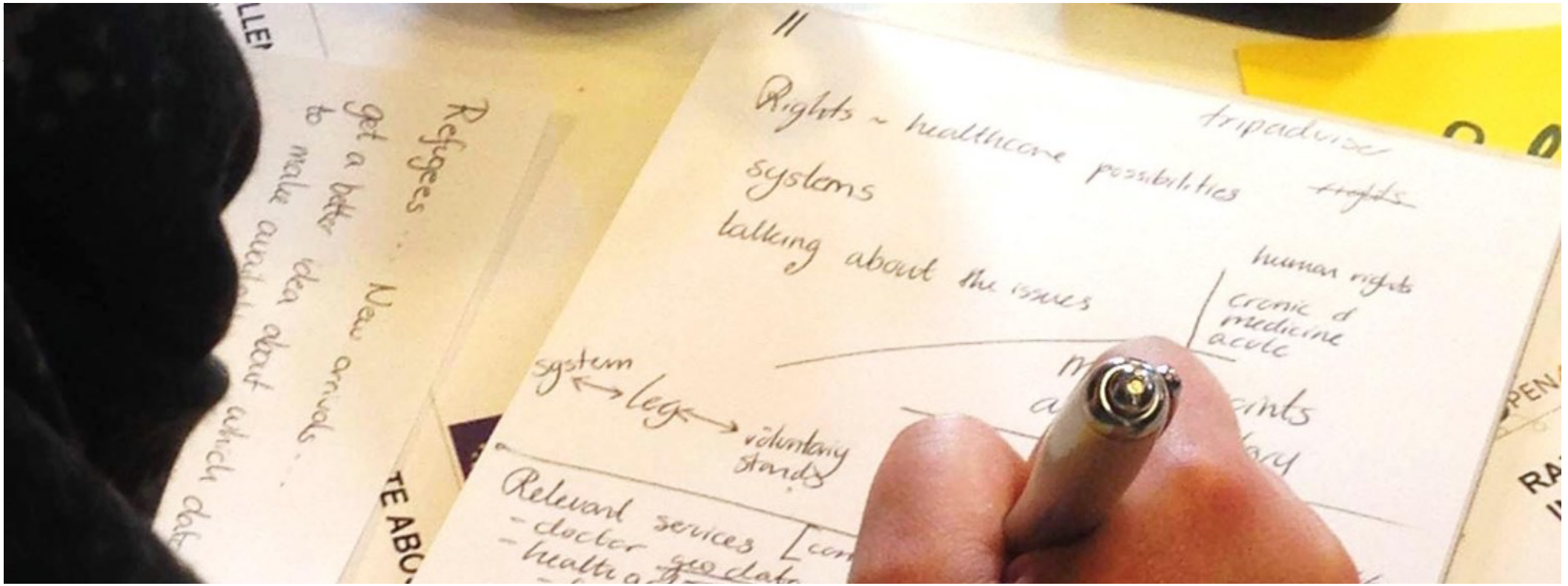
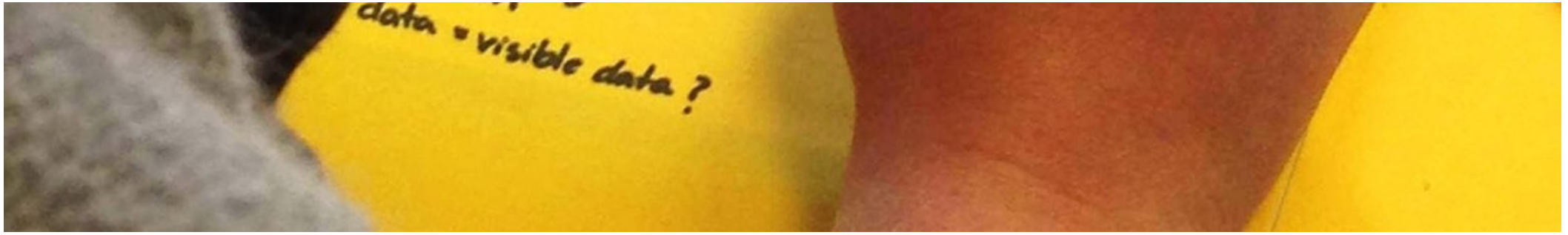


Open4Citizens – Hackathon 2 Evaluation – Rotterdam

General information & impressions

For completion by the lead evaluator with input from pilot evaluation teams

Compiled by: Peter Kun



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VALUE CREATION

1) Co-design activity

2) Open4Citizens-project ecosystem

3) Supporting co-creation

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Facts about the hackathon – location & participants

Info from data gathering tool:

2

Fill out the facts below. Make a copy of the slide and adapt relevant sections if necessary.

Background:

The evaluation leader is responsible for gathering overall data.

This general fact gathering is a useful overview of the hackathon for multiple uses, including a fact sheet to include as part of reporting to the European Commission.

Timing:

Use the registration data and participant questionnaires to complete this information. Bear in mind that people who have not registered online may show up on the first day or on other hackathon days. Be sure to capture registration information about them as well.

Overall facts

Hackathon dates: 8-9 December 8th -9th , 2017

Location/venue: Jong Delfshaven, Rotterdam

Theme: Park and healthcare

Total number of participants:

Total number of participants: 23

Number of men: 13

Number of women: 10

Number of teams and the team names (if relevant):

Team #1: Budgeting

Team #2: Stories of Delfshaven

Team #3: Green Connection + Care

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Facts about the hackathon - Stakeholders

Info from data gathering tool:

2

Fill out the facts below. Make a copy of the slide and adapt relevant sections if necessary.

Non-O4C consortium stakeholders or partners participating

Name: Jochem Cooiman
Organisation: Municipality of Rotterdam
Job title: Innovation adviser at municipality of Rotterdam
Role: Knowledge sharing

Name: Robbert de Vrieze
Organisation: WIJ Delfshaven
Job title: Board member WIJ Delfshaven
Role: Challenge owner

Name: Philip Kuypers
Organisation: De Spoortuin
Job title: Founder and volunteer at de Spoortuin
Role: Knowledge sharing

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Facts about the hackathon - O4C evaluators, crew & facilitators

Info from data gathering tool:

2

Fill out the facts below. Make a copy of the slide and adapt relevant sections if necessary.
The same person may be included in multiple sections if they played different roles in the hackathon.

Evaluation team

Name: Peter Kun
Role: Evaluating and facilitating team 1
Email: p.kun@tudelft.nl

Name: Anne Smit
Role: Evaluating team 1
Email: a.smit.1991@gmail.com

Name: Tomasz Jaskiewicz
Role: Evaluating and facilitating team 2
Email: t.j.jaskiewicz@tudelft.nl

Name: Ingrid Mulder
Role: Evaluating team 2 & 3
Email: i.j.mulder@tudelft.nl

Name: Mercedes Leipoldt
Role: Evaluating and facilitating team 3
Email: mercedes.leipoldt@gmail.com

Name: Sascha Benes
Role: Evaluating team 3
Email: sascha.benes@kau.se

Name: Janice Pedersen
Role: Overall evaluation
Email: jp@antropologerne.com

Name: Francesco Molinari
Role: Overall evaluation
Email: mail@francescomolinari.it

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Impressions from the hackathon

Info from data gathering tool:

3 4 5

Copy this entire slide to insert more photos with comments. 5-10 photos for the event is ideal. These photos and descriptions should provide a general sense of the location, interactions between those present, the process and the mood. Insert photos on these slides and write a short description underneath.

The beginning of the event, we are still waiting for people to arrive. People had a chance to talk to others and grab a snack, or look at the challenges posters hung up (on the right).

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Impressions from the hackathon

Info from data gathering tool:

3 4 5

Copy this entire slide to insert more photos with comments. 5-10 photos for the event is ideal. These photos and descriptions should provide a general sense of the location, interactions between those present, the process and the mood. Insert photos on these slides and write a short description underneath.

Friday evening, the teams took their challenges (posters the people are looking at) and reframed them following the O4C hackathon process.

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Impressions from the hackathon

Info from data gathering tool:

3 4 5

Copy this entire slide to insert more photos with comments. 5-10 photos for the event is ideal. These photos and descriptions should provide a general sense of the location, interactions between those present, the process and the mood. Insert photos on these slides and write a short description underneath.

Friday evening was a time for challenge owners to elaborate on the problems and steer the discussions.

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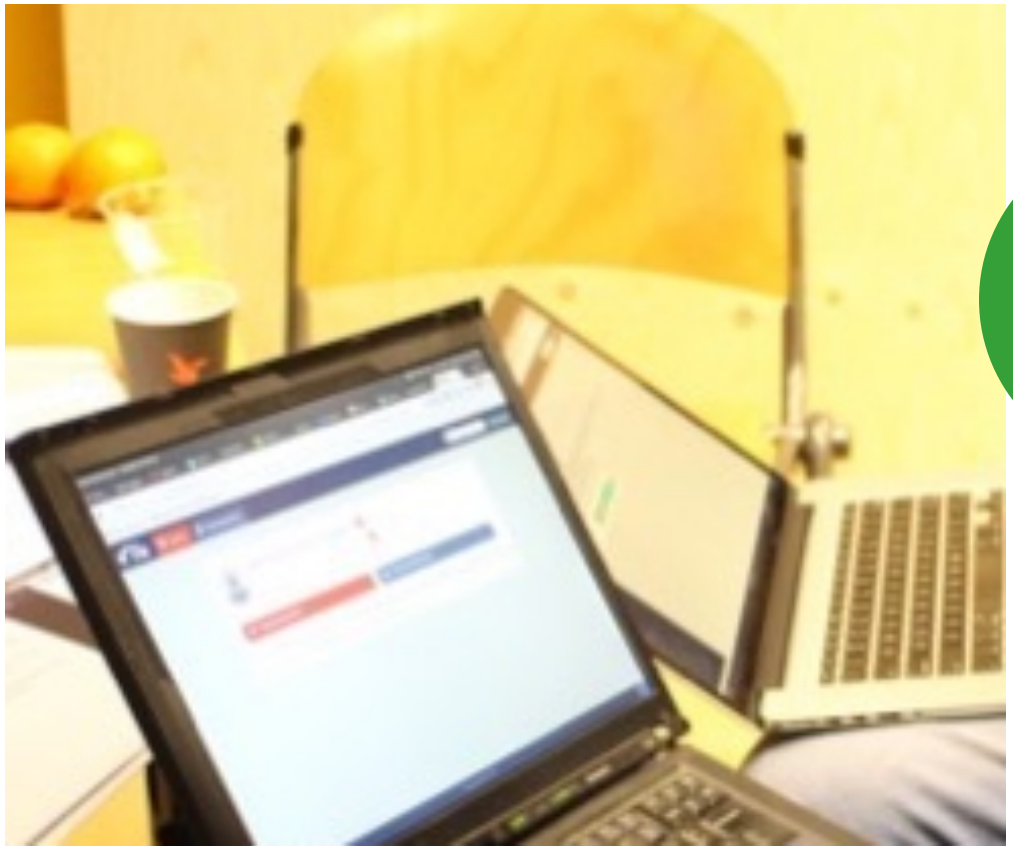
Impressions from the hackathon

Info from data gathering tool:

3 4 5

Copy this entire slide to insert more photos with comments. 5-10 photos for the event is ideal. These photos and descriptions should provide a general sense of the location, interactions between those present, the process and the mood. Insert photos on these slides and write a short description underneath.



Friday evening was the time for data exploration as well. The teams explored the provided datasets, following a TUD version of the needs definition tool. Every teams had different data interests; on the left image is Team #1, that looked into the TUD provided dataset on the ODL platform. The right image shows Team #3, who accessed data in governmental data portals.

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Impressions from the hackathon

Info from data gathering tool:

3 4 5

Copy this entire slide to insert more photos with comments. 5-10 photos for the event is ideal. These photos and descriptions should provide a general sense of the location, interactions between those present, the process and the mood. Insert photos on these slides and write a short description underneath.

At the end of Friday, all teams presented their outcomes in a plenary, and then people stayed for a while for drinks and chatter.

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Impressions from the hackathon

Info from data gathering tool:

3 4 5

Copy this entire slide to insert more photos with comments. 5-10 photos for the event is ideal. These photos and descriptions should provide a general sense of the location, interactions between those present, the process and the mood. Insert photos on these slides and write a short description underneath.

Saturday continued with a breakfast and then an energetic start to kick-off the ideation phase. On the picture, some post-it brainstorming and clustering is happening to figure what's the problem being solved.

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Impressions from the hackathon

Info from data gathering tool:

3 4 5

Copy this entire slide to insert more photos with comments. 5-10 photos for the event is ideal. These photos and descriptions should provide a general sense of the location, interactions between those present, the process and the mood. Insert photos on these slides and write a short description underneath.

Team #1 developed various ways of facilitating the discussion. Saturday morning, the team featured a constant flux of incoming participants, which provided an opportunity to again and again repeat what is the core of their problem. On the picture, they have a rule in place that the one with the tape has the “mic” to speak.

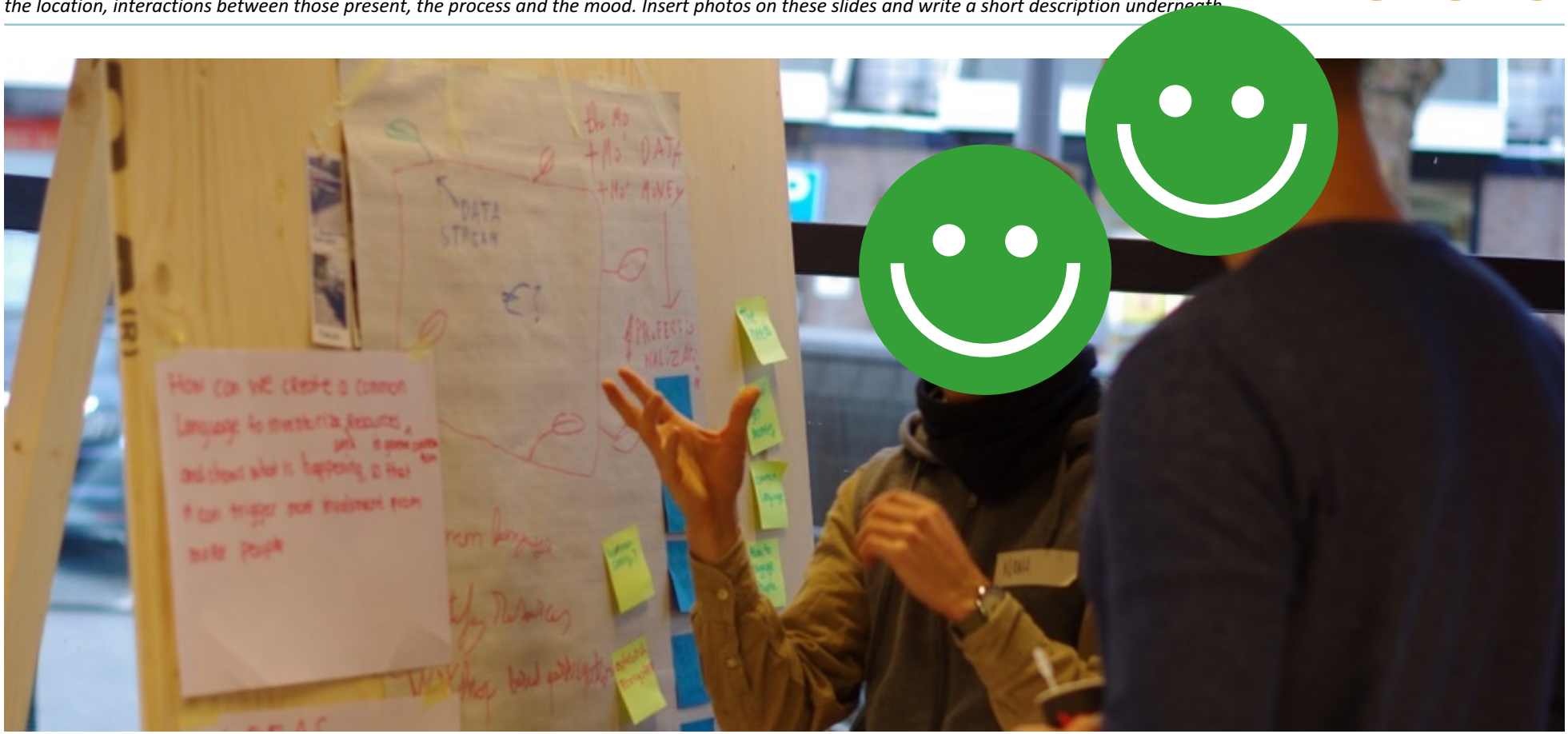
Funded by the European Union

Impressions from the hackathon

Info from data gathering tool:

3 4 5

Copy this entire slide to insert more photos with comments. 5-10 photos for the event is ideal. These photos and descriptions should provide a general sense of the location, interactions between those present, the process and the mood. Insert photos on these slides and write a short description underneath.



The teams worked hard to make complex, high-level abstract challenges into comprehensible discussions and then tangible concepts.

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Impressions from the hackathon

Info from data gathering tool:

3 4 5

Copy this entire slide to insert more photos with comments. 5-10 photos for the event is ideal. These photos and descriptions should provide a general sense of the location, interactions between those present, the process and the mood. Insert photos on these slides and write a short description underneath.

The Green Connection representatives (event stakeholders) brought a massive carpet with the map of Rotterdam and the Green Connection. This physical piece changed the event's main area to a map, which made the discussions around the city more tangible. In the middle of Saturday, Team #2 started to purpose this map with some additional prototyping material (toy trains), to tell their concept.

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Impressions from the hackathon

Info from data gathering tool:

3 4 5

Copy this entire slide to insert more photos with comments. 5-10 photos for the event is ideal. These photos and descriptions should provide a general sense of the location, interactions between those present, the process and the mood. Insert photos on these slides and write a short description underneath.

Towards the end of Saturday, the teams pitched their projects to the others and a handful of invited experts and enthusiasts.

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Impressions from the hackathon

Info from data gathering tool:

3 4 5

Copy this entire slide to insert more photos with comments. 5-10 photos for the event is ideal. These photos and descriptions should provide a general sense of the location, interactions between those present, the process and the mood. Insert photos on these slides and write a short description underneath.

Saturday ended with announcing the winners of Best concept and Best meaningful use of open data awards

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Team #1 Budgeting, Team member photos

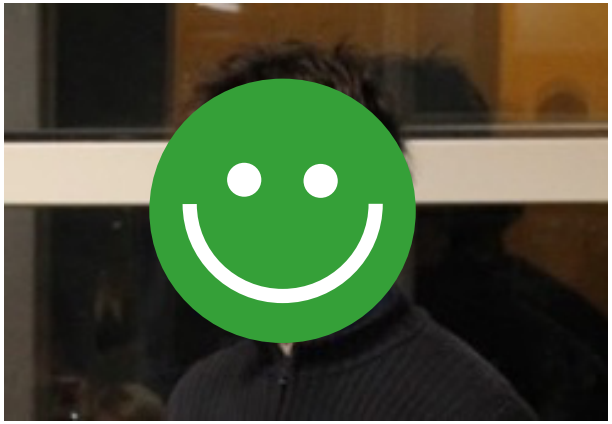
Info from data gathering tool:

3 4 5

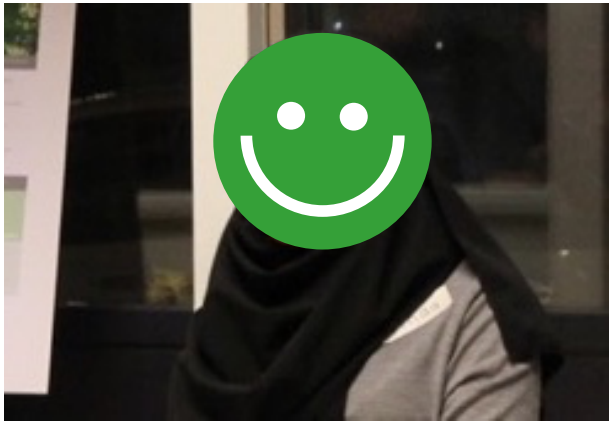
*Insert photos of individual team members with their alias in text below.*If the person wants to be anonymous, take a picture of their hands, for example. Make a copy of the slide if necessary for teams with more than 6 members.*

Cat, age 41-50

Cyd, age 31-40



Noel, age 31-40



Fin, age 21-30

Funded by the European Union

Team #1 Budgeting, Team member photos

Info from data gathering tool:

3 4 5

*Insert photos of individual team members with their alias in text below.*If the person wants to be anonymous, take a picture of their hands, for example. Make a copy of the slide if necessary for teams with more than 6 members.*

Fran, age 21-30

Rik (Only Friday), age 41-50

Mas, age 21-30

Funded by the European Union

Team #1 Budgeting, Process photos

Insert photos of key situations from the team's hackathon process. Write a short text describing what the photo shows.

Info from data gathering tool:

3 4 5

Teams exploring the problem space and the datasets on the ODL platform.

The collective thinking Saturday morning, to define the actual problem to solve.

Going back to the sketches from Friday, relating back to the initial problem.

Exploring the provided visualized data.

The team had good synergy and working together without tensions.

Crafting the idea based on the characterized problem.

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Team #1 Budgeting, Participant portrait: Cyd

Info from data gathering tool: 3 4 5

Copy this entire slide to make more portraits (At least 1 portrait per team, but 1 or even 3 is better). Fill out the text areas in [brackets]. Insert portrait photo. Duplicate the slide for additional portraits.

"I'm feeling like I'm bringing a very small contribution to the districts developing. That's great."
"Regarding the structuring of such a project, the [hackathon tools] you prepared are useful to force yourself to think in a pragmatic way."

Cyd, 31-40

FACTS ABOUT PARTICIPANT

Alias Cyd

Age 31-40

Occupation: Area Developer

Level of experience with open data: Low

What product/service did the participant develop/work on?: 'Daadwerkelijk 010'

MOTIVATION AND OUTCOME

The participants were motivated to take part in the hackathon because he is interested in Urban architecture development by initiators.

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Team #1 Budgeting, Expectations

Info from data gathering tool:

3 6

Move this X to the line below to show your assessment of to which degree the team's expectations were met.

Illustration of the extent to which the hackathon met the team's expectations:

Not at all ☹ 1 ---------- 2 ---------- 3 ----------X---------- 5 ☺ Completely

Why?

The challenge was initiated by Rik (WIJ Delfshaven), to explore how to appropriate participatory budgeting for the district of Delfshaven. Rik arrived without a clear set action plan, wanted to use the event to narrow down the exact problem space (as budgeting on its own is a wide problem area). Unfortunately, he couldn't be present at Saturday due to health issues, so the project continued by the other project members, with less domain knowledge, but a thirst ideate a concept in this space. These other team members were not initiative-leaders, came to the event to learn; as such, they appreciated highly the O4C process support materials (e.g., starter kit tools).
Our assessment of matching expectation is around 4; Rik, the challenge holder got a concept to further explore this space, and the others learned tools and had met like-minded people.

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Team 1# Budgeting, Outcome from the hackathon

Info from data gathering tool:

6 7

Copy this entire slide to insert more photos. Insert photo and text below about the team's outcome from the hackathon, e.g. a product, a solution, a situation.

"Daadwerkelijk" 010 ["Actually making it" 010]

A digital platform for the Groene Connectie to show what projects are running / being organized and how it addresses different themes that correspond to local needs. Whereby time scale and tools are used instead of money to give the projects a different dimension. Citizens can join a project and vote for the project to make it happen.

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Team #2 Stories, Team member photos

Info from data gathering tool:

3 4 5

*Insert photos of individual team members with their alias in text below.*If the person wants to be anonymous, take a picture of their hands, for example. Make a copy of the slide if necessary for teams with more than 6 members.*

Lis, age 21-30

Lib, age 21-30

Cav, age 41-50

Meb, age 41-50

Wif, age 31-40

Funded by the European Union

Team #2 Stories, Team member photos

Info from data gathering tool:

3 4 5

*Insert photos of individual team members with their alias in text below.*If the person wants to be anonymous, take a picture of their hands, for example. Make a copy of the slide if necessary for teams with more than 6 members.*

Nys, age 41-50

Mona, age 41-50

Mob, age 51-60

Noh, age 61-70

Miv, age 21-30

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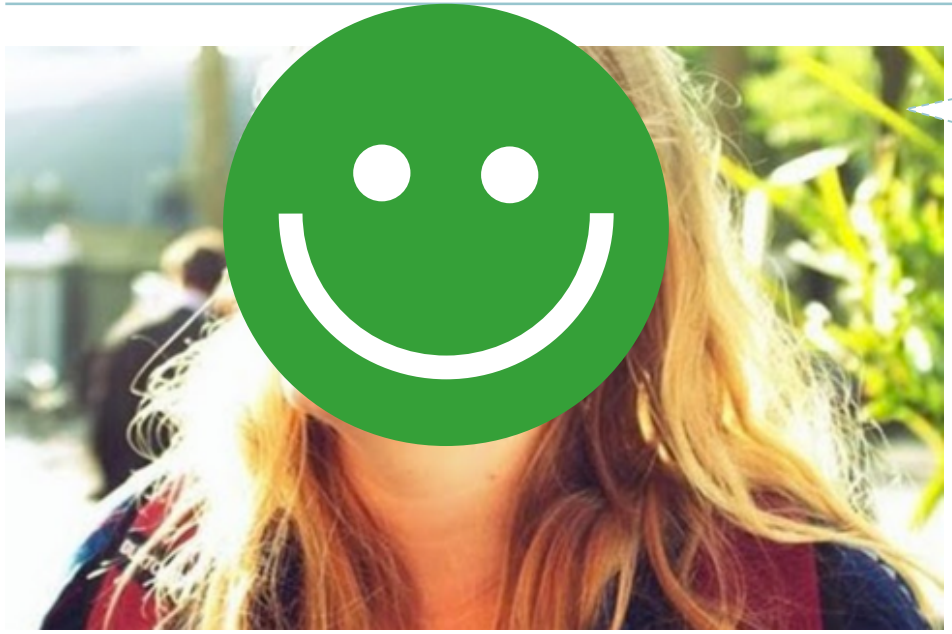
Team #2, Participant portrait: Lib

Info from data gathering tool: 3 4 5

Copy this entire slide to make more portraits (At least 1 portrait per team, but 1 or even 3 is better). Fill out the text areas in [brackets]. Insert portrait photo. Duplicate the slide for additional portraits.



"Can I bring my own challenge to the hackathon?"

Lib, age 20-30

FACTS ABOUT PARTICIPANT

Alias Lib

Age 20-30

Occupation: design student

Level of experience with open data: medium

What product/service did the participant develop/work on?: sharing cultural historic values

MOTIVATION AND OUTCOME

Lib is a design student, hoping to use the hackathon as an inspiration for her graduation project. She expected the outcome of the hackathon to be an idea she could further develop and research.

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Team #2, Participant portrait: Cav

Info from data gathering tool: 3 4 5

Copy this entire slide to make more portraits (At least 1 portrait per team, but 1 or even 3 is better). Fill out the text areas in [brackets]. Insert portrait photo. Duplicate the slide for additional portraits.

"Hundreds of years ago architects designed buildings that we still find beautiful, without asking citizens for their opinion on their designs. Why should we be asking citizens about everything now?"

Cav, age 40-50

FACTS ABOUT PARTICIPANT

Alias Cav

Age 40-50

Occupation: architect

Level of experience with open data: low

What product/service did the participant develop/work on?: sharing cultural historic values

MOTIVATION AND OUTCOME

Cav is passionate about the history of the Delfshaven area. She also has a view on design where the designer and architect designs solutions for people in a top-down way. She could only attend during day 1, at at the final presentations, and felt obliged to give their team a direction. She did not understand the merit of the user-centered approach to design that her team took during day 2.

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Team #2, Process photos, day 1

Info from data gathering tool:

3 4 5

Insert photos of key situations from the team's hackathon process. Write a short text describing what the photo shows.

Becoming acquainted with each other and context was an important part of day 1.

Cav took the role of problem owner, and steered the discussion.

The team iterated between joint discussion and individually looking up data about the context.

Wif was inspired by the report of data collected from Twitter and Instagram.

The team decided to combine two different challenges.

Lis and Lib presented the revised challenge framing at the end of day 1.

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Team #2, Process photos, day2

Insert photos of key situations from the team's hackathon process. Write a short text describing what the photo shows.

Info from data gathering tool:

3 4 5

On day 2, Cav, Miv and Wif couldn't participate, but Mona, Nys, Mob and Noh, joined in.

The team focused on finding practical ways to collect and share citizen stories about the neighbourhood.

Mona and Meb took the lead in using the large map and children blocks (brought by Meb) to visualise ideas.

The envisioned use case scenarios were enacted and recorded on an improvised stage and outdoors.

The final outcome of the team's work was a movie, edited under the lead of Lis and Lib.

The team's final concept emphasised the need to augment quantitative city data with qualitative stories of citizens.

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Team #2, Expectations

Info from data gathering tool:

3 6

Move this X to the line below to show your assessment of to which degree the team's expectations were met.

Illustration of the extent to which the hackathon met the team's expectations:

Not at all ☹ 1 ---------- 2 ---------- 3 X ---------- 4 ---------- 5 ☺ Completely

Why?

Team participants had largely varying expectations. For example Lis and Lib sought input for their design graduation projects, Mona and Meb looked for general inspiration on how to support their park communities, while Cav expected more concrete ideas and solutions regarding sharing and promoting of the cultural heritage and history of the area. During the discussion after the final presentations Cav said "So, now we have provided you [hackathon organisers] with our insights and time. Perhaps with the next event you can return the favour and teach us some practical data skills." This quote signifies that, even though Cav stated in the intake survey that she expects "inspiration" as a result of the hackathon, she actually wanted to learn more data skills. At the same time, the quote also shows that some participants did not see the hackathon as an event they attend for their own gain, but as a contribution to other people's goals. In general, participants were consistently positive in their evaluation of the event and indicated they would participate in a hackathon again or in other follow-up events.

However, in discussions with participants, a certain degree of disappointment was politely expressed that the results obtained were raising more (new) questions than providing answers. Mona was one participant in the team who also took part in the previous hackathon. She said "Last time we came up with a great idea, but there was no follow-up on developing it, which I found a pity. This time I'm participating with a much more open mind and no expectations, let's see what happens." This quote signifies that expectations towards the hackathon also change with recurrent participation, but it also shows that following up on the results is essential to keep the community involved. It also raises consequent questions about who should follow up, be it the hackathon organisers or the participants themselves, as well as how to trigger the sense of "owning" and self-organizing the hackathon among the participants?

Funded by the European Union

Team #2 Stories, Outcome from the hackathon

Info from data gathering tool:

6 7

Copy this entire slide to insert more photos. Insert photo and text below about the team's outcome from the hackathon, e.g. a product, a solution, a situation.

The team has developed a concept involving a number of strategies for collecting and sharing people's "stories" throughout the Delshaven area. The main concept involved using the old rail tracks and a refurbished rail wagon as a mobile place where citizens could in a comfortable "homey" setting feel confident to record and share their stories about the area, thereby creating a "living" repository of personal experiences tied to different places. The concept raised multiple questions, such as why doesn't this happen already with existing technology? For example geolocated posts on social media such as facebook, twitter, instagram or youtube could be used to accommodate stories. How should such stories be curated? How could such stories be used to enrich and give meaning and value to quantiative (open) data about the city? What would be an inclusive way for citizen to access and explore such stories in the age of information overflow?

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Team 3# Care + Groene Connectie, Team member photos

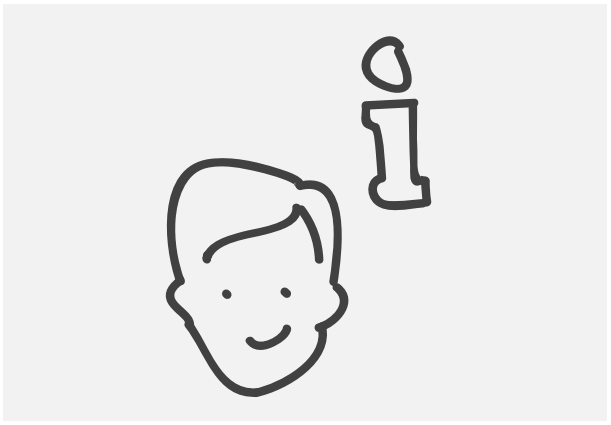
Info from data gathering tool:

3 4 5

*Insert photos of individual team members with their alias in text below.*If the person wants to be anonymous, take a picture of their hands, for example. Make a copy of the slide if necessary for teams with more than 6 members.*

Sas, 21-30

Rick, age 61-70



Phil, age 51-60

Pat, age 21-30

And others

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Team 3# Care + Groene Connectie, Participant portrait: Rick

Info from data gathering tool: 3 4 5

Copy this entire slide to make more portraits (At least 1 portrait per team, but 1 or even 3 is better). Fill out the text areas in [brackets]. Insert portrait photo. Duplicate the slide for additional portraits.

(After imposing questions to open up the discussion)
"We did it again – more diverging"

Rick, 61>

FACTS ABOUT PARTICIPANT

Alias Rick

Age 61>

Occupation: Delfshaven Coöperatie as a 'city-maker/connector'

Level of experience with open data: Low

What product/service did the participant develop/work on?:

A conversation starter to gather local narratives

MOTIVATION AND OUTCOME

Locally involved with the challenges. Expect to share his area knowledge and insights to benefit the process. Learned that the hackathon is a boost to get around a certain issue, green&care, to get a lot of information and inspiration on the table and exchange between the people. Expressing values of different actors helped to better understand also the own values. Hackathon is part of a larger ongoing process. Open data can be a very strong tool to get this conversation happening between the people.

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Team 3# Care + Groene Connectie, Participant portrait: Pat

Info from data gathering tool: 3 4 5

Copy this entire slide to make more portraits (At least 1 portrait per team, but 1 or even 3 is better). Fill out the text areas in [brackets]. Insert portrait photo. Duplicate the slide for additional portraits.

" What you are saying right now is a whole new approach to the problem and that would just wipe out our achievements already made in the process.."

Pat, 21-30

FACTS ABOUT PARTICIPANT

Alias Pat

Age 21-30

Occupation: Designer

Level of experience with open data: Neutral

What product/service did the participant develop/work on?:

A conversation starter to gather local narratives

MOTIVATION AND OUTCOME

Like to participate in hackathons and apply participatory action research for own graduation project. Expects to gain insights in the process and how a hackathon contributes to 'city-making'. Next to that expects to gain ideas and inspiration for possible tools to stimulate the design thinking process. Gained inspiration to work on getting all different perspectives to a consensus of the problem, converging the process to a goal. Learned that open data is context dependent and vulnerable.

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Team 3# Care + Groene Connectie, Process photos

Info from data gathering tool:

3 4 5

Insert photos of key situations from the team's hackathon process. Write a short text describing what the photo shows.

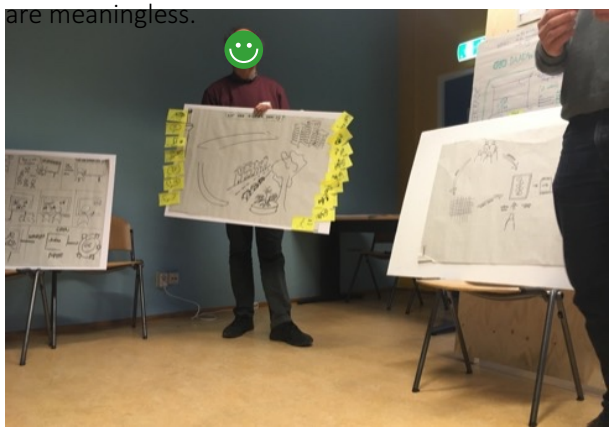
Team is discussing on multiple levels and is diverging in the conversation.

Designers take a look at the data inspiration booklet

The Healthcare Atlas is being explored and the designers find a strange correlation that is used to explain that statistics without contextual insights are meaningless.

The team acknowledges that they have to combine factual data with narratives and start brainstorming ideas.

Ideas are being clustered, but new ideas are creating new questions and bring the discussion on a higher level again.



The final concept proposal is pitched by presenting a storyboard, an idea of the physical product and the story behind it.

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Team 3# Care + Groene Connectie, Expectations

Info from data gathering tool:

3 6

Move this X to the line below to show your assessment of to which degree the team's expectations were met.

Illustration of the extent to which the hackathon met the team's expectations:

Not at all ☹ 1 ----X-- 2 ---------- 3 ---------- 4 ---------- 5 ☺ Completely

Why?

The lead problem owner of this team expected to come up with integrated solutions which are helpful to the strategic issues he is facing with the Groene Connectie. Next to that he was expecting to make further steps both on strategic level and implementation. However, the associated problem owners on Friday also brought new questions to the table, resulting in a very rich and mature discussion, but unfortunately not leading towards clear directions to focus on during the hack. '…we did a talk-a-thon!'
Consequently, the designers in the team being 'outsiders' - had difficulties to grasp the overall complexity and to think along on the strategic level.

Funded by the European Union

Team 3# Care + Groene Connectie, Outcome from the hackathon

Info from data gathering tool:

6 7

Copy this entire slide to insert more photos. Insert photo and text below about the team's outcome from the hackathon, e.g. a product, a solution, a situation.

The team created a proposal to this question: How can you catch the narratives of people in the community to combine it with hard (health-) care data, so that you as the Groene Connectie can respond to those needs?

Final concept proposal: What kind of cyclist are you?
A conversation starter in the neighborhood for collecting stories about health themes / indicators over time. The idea was part of a larger process to generate narrative data over time.

Interestingly, through data exploring the team was triggered to research more and link factual data with context data for the locals (narratives). This also enhanced the discussion and resulted in further diverging of their processes.

Funded by the European Union

VALUE CREATION

1) Co-design activity

2) Open4Citizens-project ecosystem

3) Supporting co-creation

Funded by the European Union

Stakeholder portrait: Rik

Info from data gathering tool:

3 4 5

Copy this entire slide to make more portraits 3 portraits of key stakeholders. Fill out the text areas in [brackets]. Insert portrait photo. Duplicate the slide for additional portraits.

"some things were not working good, the connections between the different background (Open Data (technical people) and Makers (practical people)) seems to be hard to really make it stick on both sides.
Though, the good approach was that the hackathon didn't start from Open Data but that it started from a challenge, and that it was always clear that Open Data might be a solution but a political network or participation could be as well."

Rik

FACTS ABOUT STAKEHOLDER

Alias Rik

Age 41-50

Occupation: Social designer / architect

Level of experience with open data: Not in a technological way but rather in a practical way. From a political point of view, the aim for us is to have Open Data to improve city development and Citizen participation

What role did they play in the hackathon?: Speaker and knowledge sharing

MOTIVATION AND OUTCOME

I was very curious in how can you make visible and quantifiable what the social and economic return of investment is of parks being created in a participatory way. And how can you, if you have those data, also make it in a business model to sustain the idea further on. That has been my main motivation to be a part of this process, and I will also implement the way of working in a new pilot for local democracy. And try to get people to be involved. Last year, a lot of people voted for us, but we never got to know these people I am thinking that we can use the hackathon method to get to know the participants better.

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Stakeholder portrait: Rik

Info from data gathering tool: 3 4 5

Copy this entire slide to make more portraits 3 portraits of key stakeholders. Fill out the text areas in [brackets]. Insert portrait photo. Duplicate the slide for additional portraits.

Name: Rik

Date: 08 02 2017

Organisation: Wij Delfshaven

Illustration of the extent to which the hackathon met the team's expectations:

Not at all ☹ 1 ---------- 2 ---------- 3 ---------- 4 ---------- 5 ☺ Completely

In your view, what did the hackathon achieve?

Quite difficult to attribute to 1 fact but the general achievement I see is that it strengthens co-creation and made that Open Data could gain more support and credibility. But also awareness between the participants and knowledge about what you can do with Open Data.

In your view, what was the most challenging aspect of the hackathon?

There was some confusion with the initiatives, the theme was quite abstract so for some it was hard to imagine what could be done with the data or the challenge.

Do you have any suggestions for improvement?

It could be better to provide more best practices from other similar challenges all over the world. More concrete cases that could guide them and also show what direction the challenge owner would like to go. And maybe these concrete cases don't exist jet, but then we should come up with some.

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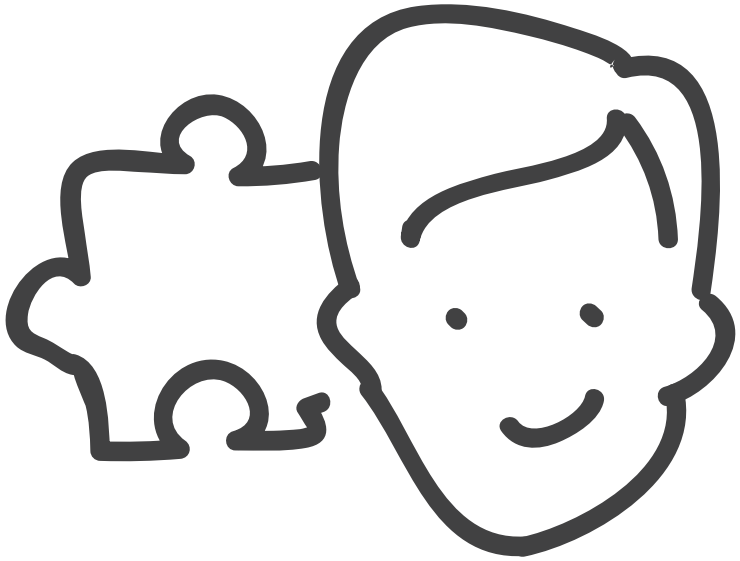
Stakeholder portrait: Pieter

Info from data gathering tool:

3 4 5

Copy this entire slide to make more portraits 3 portraits of key stakeholders. Fill out the text areas in [brackets]. Insert portrait photo. Duplicate the slide for additional portraits.



General vagueness and the feeling that the project is not owned by YOU, people have all good intentions to help but the ownership is never really there.
You want to know the reward "what's in it for me?"
We even sometimes get the feeling like we are the playground " the test students" or "test rabbits" for the research.

\
Pieter

FACTS ABOUT STAKEHOLDER

Alias Pieter

Age 41-50

Occupation: Founder and volunteer at local neighbourhood garden

Level of experience with open data: None

What role did they play in the hackathon?: Speaker and knowledge sharing

MOTIVATION AND OUTCOME

Funded by the European Union

Stakeholder portrait: Pieter

Info from data gathering tool: 3 4 5

Copy this entire slide to make more portraits 3 portraits of key stakeholders. Fill out the text areas in [brackets]. Insert portrait photo. Duplicate the slide for additional portraits.

Name: Pieter Date: 08 02 2017

Organisation: Local neighbourhood garden

Illustration of the extent to which the hackathon met the team's expectations:

Not at all ☹ 1 ---------- 2 ---------- 3 ---------- 4 ---------- 5 ☺ Completely

In your view, what did the hackathon achieve?

In your view, what was the most challenging aspect of the hackathon?

Ownership and engagement.
The time of people is a very valuable measurement
People can say " yes I am very interested in this project, very nice!" but when you ask them if they can come to a monthly meeting they become hesitant.

Do you have any suggestions for improvement?

We had students in high agriculture researching our project at the same time that the hackathon was organised, I mentioned several times that you could work together for both interest and to make the outcome of the hackathon more tangible and more concrete which would also benefit the participants. But unfortunately I couldn't get implemented in the students curriculum.

Funded by the European Union

Stakeholder portrait: Jaap

Info from data gathering tool:

3 4 5

Copy this entire slide to make more portraits 3 portraits of key stakeholders. Fill out the text areas in [brackets]. Insert portrait photo. Duplicate the slide for additional portraits.

But we saw last year that getting to know each other is step one, and working with it is step two or even maybe step three

If we can open up as much as possible you create a semantics and then you create an understanding but you need the trust first to be able that companies share

" You're faster alone, but you get further together"

Jaap

FACTS ABOUT STAKEHOLDER

Alias Jaap

Age 31-40

Occupation: Innovation employee at the municipality of Rotterdam

Level of experience with open data:

What role did they play in the hackathon?: Speaker and providing data sets

MOTIVATION AND OUTCOME

In 2011 it has been decided that all the data created by the municipality is open for the public to use. But the problem with open data is that you need context in order to understand the data and make analysis, its difficult to create meaning from it. This should be the focus for everyone creating open data, and working together on whatever challenge is that you have to be open and transparent. Therefor we have to get to know each other, all different companies, municipalities, citizens, … We have to work cross cultural, cross silo's
And we saw last year that getting to know each other is step one, and working with it is step two or even maybe step three.

Funded by the European Union

Stakeholder portrait: Jaap

Info from data gathering tool: 3 4 5

Copy this entire slide to make more portraits 3 portraits of key stakeholders. Fill out the text areas in [brackets]. Insert portrait photo. Duplicate the slide for additional portraits.

Name: Jaap

Date: 08 02 2017

Organisation: Rotterdam Municipality

Illustration of the extent to which the hackathon met the team's expectations:

Not at all ☹ 1 ---------- 2 ---------- 3 ---------- 4 ---------- 5 ☺ Completely

In your view, what did the hackathon achieve?

Last year actually the topic or the challenge was more interesting and relevant then the data itself, and I think that will happen again this year. Its more about getting together talking about it, sharing knowledge an co-creating gives a lot more energy than actually working and creating something with open data. From my perspective that is also a good result, it's a good first step forward because you first need to know which kind of data exists to be able to work with it.

In your view, what was the most challenging aspect of the hackathon?

We informed the colleagues from the municipality too late, I have a lot of contacts, but I couldn't get to them because it was too late to get them here at the hackathon. Also because of the period of Sinterklaas, a lot of things are happing already.

Do you have any suggestions for improvement?

Arranging for meetups through the network partners, if we could have a meetup very early, in October/September and explaining the focus and the agenda of the hackathon we could engage them to come to this hackathon. We could also have searched for more data sets or even have created some in these two months.

Funded by the European Union

VALUE CREATION

1) Co-design activity

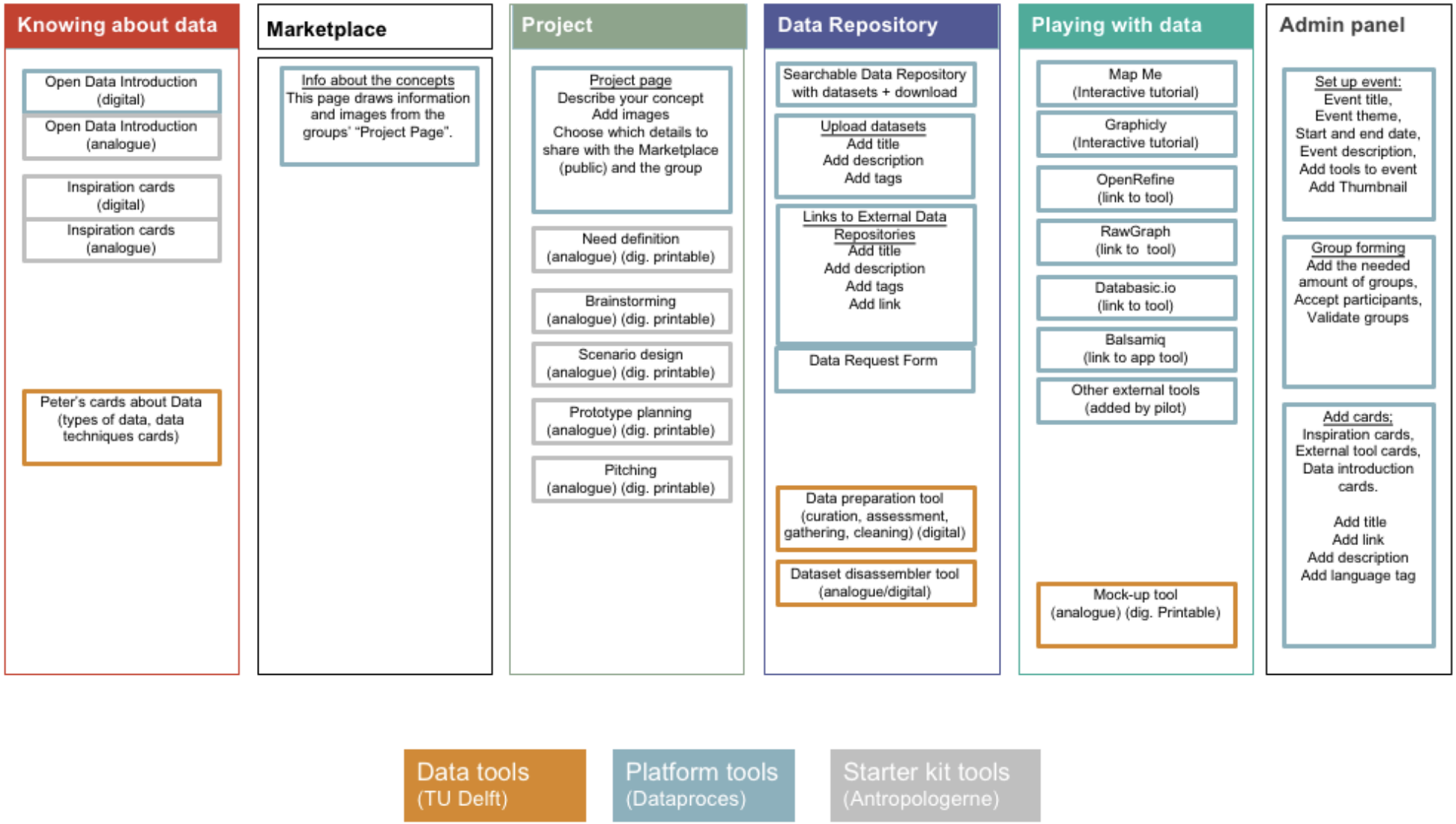
2) Open4Citizens-project ecosystem

3) Supporting co-creation

Funded by the European Union

O4C Toolkit tools overview

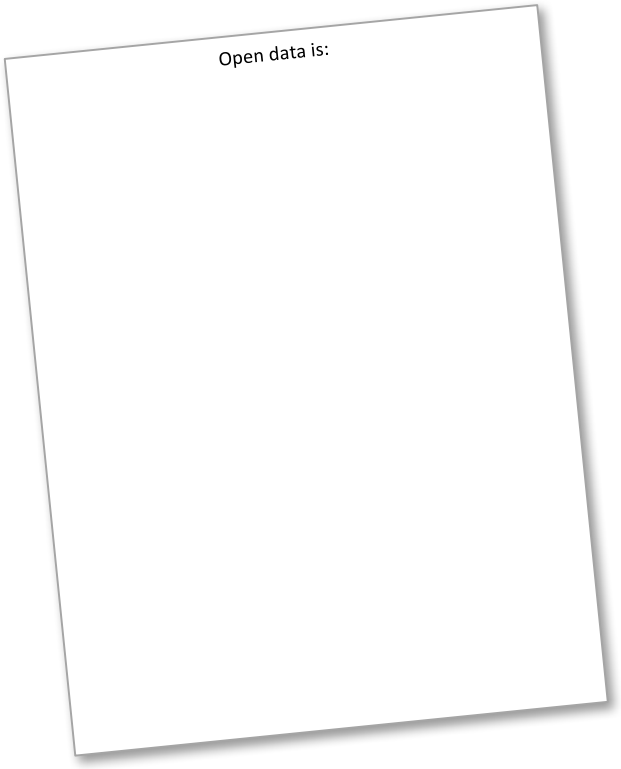
The following tools make up the O4C toolkit and will be assessed by the pilot crews and facilitators based on their use in the hackathon. All tools are represented in the O4C platform. Some are also available in analogue form.



Funded by the European Union

O4C/ODL crew Rotterdam, Use of open data introduction tool (analogue &/or digital)

Insert photos of tool use in the hackathon and briefly describe what is shown on the photo.



Provided, but not used

Open data introduction

Funded by the European Union

O4C/ODL crew Rotterdam, Use of data inspiration cards (analogue &/or digital)

Insert photos of tool use in the hackathon and briefly describe what is shown on the photo.

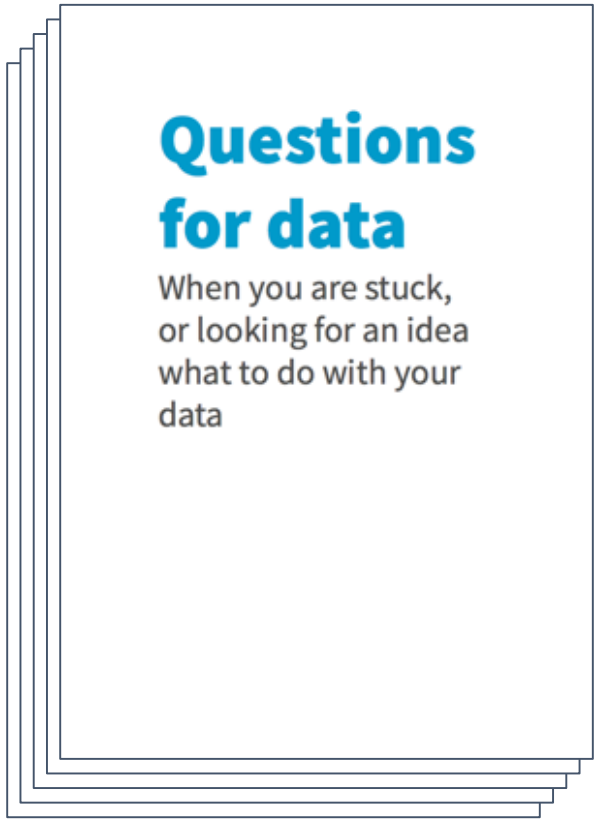
Provided, but not used

Data inspiration cards

Funded by the European Union

O4C/ODL crew Rotterdam, Use of questions for data booklet (analogue &/or digital)

Insert photos of tool use in the hackathon and briefly describe what is shown on the photo.



Questions for data booklet

Provided, but not used

Funded by the European Union

O4C/ODL crew Rotterdam, Use of basic data methods cards (analogue &/or digital)

Insert photos of tool use in the hackathon and briefly describe what is shown on the photo.

Provided, but not used

Basic data methods cards

Funded by the European Union

O4C/ODL crew Rotterdam, Use of basic data types cards (analogue &/or digital)

Insert photos of tool use in the hackathon and briefly describe what is shown on the photo.

Provided, but not used

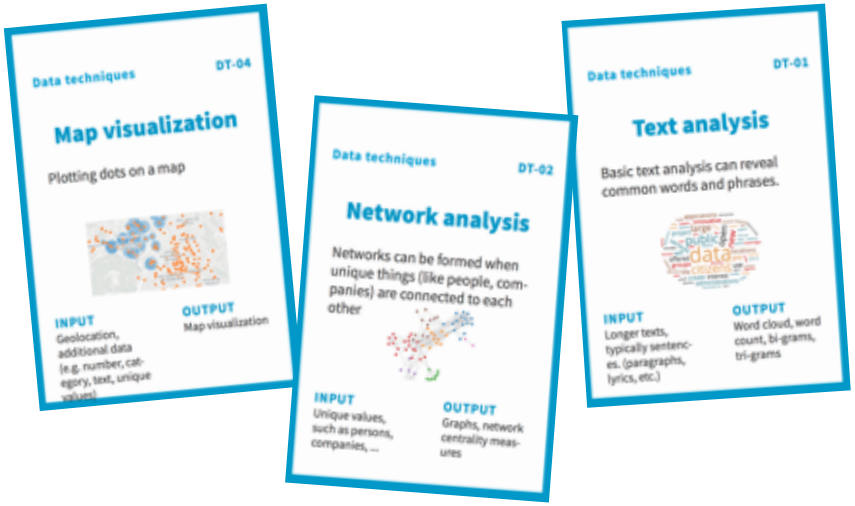
Basic data types cards

Funded by the European Union

O4C/ODL crew Rotterdam, Use of data techniques cards (analogue &/or digital)

Insert photos of tool use in the hackathon and briefly describe what is shown on the photo.

Provided, but not used



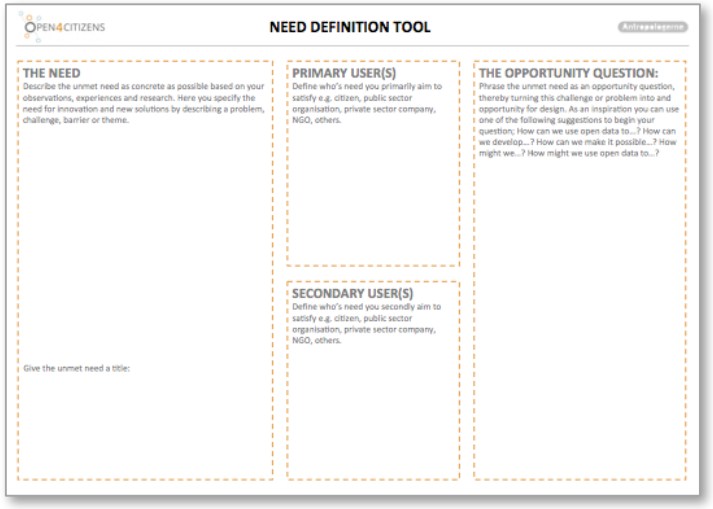
Data techniques cards

Funded by the European Union

O4C/ODL crew Rotterdam, Use of need definition tool (analogue)

Insert photos of tool use in the hackathon and briefly describe what is shown on the photo.

Provided, but not used



Need definition tool

Funded by the European Union

O4C/ODL crew Rotterdam, Use of Brainstorming tool (analogue)

Insert photos of tool use in the hackathon and briefly describe what is shown on the photo.

Brainstorming tool

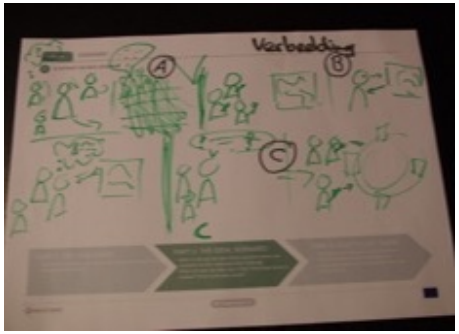
Provided, but not used

Funded by the European Union

O4C/ODL crew Rotterdam, Use of scenario design tool (analogue)

Insert photos of tool use in the hackathon and briefly describe what is shown on the photo.

Scenario design tool

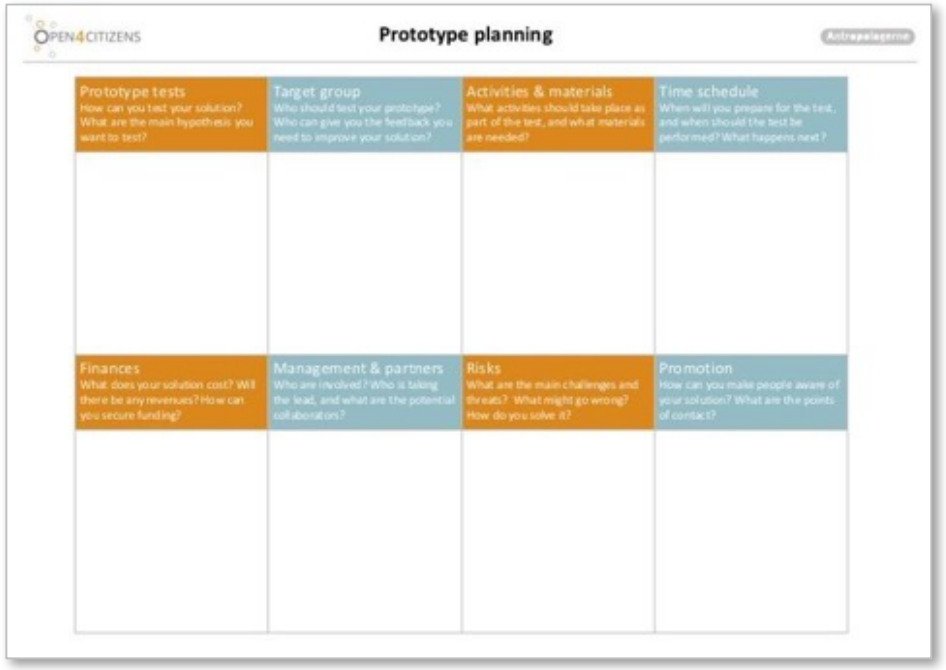


The Scenario design tool was mostly used, however the teams often freely interpreted what would be the supposed way to use it.

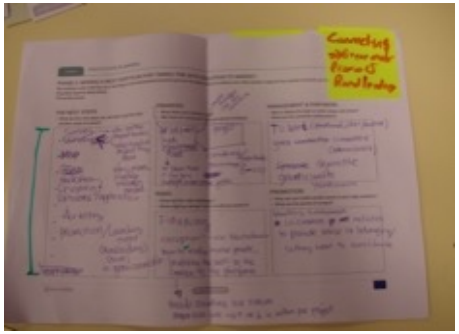
Funded by the European Union

O4C/ODL crew Rotterdam, Use of prototype planning tool (analogue)

Insert photos of tool use in the hackathon and briefly describe what is shown on the photo.



Prototype planning tool



Team #1 especially appreciated all the O4C materials. They praised the prototyping tool for being a checklist of perspectives they haven't considered yet. The tool sparked new conversations to improve the concept.

Funded by the European Union

O4C/ODL crew Rotterdam, Use of pitching tool (analogue)

Insert photos of tool use in the hackathon and briefly describe what is shown on the photo.

Pitching tool

Provided, but not used

Funded by the European Union

O4C/ODL crew Rotterdam, Data activities (analogue &/or digital)

Insert photos of tool use in the hackathon and briefly describe what is shown on the photo.

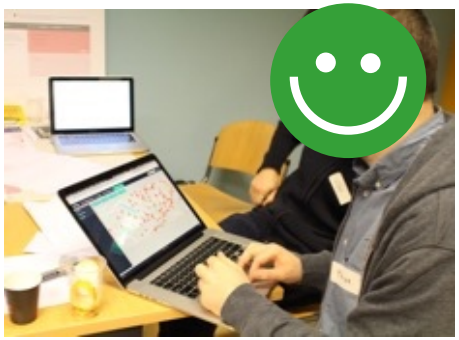
The data cards were provided to all teams, however no teams seemed to use them. The only tool used was the data booklet, see later section.

Data preparation/disassembly/reverse engineering/brainstorming

Funded by the European Union

O4C/ODL crew Rotterdam, Use of platform playing with data tools (digital)

Insert photos of tool use in the hackathon and briefly describe what is shown on the photo.



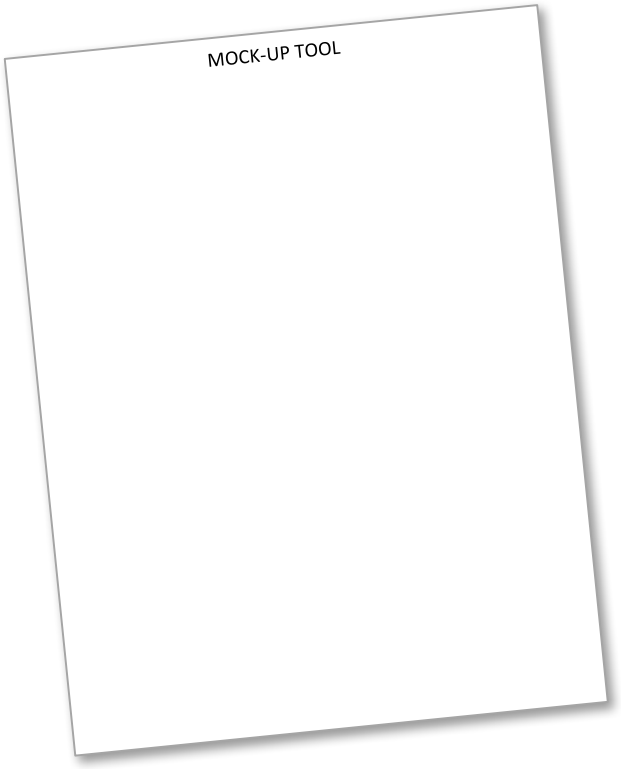
The only functionality used in the platform was the mapping tool in playing with data

Platform playing with data tools

Funded by the European Union

O4C/ODL crew Rotterdam, Use of mock-up tool (analogue/printed from platform)

Insert photos of tool use in the hackathon and briefly describe what is shown on the photo.



Storyboarding a concept.

Mock-up tool

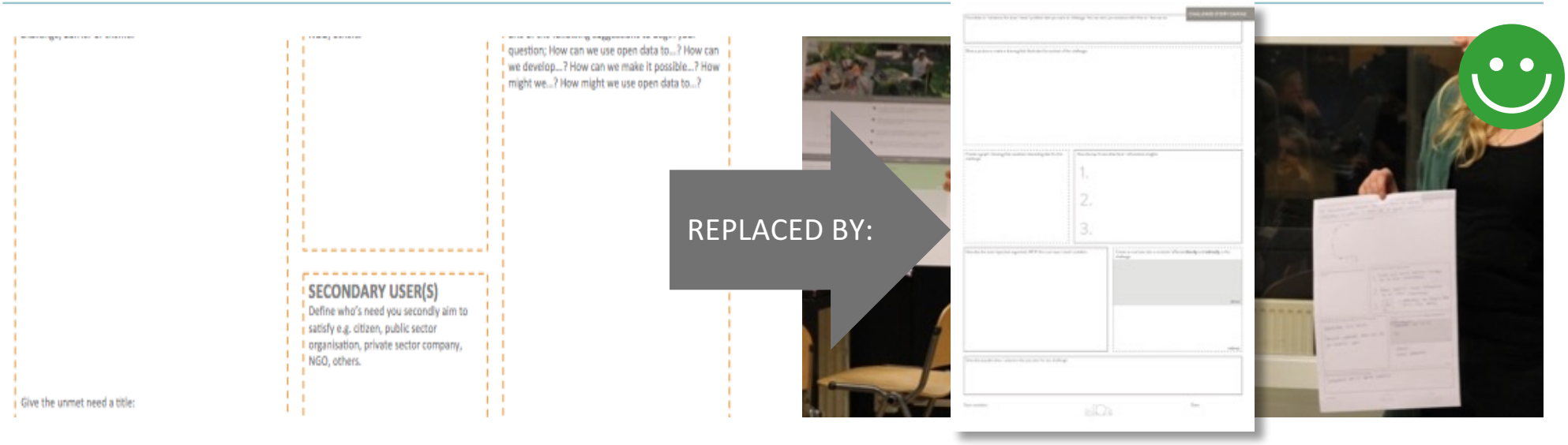
Funded by the European Union

O4C/ODL crew Rotterdam, Tool replacement

Info from O4C local evaluation crew discussion and from data gathering tool:

3 4

Copy the full slide if more than 1 tool is replaced or added. Fill out 1 slide per tool replaced
Describe the tool below.



Describe when in the process you used this tool:
On Friday evening, after the team discussion on the initial challenge and the conducted data exploration, the tool was introduced to re-formulate the initial challenge that the team was going to tackle on Saturday.

Describe if the added tool was useful for the participants, and how: Team #1 and team #2 made use of the tool to present their data findings and used it as a guidance to present what they were going to work on the next day.

Describe how the alternative tool worked: The Challenge Story Canvas gives an overview of the issue / need / problem that is going to be challenged by framing 'How to / how can we'. It gives the top 3 main data facts / information insights from the data exploration, it describes the important arguments 'Why' this should be challenged and creates an overview who is directly or indirectly involved and effected. Furthermore it hints towards already some ideas for the challenge.

Describe why you replaced the original tool:
This tool was more leading towards re-framing the initial challenge for each team and focused on explaining their arguments and main insights so that a more detailed story could be presented.

Funded by the European Union

Info from O4C local evaluation crew discussion and from data gathering tool:

3 4

O4C/ODL crew Rotterdam, Additional tool used

Copy the full slide if more than 1 tool is added. Fill out 1 slide per tool added.
Describe the tool below and insert pictures of it in use.

Describe when in the process you used this tool:
The presented tool being used on the picture is a booklet containing an easy-access look into the provided datasets.
Instead of providing only the raw data, the Rotterdam team did some pre-work to visualize location data on maps, and numerical/statistical data as basic charts.

Describe if the added tool was useful for the participants, and how:
We introduced this tool to remove any possible barrier between the participants (of any technical skill level!) and the datasets. This was a success, at least two teams looked into the data on the first evening. It was important to put the data on the table, and to have data injected into the talks as soon as possible.