

# EURBANITIES

*2<sup>nd</sup> international meeting, Budapest December 6-9, 2015*

*Report on the main results*

*December 7, Monday*

The main objective of the meeting was to find a consensus concerning the evaluation grid, and to help all participants to form a common vision on the concept of 'experience evaluation' that will be at the core of our activities during the first year of the project.

The first day began with four presentations, based on the reflections of the partners responsible for WP1 elaborated before the Budapest meeting. As a result of these reflections, a conceptual and methodological frame of the experience evaluations had been formed, that apparently, met the expectations of the partners and have been approved by all of us.

*Presentation of the first draft of the grid and of the conceptual background of the concept of participation in local development - Judit Keller (Bp group)*

## **1-1<sup>st</sup> PROPOSAL FOR THE GRID:**

Neighborhood level development can be considered as a never ending process, set up by cycles cut from each other by turning points. At each turning point, the position and point of view of all main stakeholders (civil, private and public) are redefined. Civil participation is part of this development, and thus its roles, positions and methods are redefined at each turning point as well.

How to define a turning point? It can be anything (for instance, an event, a change in the general political or economic context, the breakdown of negotiations between the stakeholders, appearing of a new stakeholder, etc.) that transforms the position of the stakeholders and will have a negative or positive effect on the development process.

1. The initial problem
2. The initial context (political, social, economic)
3. The initial state of governance: Stakeholders (civil, public private) and their interests in the initial situation

## *EUrbanities, Report on the 2nd meeting, Budapest, December 6-9 2015*

4. The process of community building and participation in neighborhood development: presentation of the turning points when the situation and the stakeholders' positions have been redefined.
5. Outcomes of the entire process: solution for the initial problem; outcomes for community building process, result from the point of view of the stakeholders (we should not speak about "successes" and "failures": a successful process can end up with the dissolution of the local community, while the failure of the process can in the same time end up by the long term functioning of a strong local community...)

### *2-Conceptual background*

The role and the outcomes of public participation in neighborhood development can be understood through the changing concept of *local development*: instead of the classical understanding, describing development as a process of growth (GDP for instance) we are opting for the alternative concept dealing with development as a process of permanent change, public participation being one element initiating and/or influencing transformation. In this context, development is also a process of learning, the permanent understanding of problems and finding of solutions: "This is a process of „**disequilibrium learning**” where actors **learn to solve developmental bottlenecks as they discover how to recognize them and make use of opportunities** (Charles Sabel, 1994)"

This concept fits well in the initial idea of Eurbanities, considering that learning, transfer and share of knowledge are basic tools facilitating civil participation.

[See the presentation here](#)

### *Two pilot experience evaluations based on the grid as proposed (ATU Bucharest and Hungarian Academy of Sciences, Budapest)*

Two pilot experience evaluations have been prepared: the case of Matache in Bucharest and the case of the Roma community center in Nagyecséd, Hungary. The description of the cases was constructed around the turning points that transformed the situation and the position of the main stakeholders regarding the same initial situation.

[See the presentations here and here](#)

### *The Hero's Journey – Storytelling, presentation by Martin Barthel*

The idea to regard the experience evaluations as narratives of stories based on an initial problem and on the permanently changing dynamics (situation, behavior) of the stakeholders according to some main turning points had led us to introduce the concept of Storytelling into our methodology. This method has been used in several trainings of CRN, and Martin gave us a presentation on the main lines of the concept.

[See presentation here](#)

### *Storytelling game*

Three stories of participation in neighborhood development issues have been worked out in groups, based on some basic information:

- The initial situation/context
- The problem
- The stakeholders

The groups had to create stories with at least two turning points.

The three cases were real ones, as follows:

- Hunyadi square, Budapest- citizen participation for the defense of the square
- Kőbánya, Budapest – mobilization against the eviction of a family with disabled children
- Drumul Taberei, Bucharest – community planning based on the initiative of the civil society

### *Szociopoly game*

We played the game developed by Gyerekesély Közhasznú Egyesület, Hungary, presented by László Bass.

<http://www.szociopoly.hu/ajatek.html>

An instructive, entertaining and as many of you confirmed, rather depressing game! ☺

Apart from a better understanding of the situation of Hungarian families living in poverty and in dependence of the rather unsatisfying social aid system, **we could also conclude some important messages regarding our own future game:**

- **A game is always simplifying**, it can never give back the whole reality, and neither can it reflect nuances.
- We have to make our choice about the details to be included and not into the game **according to our objectives that we want to achieve with the game**. So before deciding about the game and the scenarios, we need to re-define our objectives.

## *December 8, Tuesday*

### *Presentations of our guests – local experiences and case studies*

Ferenc Péterfi (HUN), Hungarian Association for Community Development – neighborhood community building in Ujpalota, Budapest

Zsuzsanna Balog-Urbanovszky (HUN), Kontur association, community building on a segregated neighborhood of Budapest

Petronela Bordeianu (FIN), bottom-up project of Map Me Happy

Heli-Maija Nevala (FIN) SYKLI Environmental School of Finland, *Builders of Sustainable Cities*, a game-based learning method

## *Plenary discussion of the experience evaluations (and other issues)*

*How to find the good experience? What should be the elements to take into consideration?*

- Initial pblm has to be defined
- All the stakeholders should be identified
- Turing points to be clear
- A clearly defined outcome of the experience
- Perspectives
- Lessons learnt. Why relevant?

*Should we emphasize the general / national backgrounds?*

Not to talk too much about generalities and special national backgrounds, at least not at the stage of the preparation of experience evaluations. Finally public participation has to face similar problems, and our aim is to construct scenarios that are available to all countries. Further, the game will present a general and rather simplified situation that will be independent of the national frameworks.

*Happy end or NOT?*

Experiences should not necessarily represent a happy result but a good lesson that teaches us

We should keep in mind that many of our stories will not yet be at the end of the journey but at the middle or the beginning (see Hero's journey cycles). In other words: in the majority of the cases we do not have the final results of the stories of participation, but we can describe processes and temporary results.

Success can be manifold: even if the objective of the participation is not achieved, community building can be an important result that may put the area in perspective.

Characters are important to be detailed (stakeholders, their positions, their strategies, their connection to each other and their transformation according to the turning points)

## *Process of Experience evaluations*

- Mid-January: grid finalized – template to be sent by the partners responsible for WP1
- End of February: first draft of experiences to be prepared by each partner with bullet points not a well formulated text (apr. 9 experiences)
- Presentations for the Bucharest meeting
- Further evaluations for the Sardinia meeting
- Short abstracts for the website
- Text at the end: 3-5 pages with photos
- Booklet will be finalized in summer

*Other issues*

*Dissemination activities*

Visibility of activities

Dissemination inside the partner organizations

Flyers will be created by the LP - you can put the flyer at conferences, workshops and make a picture about

Making photos, films

*Communication online*

**FB** – share to get more people; regular posts to be created (TIMO)

**Working group** – posting first everything there, and only after on the official FB site

**Forum** – collecting games, reports etc. here

**Web site:** to be done for the Bucharest meeting

For the Content of the web site: Timo will send a proposal by mid-January

The form and structure of the site will be proposed by Euro net

**Sharing docs:** google drive

**Organigram** – structure of the project and responsibilities and email addresses – first version to be sent by Martin by beginning of January

**Logo:** new proposal based on our discussion will be suggested by Euro-net during January