

- Connected Smart Cities Conference
- Brussels, January 12, 20 17

CITIES FOR, WITH AND BY PEOPLE – CO-CREATION, ETHICS AND PRIVACY

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# Setting the Scene

- Both Open and Big data have become part and parcel of our times.
- Today, data has a huge impact in our lives and it often makes our lives easier.
- The use of technology and the subsequent generation and utilization of digital data have become ubiquitous, virtually taken for granted.
- The impact of these technologies is evolving continuously with the creation of new content, connectivity, analysis software and infrastructure.
  - Adding to this, we can observe a radical trend towards networked behavior such as crowdsourcing and co-creation, driven by (among others) the emergence of the opensource software community, the general use of social networks and increased availability of data.
  - The potential opportunities to engage people in innovation process have never been easier as a plethora of digital resources can be used as facilitators of the process.



# Setting the Scene

- However, there is a growing trend to view data as the new oil or as gold mines consisting of wealth if we only understand how to harvest the data in the right way.
- In smart cities, big data are generated by e.g. sensors, social media flows, open government data, citizen data and GPS trackers.
- But with a strong focus on the generation, collection and analysis of data, there is a growing risk that we humans will be viewed mainly as data providers and data generators.
- This can lead to a situation where people's privacy, their needs and values comes second after the expected value data can offer for companies and cities.
- In this session we will present and discuss a few examples from real experience and also argue that the endeavor is to co-create digital innovations with people and their needs at the center."



From Users as **Factors** through Users as Actors back to Users as Factors







# Why are Co-creation and Living Labs important for Smart Cities?

- Support innovation processes for the whole value chain
- Answer to trends such as:
  - Citizens changed roles from actors to factors
  - Increased demands for shorter time to market
  - Globalised market through the internet and IT's use in everyday practices
  - Democratization of Innovation
  - Crowdsourcing
  - Citizen Science
  - Digitalisation of society



### Connected Smart Cities Conference

- This is a session on Smart Cities For, with and by the people co-creation, privacy and ethics.
- our session will run 13.30-15.30 followed by the coffee break





# Agenda

- Co-creating Experimentation as a Service in Smart Cities
  - Belen Palacios, Future Cities Catapult (Organicity/Synchronicity)
- Users as Actors or Factors in Smart Cities Design For, With or By the User.
  - Anna Ståhlbröst, Botnia Living Lab/Luleå University of Technology
- Civocracy for co-creation
  - Benjamin Aaron Snow CivocracyEurocities
- 3D ETHICS & PRIVACY FOR SMART CITIES
  - Luca Bolognini (IIP/Privacy Flag/Organicity/IoT Lab)
- Ethics in end-user engagement in LSPs. Lessons learned from projects where a very high level of privacy was implemented.
  - Anna Ståhlbröst (Botnia/IoT Lab/U4IoT and EARIT)



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Thank you!

