Showcase

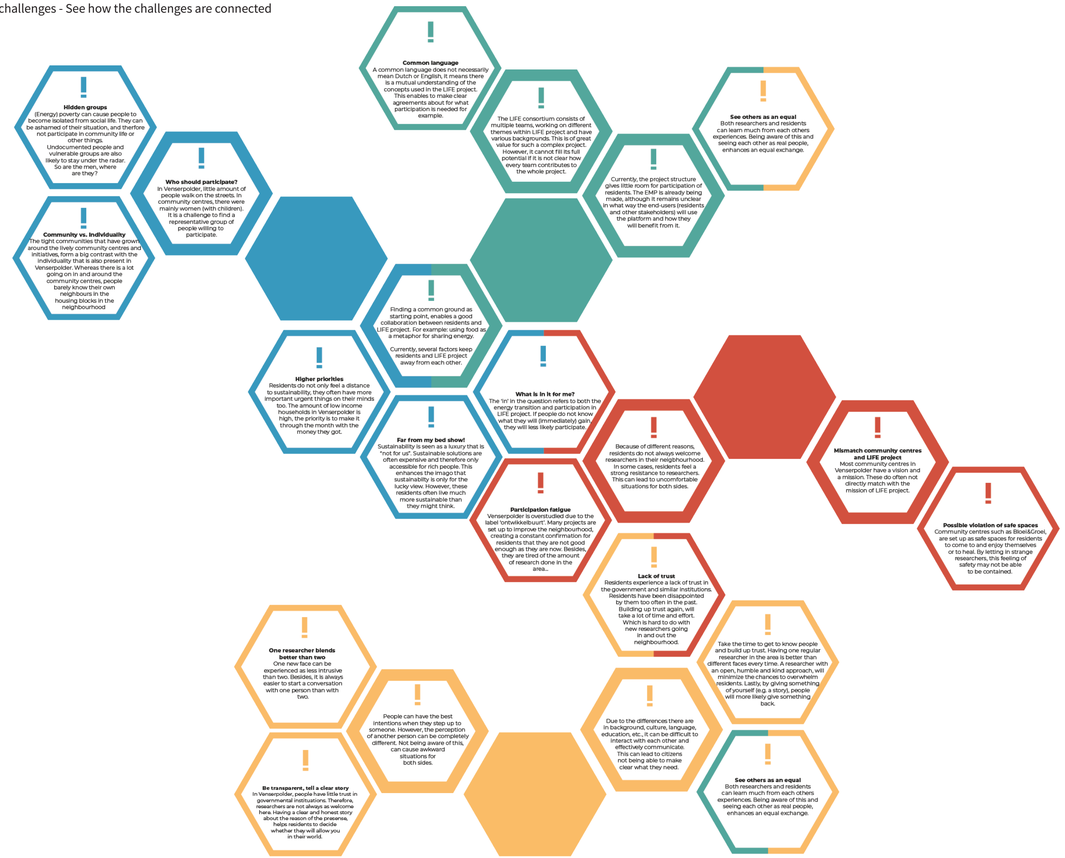
Workshop & Instructions

Diede van Malssen

This showcase consists of the main materials of the workshop created for this thesis. In this document, you can find the cards that are used for exploration of the challenges to citizen participation in renewable energy projects, with a focus on LIFE project and the neigbhourhood Venserpolder. At the end, the instructions can be found. If printed, these can be folded into a booklet.

Front side of challenges - See how the challenges are connected

Back side of challenges - See how the challenges are connected



Introduction

10 minutes

Workshop goal
Participation is important if you want to design a product that fits the needs and desires of the target group. However, there are many ways how participation can go wrong. This can harm citizens who were supposed to be empowered. Therefore, we will explore the ways in which participation can fail, to uncover the challenges we might face. This is a safe environment where we can explore these failures, so in real life the designed participatory process will be a success.

1. Explain the agenda and the code of conduct.
2. Do a short introduction round so everyone knows each other and has spoken out in front of the group. This makes it easier to engage in the workshop later on. Set the example, and start the introduction round.

Common starting point

18 minutes

Goal
To get rid of all the first thoughts and assumptions on participation and create a mutual understanding of (failed) participation.

1. Explain post-it etiquette:
"Write one idea per post-it. Use a readable handwriting. Tear the post-it from the side, then it will stay flat."
2. Individually, participants write everything down what comes to mind when thinking of (failed) participation
3. As a facilitator: start clustering the post-its on a wall or flipover and invite the group to help after a few minutes. If they have new ideas, these can be added to the board.
4. Go through the clusters and ask the participants to write their definition of failed participation.
5. Go through the definitions and create one overarching definition. Does everyone agree?
6. Write this definition of failed participation somewhere where it is visible to all.

Step in the mind of...

25 minutes

Goal
Make participants aware of the fact there are other perspectives on participation than their own and let them uncover the first challenges.

1. Ask two volunteers who want to act and give them a prompt card that describes their role. They have to keep these to themselves. They can use props to get into character.
2. Hand out question cards to the remaining participants who are the observers.
3. Outline the context in which the roleplay takes place and let the actors begin.
4. Whenever you feel they are done or there is enough to discuss, stop the play and reflect on the play with the group. Ask the observers about their questions.
5. Listen carefully to the discussions and write down any challenges you hear them discussing.
After a while, stop the discussion and go through the challenges you have written down.
Does everyone agree?

Exploring the challenges

40 minutes

Goal
The participants explore the (sub)challenges, that are a result of this graduation project, through discussion and finding new perspectives.

1. Place the cards of the challenge spaces on the table and ask which space the participants want to explore.
2. Put the chosen card in the middle and connect the first challenge card to it. Let the participants discuss the question.
3. Thoughts, new perspectives or questions can be written on the given template. Remember to write down a card IdI if the participants are too busy discussing, note key points yourself.
4. As facilitator you can stir the discussion by asking questions or making small comments.
5. When the discussion flow drops, place a new challenge card (or sub-challenge card) on the table.
6. When one space is explored, the participants can continue with a new space.
7. Discuss until time or the cards are up.
8. There are empty cards if any new challenges come up.

A moment to reflect

17 minutes

Goal
To let participants find out which challenges are most relevant to the project at this point and which questions are therefore important to ask themselves.

1. After the exploration, the cards can be flipped to read the explanation of the challenge.
2. Ask the participants which of the discussed challenges are most important for their project to tackle now and which are less relevant.
3. The cards regarding organisation of participation, might help the participants reflect.
4. The poster template that provides some questions, can help the participants to further reflect on the relevance of the challenges.

Wrapping up

10 minutes

Goal
To conclude what the participants have done during the workshop and give them a take-away from the session.

1. The facilitator concludes the workshop by shortly going through the key points of the session and what the identified future steps are.
2. Next, the participants receive a post card with a question on it, on which they can write their personal take-away from the session. They can choose whether they want to share this with the group or not.
3. Thank everyone for their participation and close the session.

General Instructions

Some general points for the facilitator to keep in mind:

1. Create and maintain a safe space where everyone feels comfortable and confident to engage in the workshop.
2. Encourage participants to contribute to the workshop. E.g. Ask "What are your thoughts on [topic], [name]?" to help more quiet participants to speak out.
3. You are the time keeper. Keep an eye on the time and do not be afraid to stop a discussion if time is up.
Tip: Let participants note their last thoughts, so these do not go lost.
Tip: Do not tell how long exercises exactly take, in case you need to make changes to the workshop.
4. You are a neutral person in the workshop. You can stir the discussions a little by asking questions, but try to not include your own opinions.
5. At the beginning of each new excercise, be sure to explain the goal and each step of the excercise, so the participants know what to do. Ask if there are any questions left after the explanation.
6. When you write things on a whiteboard or flipover, make sure that everyone can see it.
7. Do not forget to take a 10-15 minute break!
8. If participants' energylevels drop, do an energizer!

Workshop Instructions

Exploring the challenges of citizen participation in renewable energy projects

A workshop by Diede van Malssen for her graduation project from the master Design for Interaction February 2023

Goal of the workshop
The workshop helps the participants to understand the challenges there are for citizen participation in complex (renewable energy) projects. They learn how participation processes can fail and which questions they should find the answer to in their own project, before starting to involve residents in the project.

Duration of the workshop
Around 2 hours and 15 minutes, including a 10-15 minute break.

Participants
Suitable for 4 to 7 participants, who want to know about the challenges they can face when organising participatory processes . The group can be composed of people from the (LIFE) project. For extra insights and a refreshing perspective, a wild goose (someone who knows nothing or less about the topic or the specific project) or an external expert (someone with an expertise that not directly relates to the topic or project, but can give interesting input) can be brought to the group too.

Location
The workshop is designed to be done offline. With the digitalisation of the materials and the change of the exercise 'step in the mind of..', it can also be conducted in an online environment such as Miro.

Materials
There are specially designed materials for each part of the workshop. Some materials are used during the whole workshop, such as pens and post-its. Cookies were provided to the participants as a snack and thank you.

Instructions
Instructions for the workshop are included in the workshop materials to provide people who want to conduct the workshop with all the information they need. Besides, the instructions and workshop materials can serve as an inspiration when project members want to design a workshop themselves.

The instructions are bundled in a small zine, with one page for each exercise and one page for general instructions. When the zine is unfolded, a large image becomes visible.