

Smart Living in the Smart Territory

Sustainability through Citizens' Empowerment

Catherine Elsen

Associate Professor
University of Liège - Belgium

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Contact: [catherine.elsen @ uliege.be](mailto:catherine.elsen@uliege.be)

Citizen Participation in the Smart City



From a **techno** centric...



...to a **citizen** centric

approach of the smart city through **citizens' empowerment**,
in order to ensure the **Smart City model's sustainability**

Citizen Participation in the Smart City



From a **techno** centric...

Why ?
When ?
Who ?
How ?
Impacts ?



...to a **citizen** centric

approach of the smart city through **citizens' empowerment**,
in order to ensure the **Smart City model's sustainability**

Where does this come from?

1. FEDER Wal-E-Cities Research Project 2016-2020 - *Smart Living & Participation*

-  4 Research Centres,
5 Universities & 1 Institute
-  Support from 50+ Companies
-  5 Research Topics
-  ~ € 20 Million Budget
-  2016 - 2020



2. Wallonia E-Health Living Lab since 2015 - www.well-livinglab.be



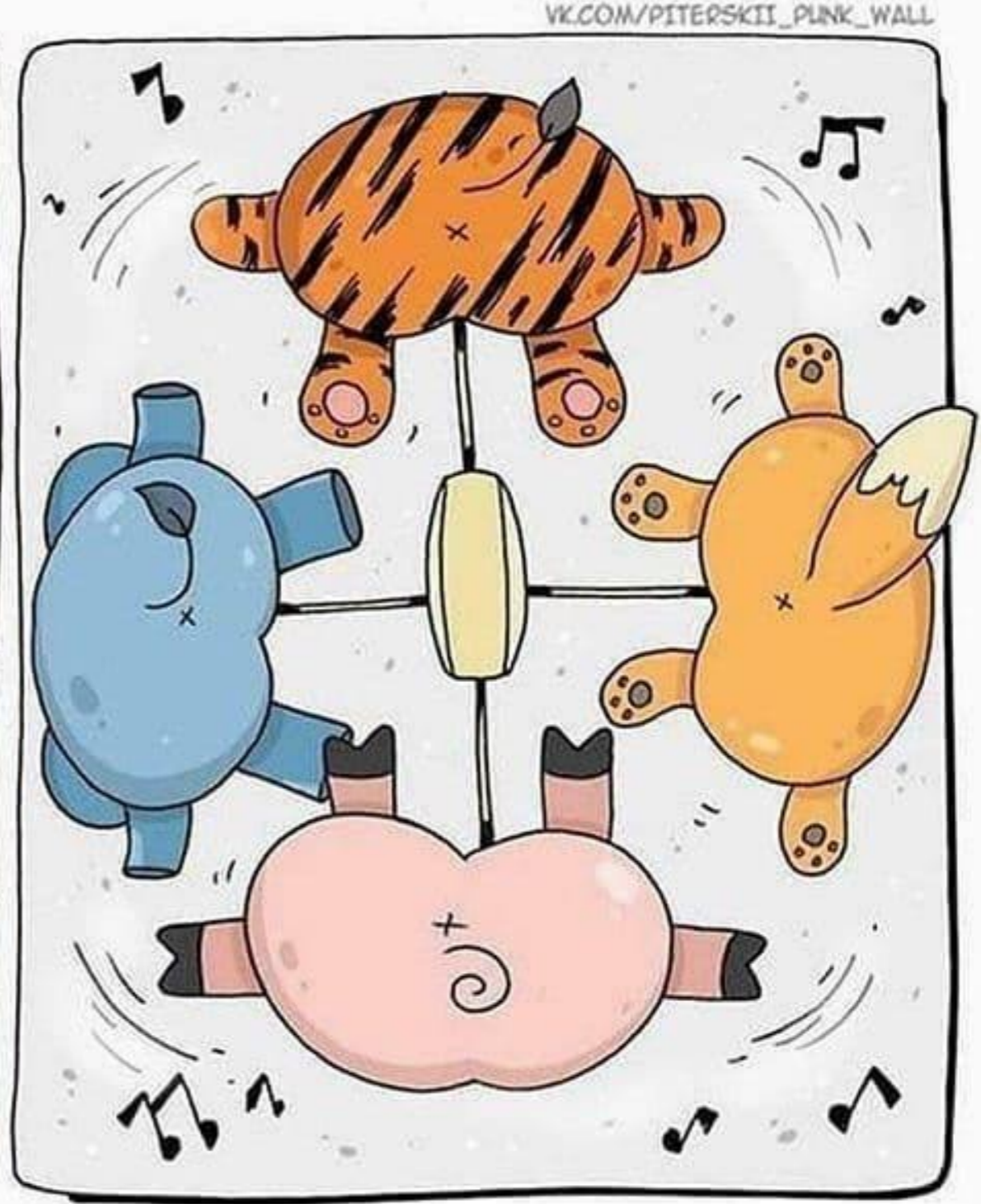
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WHY ? WHEN ?

Clients



Users



Why should we « empower » citizens?

1. End-users « **own the factual problem** », i.e. are **experts** of their own personal experiences and issues associated with their personal situations [Reymen, Dorst & Smulders, 2009; Siva & London, 2011; Biau, Fenker & Macaire, 2012]
2. End-users are **part of the team** and no longer willing to undergo the whole process simply as external observers or design recipients [Cole-Colander, 2003; Luck & McDonnell, 2005; Sanders, 2005; Glock, 2009]
3. While focusing too much on post (-occupancy; -process) assessment, we tend to **neglect satisfaction** towards the **process** and how it unfolds [Ahmed & Kangari, 1995]

Why should we « empower » citizens?

Designers heavily **impact** the **quality** of the **living environment**

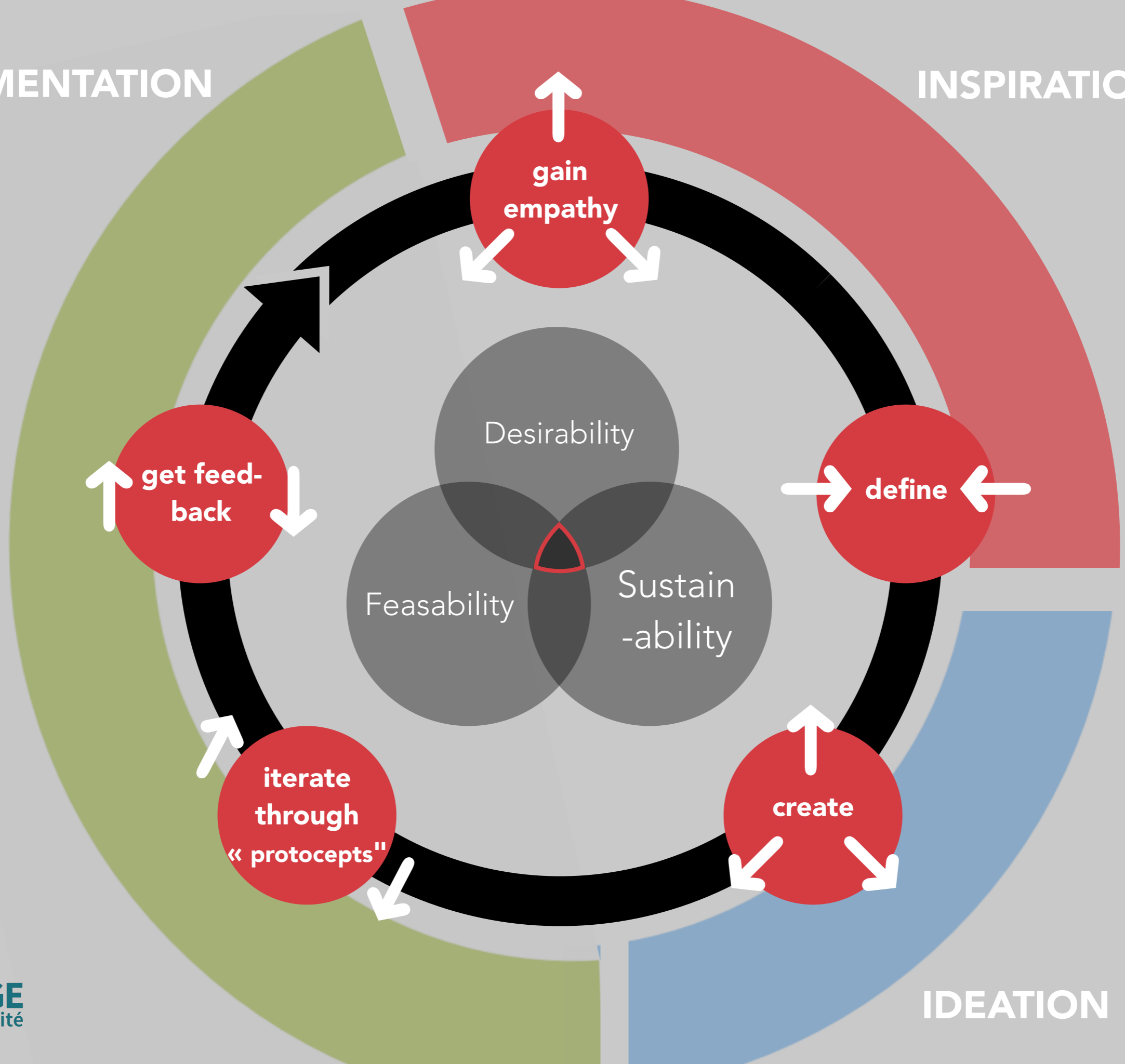
while

End-users **give sense** to the living environment
(make designed artifacts **meaningful** or **meaningless**)

[Lawson, 2005; le Maire, 2005; Estevez & L glise, 2015; Sarkar & Gero, 2017]

IMPLEMENTATION

INSPIRATION



IDEATION

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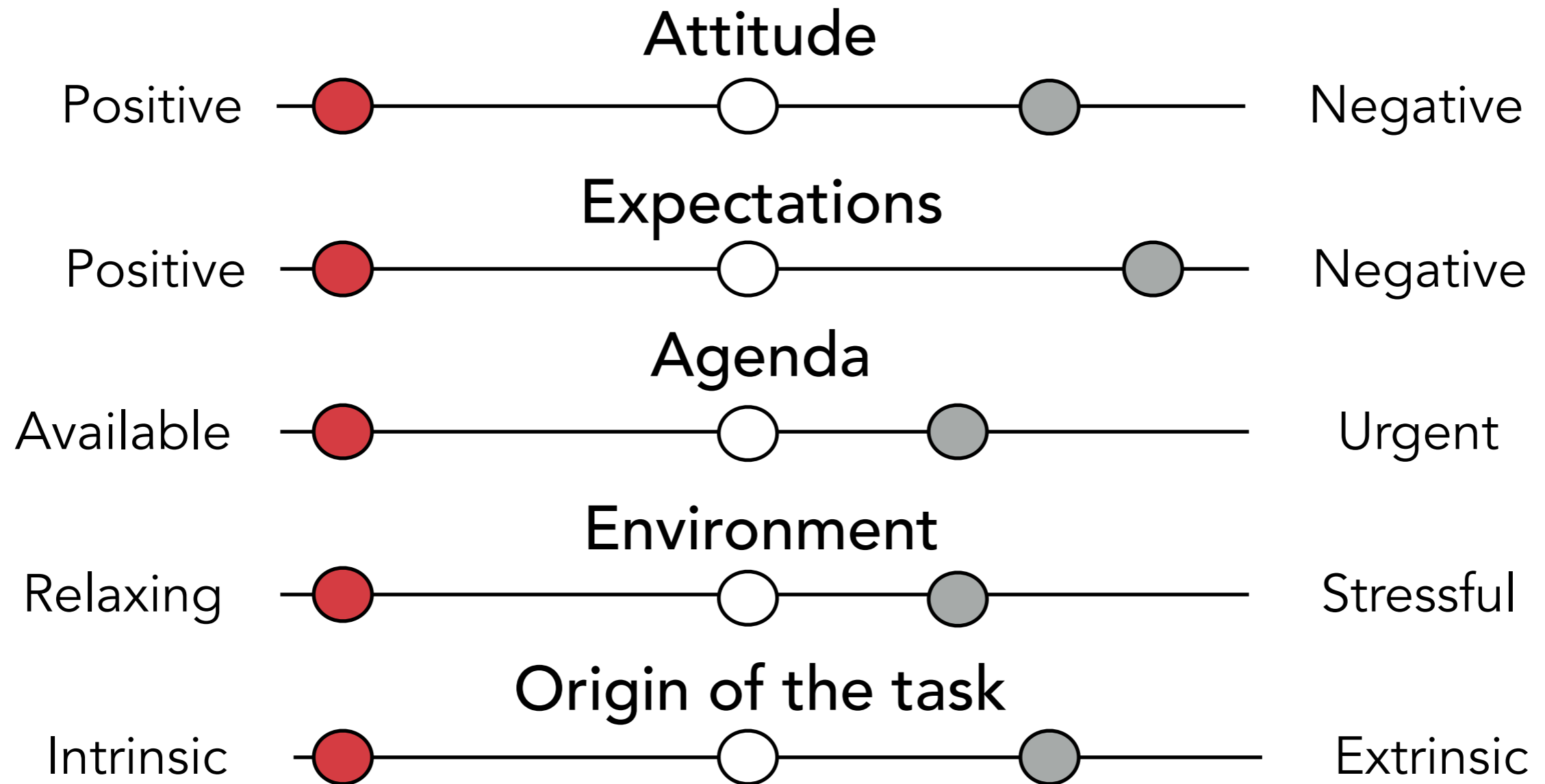
WHO ?

Various profiles of « Smart Citizens »... but never « once and for all »

1. The passive end-user
2. The reactive end-user
3. The creative end-user

[Hill, 2003]

Various profiles of « Smart Citizens »... but never « once and for all »



- under normal conditions
- prépare ses vacances longtemps à l'avance
- prépare sa déclaration d'impôts en ligne

based on [Daumal, 2015]

Various profiles of « Smart Citizens »

1. the « experts » vs. the « lay people »
2. the « extreme » vs. the « regular »
3. the user with « chronic dissatisfaction » vs. the « lead user », the « intra-preneur »
4. the « laggard » vs. the « early adopter »
5. the « primary » vs. the « secondary » user

Each profile has something to offer

	Domain Knowledge	Experience of Use	Level of Dissatisfaction	New Needs and Motivation
The Expert	++	+/-	+/-	+/-
The « Extreme » User	+/-	++	+	+/-
The User with Chronic Dissatisfaction	+/-	+/-	++	+/-
The Lead User	+	+	+	++
The Intra-preneur	++	+/-	+	++
The Laggard	-	-	+/-	-
The Early Adopter	+/-	+/-	+/-	++
The Primary Users	+/-	+	+/-	+/-
The Secondary Users	+	+	+/-	+/-

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HOW ?

what they say

is not enough

What they say is not enough



IDEO™ «observing users»

What they say is not enough

Gap between...

the **behavior** and

the **implementation**

- > What we see
- > Explicit

- > What is done
- > Explicit AND Implicit

What they say is not enough



what the end-users...

... type of collected data

A continuum of approaches, methods and tools

end-users seen as partners

« users-driven » approaches

«design in use»

co-design

participative design

end-users seen as ressources

« users-centric » approaches

design thinking

in situ observations

interviews

users' diaries

surveys, online platforms, ...

end-users seen as distant subjects

projection into future scenario

data collection
sensors, wearables, ...

introspection

customer journeys

market research

DIY

Hackers

Makers...

personas

based on [Cardon, 2005; Lawson, 2005; Sanders, 2005; Chesbrough, Vanhaverbeke & West, 2006; Barcenilla & Bastien, 2009; Reymen, Dorst & Smulders, 2009]

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SOME EXAMPLES

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Tidy Street Project, Open University, Goldsmiths, Sussex University, Nottingham University

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Co-design Workshop, Designing a health-care center, University of Liège

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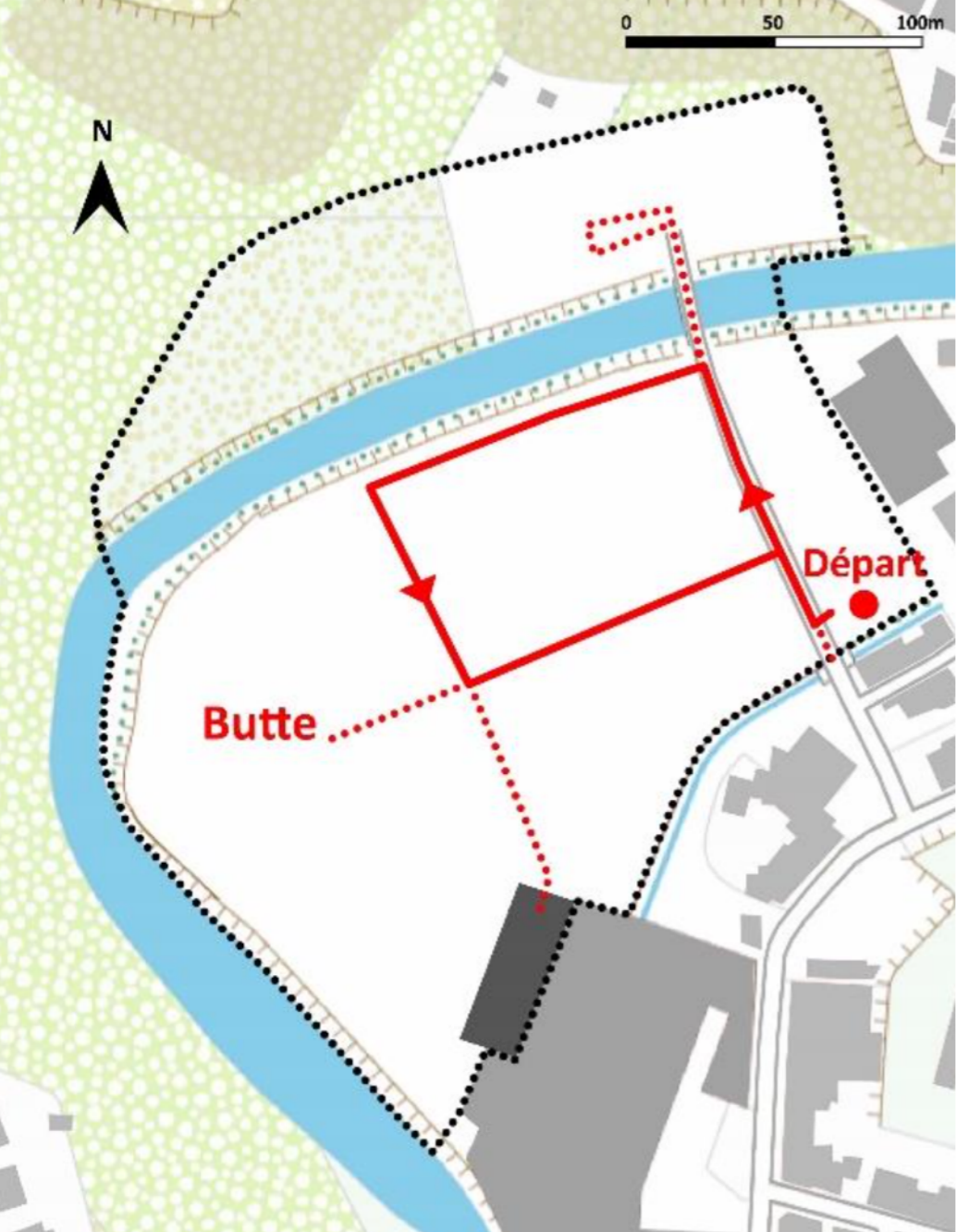
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Co-design Workshop, Designing temporary use for brownfield site, University of Liège

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A. Aravena, 2013

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IMPACTS ?

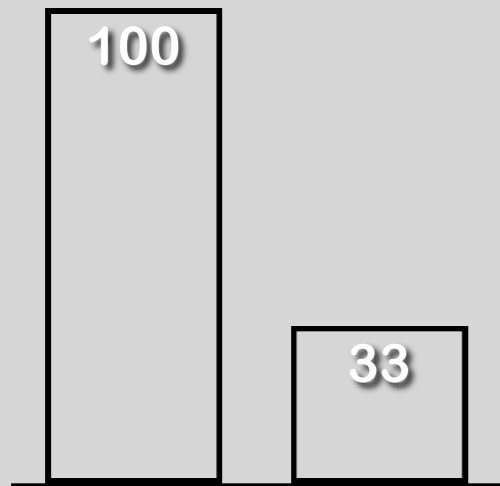
1. Return on Investment ?
2. What about radical innovation ?
3. Does it require Change Management ?

[Cain, 2005; Norman & Verganti, 2012; Postma et al., 2012]

Return on Investment



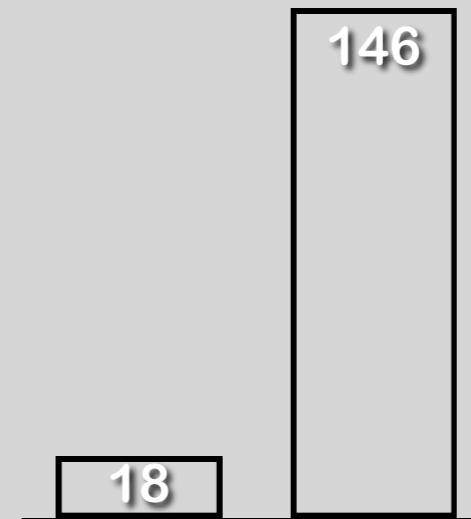
Return on Investment



67% less !

Old Methods User-centred

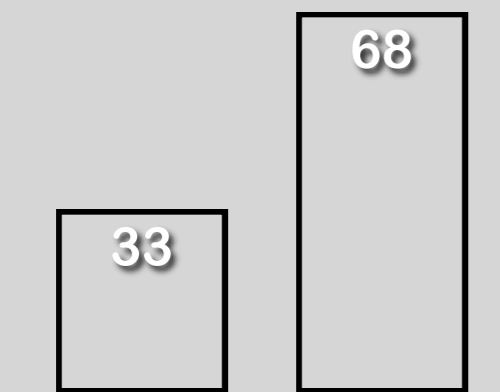
Timing of Development



~ 8 times more !

Old Methods User-centred

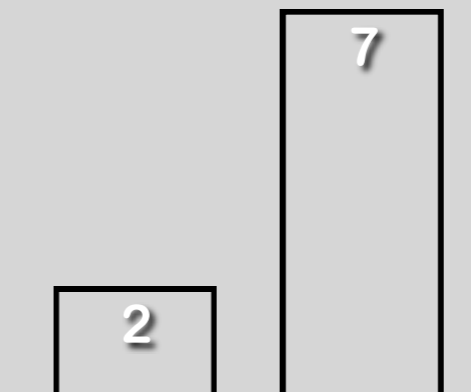
Average selling, after 5 years



> 2 times more !

Old Methods User-centred

Market Shares, after 5 years



> 3 times more !

Old Methods User-centred

Average number of new Product Lines introduced every 4 years

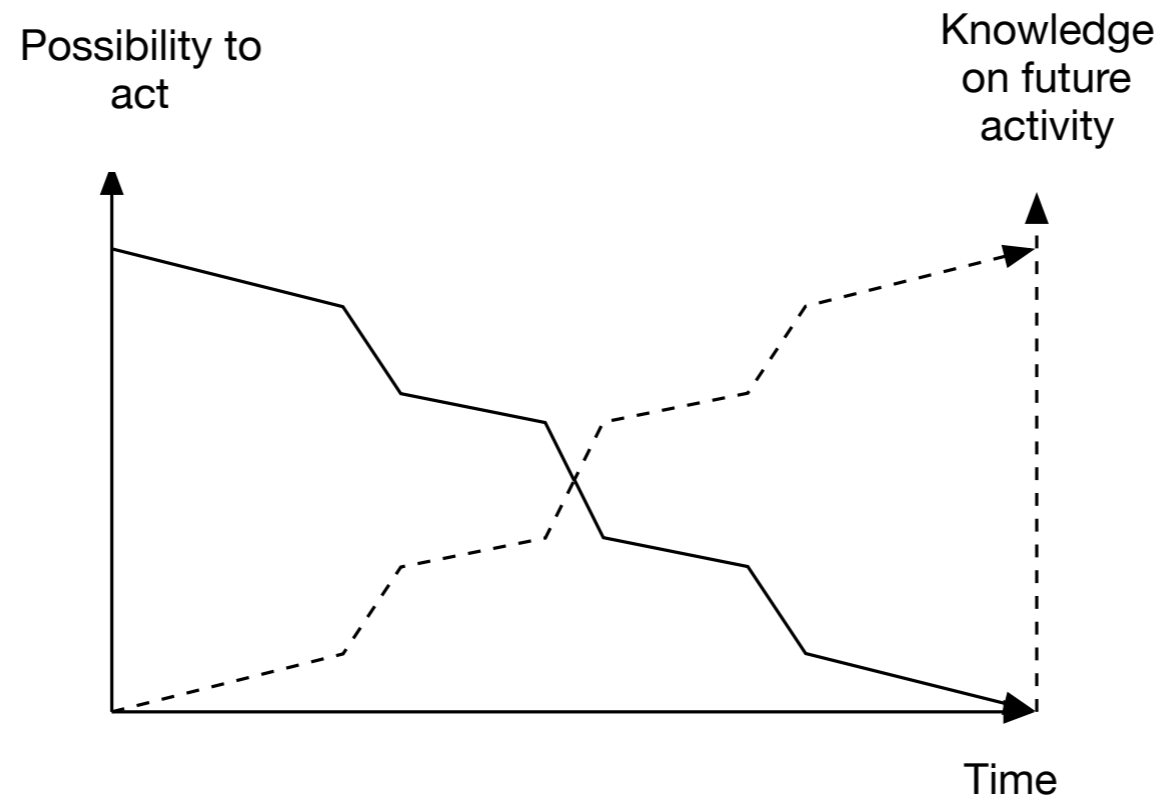
3M - Source: The management Roundtable 2001, «Creating Breakthroughs at 3M»

What about radical innovation ?

«If I'd asked customers what they wanted they would have said a faster horse»

H. Ford, ca. 1908

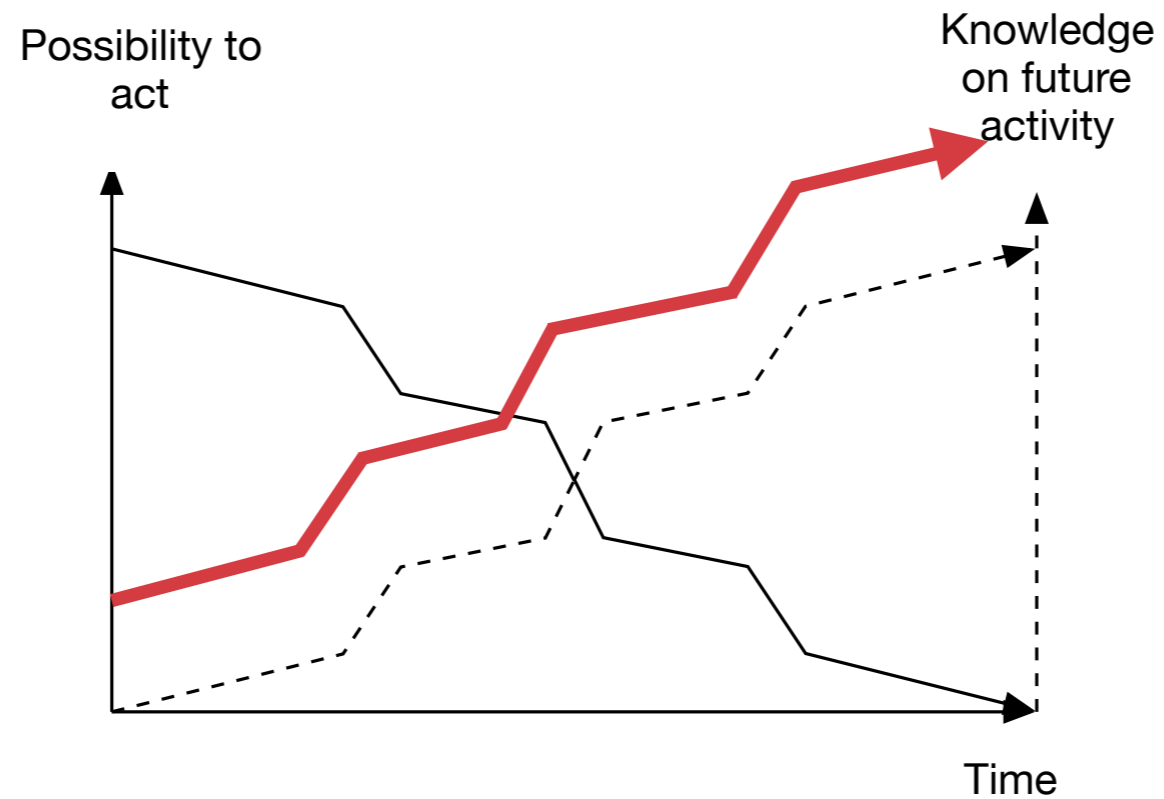
What about radical innovation ?



(Midler, 1996)

> get rid of preconceived ideas

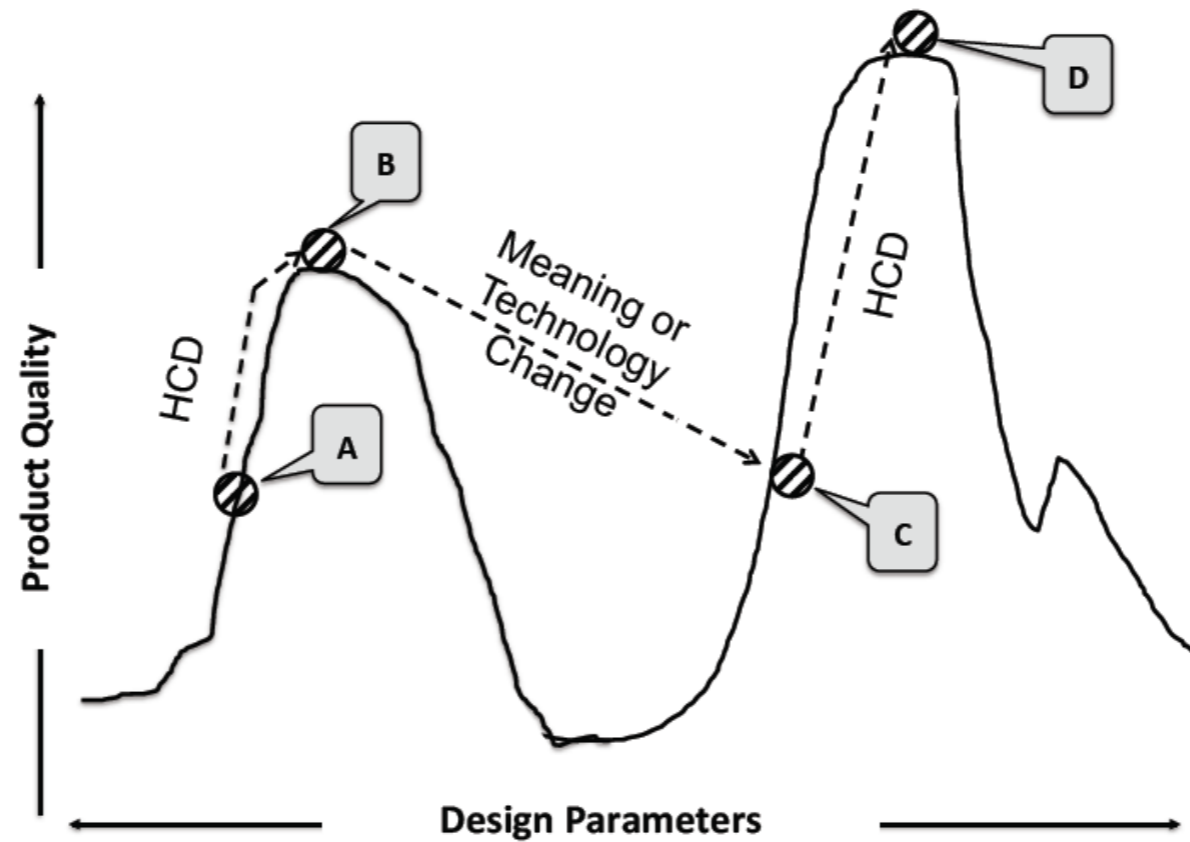
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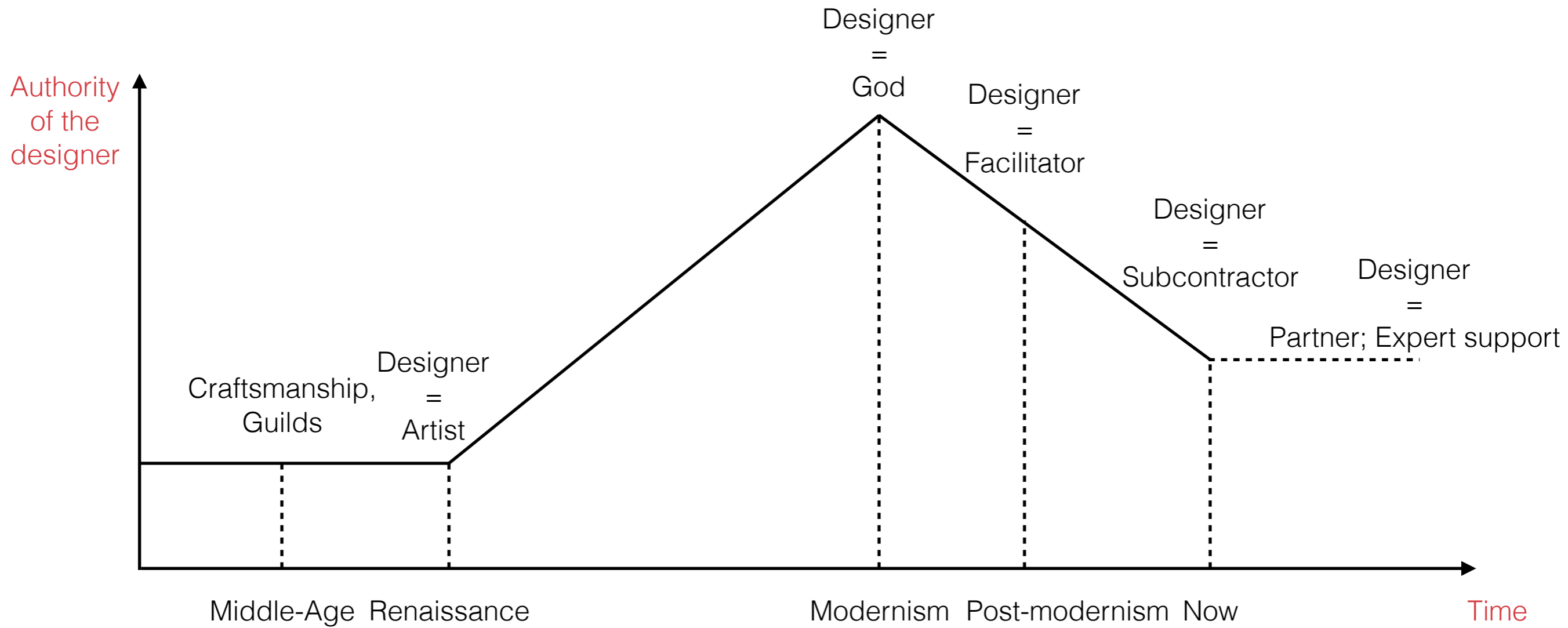
What about radical innovation ?



[Norman and Verganti, 2012]

> associate « technology change » with « user-centric /-driven change »

Does it require Change Management?



An aerial photograph of a park area. A person in a dark jacket and pants is walking away from the camera on a light-colored paved path. To the right of the path is a grassy area with several young trees. Further right, there are wooden benches and a black metal fence. In the background, there are buildings and a parking lot with cars. The scene is brightly lit, suggesting a sunny day.

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