DSI 2017 Workshop Papers

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The advent of Web 2.0 enabled the growth of user-generated content, virtual communities, and new forms of collaboration over the Internet. Since then, multiple platforms, such as the CAPS platforms, have emerged tapping into collective knowledge for fostering awareness, collaboration, and innovation. The aim of the DSI workshop was to collect the lessons learned from different platforms and settings, and understand the requirements and challenges for building and using digital platforms to effectively engage broad participation in the social innovation process. The workshop offered a forum to reflect on the result of experiments, pilots and tests of such platforms in order to pave the way forward for digital social innovation in the Next-Generation Internet. The DSI workshop was organized for the first time in conjunction with the INSCI conference. The workshop was organized by a group of researchers involved in projects funded under the Collective Awareness Platforms for Sustainability and Social Innovation (CAPS) initiative[1] in the EU Research and Innovation program Horizon 2020. The workshop invited researchers to present research findings on the following (but not limited to) topics: digital innovation methodologies; user requirements and psychological aspects regarding ICT-enabled innovation platforms; design of digital collaborative platforms for innovation; digital collaborative platforms for innovation; pilots and experiments of collaborative ideation, innovation, and production; community building strategies for outreaching and motivating users in digital collaborative platforms; open democracy, participation, and policy making; case explorations of digital social innovation in different settings. Five papers covering complementary topics were selected for presentation:

1. The Maker Movement and the Disruption of the Producer-Consumer Relation
2. Open Data: Creating Communities and Practices for a New Common
3. The Case for Collaborative Policy Experimentation Using Advanced Geospatial Data Analytics and Visualization
4. An Engagement-Related Behavior Change Approach for Saving Food in Greece
5. Developing a Social Innovation Methodology in the Web 2.0 era

To enable discussion among participants, the workshop was structured in two sessions. The first session was dedicated to the presentation of scientific contributions related to the workshop topics. After each presentation, the participants were invited to reflect on facilitators and challenges identified from the presented paper. The second session consisted in a round-table discussion and a brainstorming slot about the future of digital social innovation platforms using as starting points the findings and comments pertaining to the presented articles. Despite the diversity of topics addressed by

[1] https://ec.europa.eu/digital-single-market/en/collective-awareness.

the papers, challenges and facilitators are strongly connected. Table 1 summarizes identified challenges and facilitators.

Table 1. Facilitators and barriers identified for each paper

Paper	Challenges	Facilitators
1	Inward => Producer	Capacity building
	Upscaling activities	Solving real problems
	Ethics of exchanging knowledge	Prepare coaching platform
2	Controlling data	Toolkit and guidelines
	Potential vs. capacity	Hackaton process
	Skills required to understand data	People innovating around data
	Format of published data	
3	Approach for collecting data	Explaining decisions to citizens
	Keeping users on the platform	Combination and reuse of existing
	Engaging relevant stakeholders	platforms
4	Regulation	Coordinator
	Long-term goals	Growth of sharing economy
	Drivers to participate	
5	Strengthen academic contribution	Strong incentives for users
	Gap between solvers and government	Other EU projects (IA4SI, Make.it)
	Social process duration	
	Other social networks	

Open data and community building were retained for brainstorming. A major concern for open data was convincing citizens to contribute to data sharing. Although governments, and firms are expected to be open and share, citizen are still not contributing much. Increasing trust in sharing and avoiding privacy violation are two major issues. As far as community building is concerned, engaging people in new communities and sustaining existing communities are both difficult. Potential enablers were identified: coordinators motivating and supporting participation, crediting participants, combining F2F meetings that strengthen relationships and digital participation that facilitates exchanges, as well as building on existing platforms and communities.

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DSI 2017 Organization

The DSI Workshop is the result of the collaboration between three EU H2020 CAPS projects:

SOCRATIC[2] aims is at facilitating a platform so that citizens and/or organisations can collaboratively develop innovative solutions for achieving the global sustainability development goals, as defined by the United Nations. SOCRATIC pilots focus on three specific goals: "ensuring healthy lives and promoting well-being for all at all ages (UN Goal 3)", "ensuring inclusive and equitable quality education and promoting lifelong learning opportunities for all (UN Goal 4)," and "promoting sustained, inclusive, and sustainable economic growth, full and productive employment, and decent work for all (UN Goal 8)".

The **MAKE-IT**[3] objective is to understand the role of CAPS in enabling the growth and governance of the maker movement, particularly in relation to using and creating social innovations and achieving sustainability. Everybody with Internet access can create digital content and make it available to everyone, everywhere. Now, the same thing is happening to manufacturing as access to tools like 3D printers and laser cutters is increasing. As a result, these intangible goods or virtual bits, which can be shared globally, can be turned to physical objects that manifest themselves locally. This is making the interface between the virtual world and the physical world blur if not disappear. This transformation from bits to atoms is being called the maker movement.

OPEN4CITIZENS[4] aims at raising citizens, awareness about the opportunity offered by open data and creating a new culture of innovation in public services. There is a gap between opportunities offered by the abundance of open data and the citizens, capability to imagine new ways of using such data. OPEN4CITIZENS works to reduce this gap. It involves citizens in a co-design process (hackathons), together with IT experts, public administrations, interest groups, and start-up companies, in order to develop new services to improve urban quality and certain aspects of everyday life. In each of the five pilot locations (Copenhagen, Karlstad, Rotterdam, Milan, and Barcelona), the project also creates physical or virtual locations (OpenDataLab) as reference points for all citizens and interest groups that want to propose innovative applications based on open data.

[2] http://www.socratic.eu.

[3] http://make-it.io.

[4] http://open4citizens.eu.