contractors

→ Overall Wagner Urban Regeneration Plan budget: 32 million Euros



# REGIONAL PARTICIPATION TOOL

## CARTICIPE

*Carticipe is a participatory and interactive map designed by sociologists, geographers and urban planners from the agency Repérage Urbain to encourage consultation on regional projects.*

*Custom-made versions have been specifically adapted to a variety of consultation issues. It is generally used by combining initiatives on the ground and events on the web.*

### INNOVATIONS

- ▶ The tool combines the concepts of social media, participatory maps and socio-statistical geography: ideas, represented by bubbles, are placed on maps by citizens. Internet users can then vote for or against them, and the bubbles get proportionally bigger as votes are cast. These “bubble ideas” can also be commented on, illustrated and shared on social media.
- ▶ Citizens can then easily classify their bubble ideas by colour (themes) and icon (sub-themes) from a menu.
- ▶ Ranked and tree-structured classification of ideas facilitates analysis of mass contributions during a consultation or debate.

### KEY DATA

- First version created in 2012
- By summer 2016, some fifteen consultation experiments already conducted or ongoing using the tool, with tailor-made versions: Laval, Marseille, Strasbourg, Montpellier, Avignon, Grenoble, Lille, Differdange (Luxembourg), Sherbrooke (Québec), etc.
- Cumulative user numbers of around 7,000 people and almost 14,000 contributions in the form of ideas or comments
- English and Spanish translations of the infrastructure already completed

### STAKEHOLDERS

- ▶ Stakeholders are local authorities and other bodies advocating participation and regional public debate, as well as local communities affected by these debates.
- ▶ A “Carticipe” initiative can therefore come from a regional authority, in particular municipalities or groups of municipalities, but also from other project instigators such as transport companies and urban planners.
- ▶ It can also be used by independent bodies such as local organisations advocating participatory processes, and local citizen media.

## IMPLEMENTATION

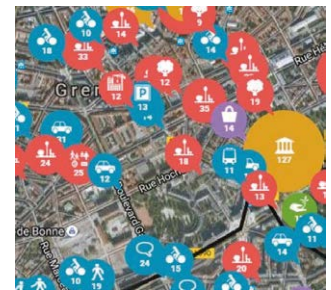
- ▶ The tool has been implemented and improved with each successive deployment.
- ▶ The support initiatives introduced (events, exploratory approaches, deployment on stand, etc.) have also been perfected, in particular with the introduction of a mobile version.
- ▶ Until now used only over limited time periods, the Carticipe tool encourages dynamic debate and can be used to refine the expectations of citizens, and identify obstacles or avenues for improvement on a variety of urban planning and transport projects: regional master plan, rail project, local plan, neighbourhood projects, etc.

Article published in the Gazette des Communes on 21/04/2016

The screenshot shows a news article from 'la Gazette.fr'. The article is titled 'Démocratie participative : de Paris à Reykjavik, des outils au service des citoyens'. It is dated 21/04/2016 and written by Pierre-Alexandre Conte. The article discusses the use of participatory tools like Carticipe in various cities. Below the article text, there is a sub-heading 'Carticipe, l'outil participatif territorial' and a note that it was developed by Repérage Urbain.

## RESULTS

- /// The tool extends consultation to audiences that rarely participate in it: young people (often disengaged), active populations with children (rarely present at public meetings), etc.
- /// The tool facilitates debate not only between public players and users, but also between citizens. It can therefore be used to identify areas of consensus and to anticipate conflict.
- /// Awards:
  - The town of Laval was awarded the "4@" quality label at the 2014 Internet Cities awards (national organisation known as Villes Internet), for the CARTICIPE operation it ran in 2013.
  - SNCF Réseau was a winner of the «participation and consultation awards» (Gazette des Communes) for use of the Carticipe tool around the new Paris-Normandy rail line project.



### QData on Carticipe Grenoble (for the Inter-Municipality Local Plan):

- 1,481 registered users
- 1,953 ideas
- 1,427 comments
- 15,034 votes

## FINANCIAL ASPECT OF THE OPERATION

### → KEY DATA (Repérage Urbain)

- Founded in 2004
- 5 employees

### → REVENUE (Repérage Urbain)

- 2015: €151,125
- 2014: €72,450
- 2013: €79,266

- /// The cost includes a fixed element to design and set up the dedicated website, and a variable element (depending on duration and number of inhabitants) to cover hosting, licenses and maintenance.
- /// Different support options for consultation and data analysis are also offered by the agency.



**La ZAC Maurepas-Gayeulles**  
Maurepas-Gayeulles ZAC (City of Rennes 3D modelling: Rennes Métropole GIS Dpt., City of Rennes 3D texturing: Dassault Système)



# 3D MODELS AND VISUALISATION TOOLS TO ASSIST THE CONSULTATION PROCESS

## VISUALISING THE LOCAL AREA FOR BETTER UNDERSTANDING OF PROJECTS

*Computer graphics, interactive cartography, 3D visualisation and long-term planning simulations – all these new technologies are increasingly used to help stakeholders see and understand the urban landscape.*

*In major development projects, authorities rely on these tools to involve the local population more closely and encourage citizen participation throughout the project.*

### INNOVATIONS

- ▶ By making communication more interactive and immediate, these new technologies assist understanding of local issues and projects through increased visibility and clarity (in particular for the uninitiated).
- ▶ They also offer an overview which breaks through potential silo mentalities, and can be used to facilitate dialogue between stakeholders, including within local authority departments.
- ▶ 3D visualisation can also be used to simulate the future of a local area and its essential components (networks, built area, flows) through development and usage scenarios. For example, changes in land availability in an urban landscape can be represented through densification scenarios.



**Densification potential of the city – Santiago, Chile**  
© Siradel, Veolia, Artelia, Arte-Charpentier, AS - Architecture Studio

### STAKEHOLDERS

- ▶ Since 2014, Dassault Systèmes, Rennes Métropole and Rennes City Council have been involved in a partnership aimed at developing and assessing innovative digital tools to help create the cities of the future.
- ▶ The 3D model Rennes 2030, produced as a result of this partnership, invites citizens to explore the city and its projects in 3D.
- ▶ Today, this tool is essential for helping the local population fully understand issues in the Inter-Municipality Local Plan (involving the 43 municipalities of Rennes Métropole), which aims to anticipate changes in the area and allow harmonious development of the city.

## IMMERSIVE AUDITORIUMS FOR GETTING INSIDE PROJECTS

► Immersive auditorium **Le Corbusier** at the CSTB (Scientific and Technical Centre for Building) in Sophia Antipolis offers construction and urban stakeholders a shared vision of a project. Similar to a 3D cinema auditorium, it supports high-quality discussion between client teams, construction teams, design consultants and stakeholders in order to move projects forward at their different phases, by using software interoperable with the BIM digital model of the project, and a high-tech projection and sound system.

► **Immersia in Rennes** is one of the largest virtual reality auditoriums in the world. Users are plunged into a high-definition virtual world. They can then «move around virtually» in a future neighbourhood through total immersion, in order to explore it better.



→ Immersia is developed at Rennes 1 University by the research centres of the National Institute of Digital Sciences (INRIA) and the Informatics Research Institute (IRISA)...

## RESULTS

- /// Rennes Métropole, its geographical data department, the planning agency Territoires Publics and Rennes company Alchimik Lab° are developing innovative tools together that will be used to present the Maurepas-Les Gayeulles urban development project in Rennes.
- /// A new 3D model and an immersive system using Oculus Rift technology will provide the local authority with genuine urban mediation tools.
- /// These novel links between the stakeholders involved in urban renewal create a shared vision and understanding of the urban landscape through virtual tours in future neighbourhoods.

- France has many specialists working on these new technological solutions.
- Design, consultancy and engineering companies also use these tools, either in collaboration with specialists, or by integrating this expertise into their own teams.

## FINANCIAL ASPECT OF THE OPERATION

- /// The needs of the project must be clearly defined before a 3D model can be produced. The data to be used and the degree of its resolution will be determined by the expectations of the client team. These two parameters have a very significant impact on costs.
- /// When used to assist with decisions or consultation processes, these tools do not require a high-quality resolution model. Costs can then be relatively controlled and affordable for the authorities involved.



Plaine Commune –  
3D model (Vectuel)



**C'EST VOUS QUI  
PROPOSEZ,  
C'EST VOUS QUI  
DÉCIDEZ !** 

## PARTICIPATORY BUDGETS

### GIVING CITIZENS THE POWER TO ACT

*Participatory budgets allow citizens to suggest ideas and make decisions by voting on projects that they would like adopted for the future of their city or to improve their quality of life and everyday experience. Voting is open to all residents everywhere regardless of nationality and a majority is not required.*

*The concept of participatory budgets is rapidly expanding in France. Paris, Grenoble, Rennes and Montreuil are just some of the local authorities that have chosen to ask their citizens to vote on part of their budget in order to strengthen citizen participation and modernise public policy.*

#### PARTICIPATORY BUDGETING IN PARIS

- ▶ In Paris, participatory budgeting takes place in several phases:
  - **January-February:** registration of ideas and projects by Paris residents
  - **March to May:** participation in workshops to jointly create projects derived from convergent proposals
  - **March-September:** consultation of residents on the projects proposed via the web platform [www.budget-participatif.paris](http://www.budget-participatif.paris) while city council departments study their feasibility and cost
  - **September:** voting via the Internet or in locations around the city
  - **December:** funding of winning projects is released when the Council of Paris votes on the City Council budget and project sponsors are convened to start their implementation.

#### PARTICIPATORY BUDGETING IN RENNES

- ▶ In Rennes, a list of votable projects was presented by the project sponsors in a citizens' agora during which residents were able to vote. Up to a limit of €3.5 million, the amount allocated by the city council to the participatory budget, residents could "purchase" projects via an electronic wallet. The project that came first in each neighbourhood was adopted together with the projects receiving the most votes within the €3.5 million limit. Elected representatives then made the choices of residents official in the municipal budget.
- ▶ For its first participatory budget, Rennes City Council was awarded first prize in the SmartCities innovation competition organised by the newspaper Le Monde, in the "civic participation" category.

#### → FROM IDEA TO VOTE:

- **Paris (2015) :** 5115 ideas proposed, 1376 judged suitable. After technical analysis and costing by the City Hall's departments, 938 of them were voted on by Parisians and 188 adopted
- **Rennes (2015) :** in the first year, 992 projects registered, 241 selected after examination by a monitoring committee and 54 projects adopted after voting by Rennes residents

## MY NEIGHBOURHOOD, MY CITY

► The participatory budget is a community-wide initiative but residents react based on their own experience of the city and in relation to their own street or neighbourhood. They can suggest a specific idea for a school, street or green space, but also for a city-wide project such as the improvement of cycle lanes. In 2015, 47% of the projects submitted to Paris related to the whole city and 33% to a given arrondissement. For 2016, 30% of the participatory budget is targeting working-class districts. In the case of Montreuil, a municipality in the suburbs of Paris, it grouped its districts into 6 sectors in order to ensure equal distribution of the participatory budget.



## RESULTS

/// In addition to the fact that increasing numbers of citizens are taking part in the budgeting process (voter numbers in Paris up 64% between 2014 and 2015), participatory budgets can be used to:

- Strengthen participatory democracy by giving inhabitants the opportunity to act in areas of community life that directly affect them
- Modernise public policy by prioritising bottom-up approaches based on needs and aspirations
- Improve public policy by combining the technical expertise of city hall departments with the practical expertise of residents
- Offer a positive vision of the local area based on collective mobilisation around projects to improve quality of life.

### → BANDSTANDS FOR CELEBRATION: AN EXAMPLE OF A PROJECT ADOPTED IN PARIS

Under this project, 33 Parisian bandstands of varying styles and periods will be renovated. In addition to refurbishment and material improvements, the project also plans to expand use of the bandstands and transform them into convivial spaces. The aim? To use the renovated bandstands for creative activities and as rehearsal spaces for amateur theatre groups, but also as venues for leisure activities, for example sheltered play areas for children, mime, puppet and dance shows, demonstrations and sports.

## PROJECT SECTORS

- Paris: In 2015, more than a third of proposals related to quality of life (23%) and the environment (14%). These were followed by transport and mobility (12.5%) and culture (8%).
- In Rennes, the most popular projects suggested by residents related to green spaces followed by cycling measures.
- Generally speaking, the «winning» or «top» projects are an expression of the desire of residents to re-appropriate their city and its public space. Modification of intersections into squares, the demand for more space and protection for pedestrians and cyclists, the desire for more nature in the city (planting of pavements, roofs and walls, city farms, etc.) are some examples of this.

## KEY DATA

- 2800 participatory budgets in the world
- 1989: first participatory budget in Porto Alegre (Brazil)
- 5%: the average percentage of a local authority's investment budget allocated to the participatory budget in France
- 1/2 billion euros for the participatory budget of Paris City Council between 2014 and 2020



## “HILLSIDE LIVING” WITH COOP COTEAU

### TO COOPERATE – TO SOCIALISE – TO BUILD

*The project led by the SCCC Coop Coteau with SCOP Atelier 15, in partnership with the City of Ivry-sur-Seine (94), France, is a practical and modest experience among the alternatives to the housing production and development, responding to new economic, technical, social and environmental expectations and requirements. This project is part of a collaborative economy thanks to its 15-year anti-speculation clause.*

*The project is located on a hillside of the town of Ivry-sur-Seine, it includes the completion of 12 timber housing in social home ownership, shared spaces (meeting room, DIY shop) and a public pathway across the hillside.*

#### HOUSING COOPERATIVES, A NEW ALTERNATIVE TO AFFORDABLE HOUSING

- ▶ The objectives carried by SCCC Coop Coteau:
  - Development of affordable and anti-speculative housing supply
  - Involvement of residents in the design and management of their habitat
  - Encouragement of a real social, cultural and generational diversity, favouring conviviality
  - Access to sane, energy efficient and environmentally friendly housing, with adequate standards of comfort
  - Multi-unit housing with shared utilities and recreational facilities
  - To be a part of the cooperative scheme: 1 household = 1 vote, financial solidarity, development of collective ownership, residents “dynamic governance”.

#### STAKEHOLDERS

- ▶ Coop Coteau is a part of the cohousing programs supported by the Eco-quartier charter of the City of Ivry-sur-Seine.
- ▶ Civil Cooperative Society for Construction (SCCC) proposes a new alternative on housing supply. The cooperative status places residents ahead of property investment. People is involved in the design and management of the operation (“dynamic governance”).
- ▶ On the hillside district, they are now 4 construction cooperatives developing 4 housing projects, combining workshops, meeting rooms, co-production of public spaces and services.

#### → COHOUSING SPECIFICATIONS ARE WRITTEN

Co-operators, as project owners, are in charge of the formulation of cohousing specifications by jointly defining their habitat, shared spaces and common areas.



## IMPLEMENTATION

- ▶ Six years of work were needed to work with 24 families living in Ivry-sur-Seine's social housing, to establish a group of 12 families that created a Civil Cooperative Society for Construction (SCCC). The group then enters into a process of self-promotion, chooses stewardship, a delegated project manager and is thematic working groups (spaces, uses, partnership with the city, banking and insurance, legal framework). Accompanied by the architects of the SCOP Atelier 15, the group acquires the knowledge of construction works and practices that establish the cohousing specifications of the operation.
- ▶ Thereafter, the SCOP Atelier 15 also provides working tools suited for sharing the production of the project. Workshops, trainings with references and visits of achieved projects, 3D digital modelling, give the keys to understanding and to co-construct the project.

## RESULTS

### /// Democratic added value

Développement de la notion de propriété collective, implication de tous dans l'autopromotion, « Faire avec » en lieu de « Faire pour ».

### /// Environmental added value

Utilisation des techniques innovantes qui permettent la réduction des dépenses énergétiques et une mise en œuvre rapide.

### /// Social added value

Des habitants structurés en collectifs interpellent les pouvoirs publics locaux et internationaux, sur la production du logement et le cadre législatif à venir.

- /// • 2003 Winner VUD - Sustainable Urban Villa - Hillside living
- PUCA, 2007 winner CQFD - Industrialize wood construction
- PUCA, 2013 Special Mention of Citizen Project Award
- UNSFA, 12-11-2015, *L'angle éco France 2* « Cet immobilier qui nous ruine ».



## FINANCIAL DIMENSION OF THE OPERATION

- /// The project, carried on self-promotion, held its economic objective of social accession maintaining a sales price equal to the overall cost of operation without intermediary margins, complemented by an anti-speculative commitment. By citizen action, *Coop Coteau* combines ecology and social in housing and city production.

- Non-speculative clause for 15 years.
- This project aims a sales price to be the same to the overall cost of operation. This program's sales price is 2,850 Euros/m<sup>2</sup> with VAT at 5.5%.
- It combines ecology and social through citizen action.

The Vivapolis network aims to federate French public and private stakeholders involved in conceiving, building and operating sustainable cities, in France or abroad, in order to improve synergy and help them be, individually and collectively, more efficient in their action.

[www.cohesion-territoires.gouv.fr/vivapolis](http://www.cohesion-territoires.gouv.fr/vivapolis)

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These sheets have been produced by the Vivapolis network members, who attended 5 different work groups to promote examples of innovative solutions for sustainable cities.

Work groups jointly run by:

**Circular economy:**

**Alice Sarran, OREE / Jean-Christophe Daragon, EuroMéditerranée /  
Nicolas Prego, Suez**

**Citizen participation:**

**Marianne Malez, FNAU / Alain Renk, Urbanfab / Catherine Savart, Veolia**

**Energy:**

**Maud Lelièvre, Eco Maires / Fabrice Bonnifet, Bouygues /  
Claude Thouvenin and Franck Lesueur, Eneki**

**Integrated urban utilities and digital platforms:**

**Amandine Crambes, Ademe / Jacques Perrochat, Schneider Electric /  
Adrien Ponrouch, TERA0**

**Mobility:**

**Camille Roccaserra-Vercelli, Fédération des EPL / Christian Dubost, SNCF /  
Annabelle Ferry, AREP / Jean Bergounioux, ATEC ITS**

Each file focuses on a unique theme. Some solutions may address several themes, but they will appear in one file only.

Some of the solutions are also included in another file edited by France Urbaine together with Vivapolis: "A French Experience of Smart Cities" which presents a set of innovative solutions implemented in several French cities.