Welcome

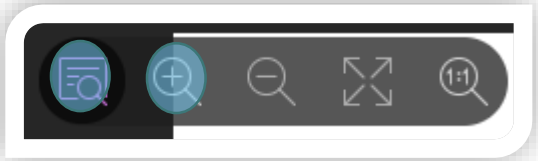
This session is being recorded

Make sure that your headphones are plugged in

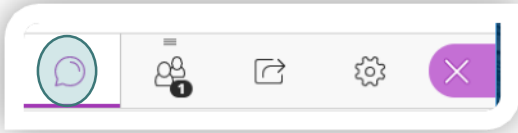
Follow us on social media:

@ClairCity

Struggling to see a slide/image? Use the zoom function in the top left



If you have a technical question or a question for the speakers, please write them in the chat box



This project received funding for the European Union's Horizon 2020 research and innovation programme under grant No. 689289.

Webinar 1: Engaging citizens with air quality and climate change

Eva Csobod, Senior Expert, Regional Environmental Center (moderator)

Dr Laura Fogg-Rogers and Dr Margarida Sardo, UWE-Bristol

Peter Szuppinger, Former Regional Environmental Center

Andy King, PlayWest

Mirjam F. Fredriksen, NILU

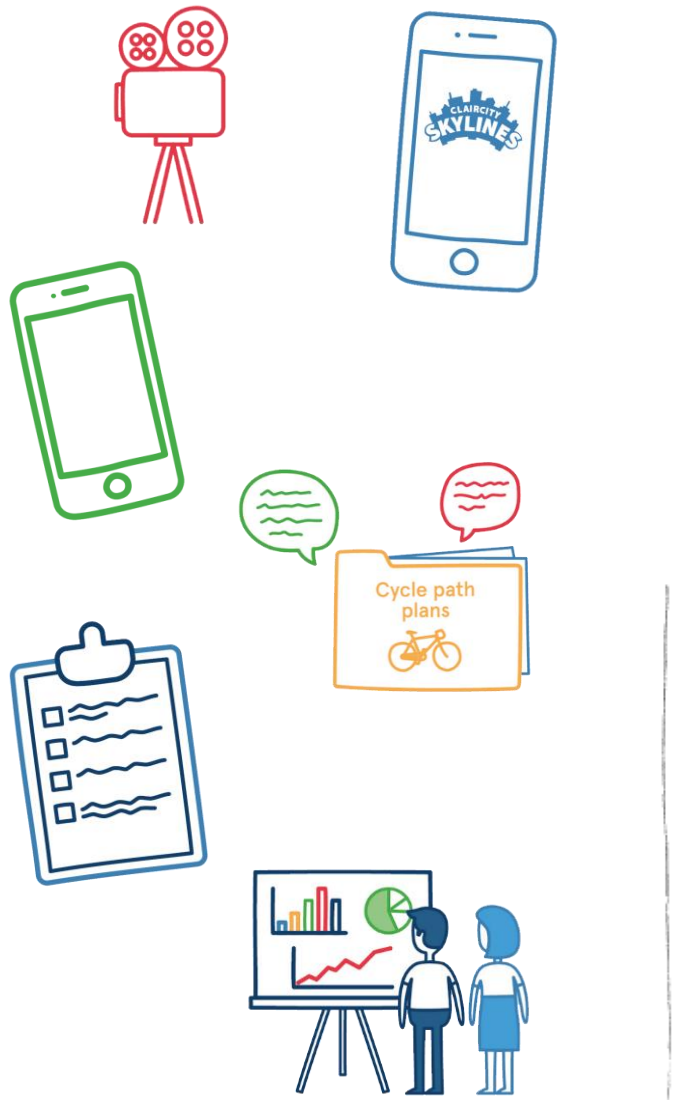
Citizens at the Centre

Overview of the Webinar 1

1. **Introduction**, moderator, Eva Csobod (former REC)-5 mins
2. **Types of engagement** in project, Laura Fogg-Rogers (UWE)-10 mins
3. **Tools** we used, evaluation numbers, Margarida Sardo (UWE)-10 mins
4. **Questions** and moderated discussion -10 mins
5. **Success stories** – innovation -20 mins
6. Schools-Peter Szuppinger (former REC) - Game- Andy King (PlayWest), GreenAnt app- Mirjam F. Fredriksen (NILU)
7. **Using and adapting resources**, Laura Fogg-Rogers (UWE)-10 mins
8. **Questions,** moderated discussion, closing -15 mins

Intro

- The **primary objective** of the webinar is to introduce the ClairCity project and evaluate the use of the specific innovative tools developed in the project period (2016-2020).
- These **tools** were aimed at actively engaging city citizens and stakeholders to understanding of **air quality, carbon emissions and their health impact** in some European cities and regions.
- The ClairCity tools have empowered citizens from different ages - including school children and older people - to better understand the specific **challenges and opportunities** that their city currently offers.



What can you learn? Who are the speakers?

- You will get the opportunity **to learn about the success stories** of the `serious game' ClairCity Skylines, school competition and materials, the air pollution app GreenAnt, and view citizen videos.
- The **speakers** of the webinar are experts in innovation, evaluation, communication and engagement of different age groups of society, and represent universities and international organisations of the project consortium.

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The ClairCity engagement process

Dr Laura Fogg Rogers

University of the West of England, Bristol

Citizens at the Centre

Citizen-led air pollution reduction in cities

Everyday, air pollution and carbon emissions are produced by our commutes to work, by heating our homes, or through our daily lifestyles.

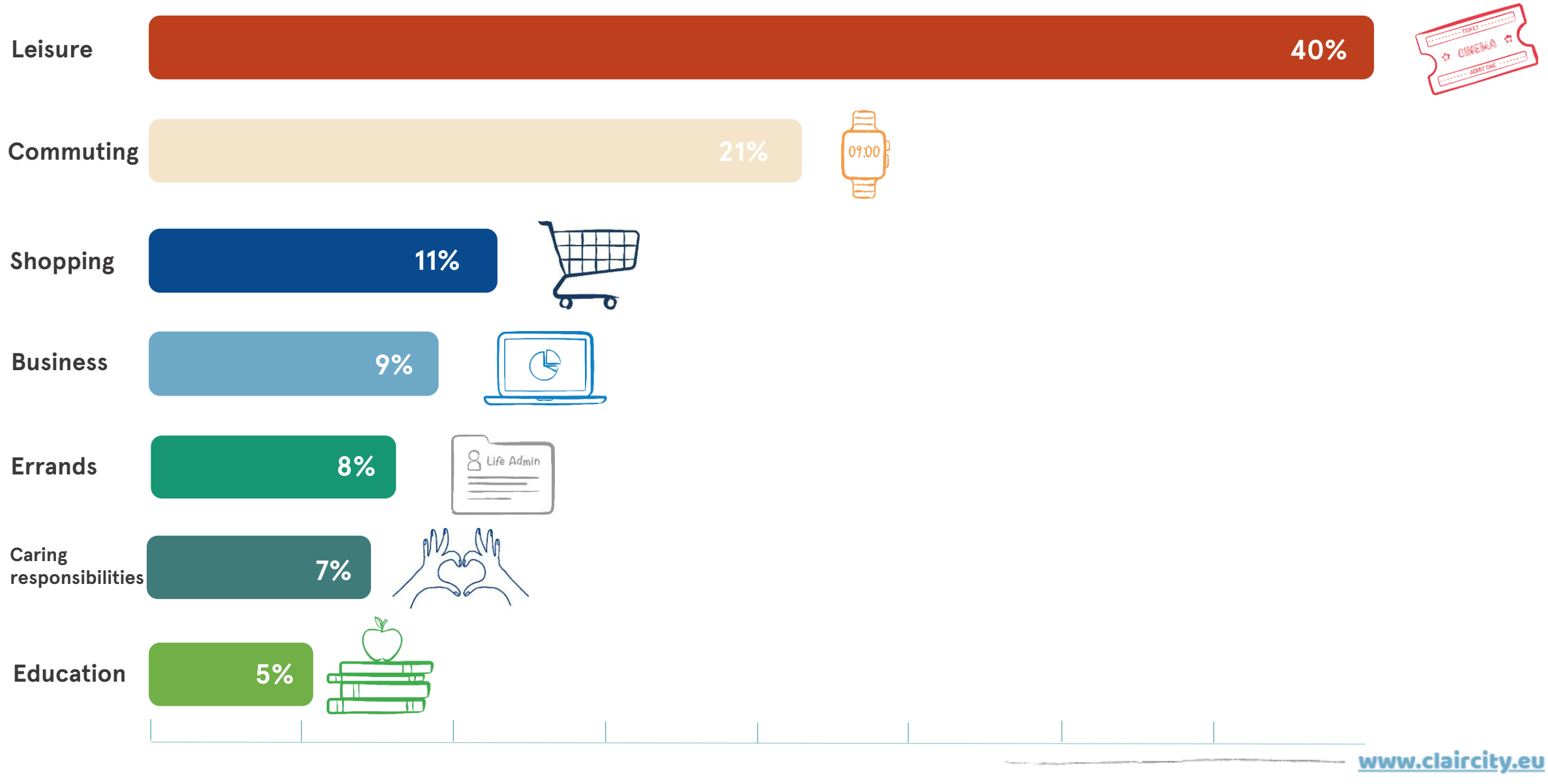
Understanding how we live – and the restrictions we face in those choices – is key to improving air quality.

The ClairCity concept…

Where and what? ⇨ Who and why? ⇨ ClairCity

ClairCity

Why we travel... relative distance contribution of our travel activities in Bristol*



www.claircity.eu

Project Aims

The ClairCity aim was to create a major shift in public understanding towards the causes of poor air quality, inviting citizens to give their opinions on air pollution and carbon reduction to shape the cities of the future.

- To put citizens' behaviour and activities at the heart of air quality and carbon management and policy making;
- To develop a suite of innovative toolkits for enhanced quantification, engagement and impact evaluation;
- To explore the integration of citizens behaviour in relevant city policies and ensure that future city policies are reflective of citizens visions for their future city; and
- To raise awareness of environmental challenges and their solutions through proactive dissemination of the project outcomes.

WHAT IS AIR POLLUTION AND HOW DOES IT AFFECT US?

AIR POLLUTION

NOx

SOOT

DUST

$PM_{2.5}$

PM_{10}

WE BREATHE IT IN

AND THIS AFFECTS OUR

LUNGS

BRAIN

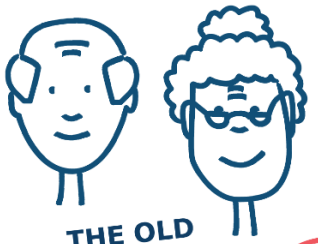
HEART

PREMATURE BIRTHS

WHO'S AT RISK

ALL OF US!

BUT ESPECIALLY...



THE OLD

THE YOUNG

PEOPLE WITH HEALTH CONDITIONS

ClairCity

This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No. 689289.

WHAT AFFECTS AIR POLLUTION?

DRIVING

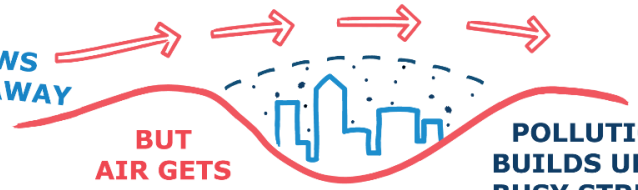
BURNING FUELS TO HEAT OUR HOMES

INDUSTRY

THESE ALSO CAUSE CLIMATE CHANGE

WEATHER & GEOGRAPHY

WIND BLOWS POLLUTION AWAY



BUT AIR GETS TRAPPED

POLLUTION BUILDS UP ON BUSY STREETS

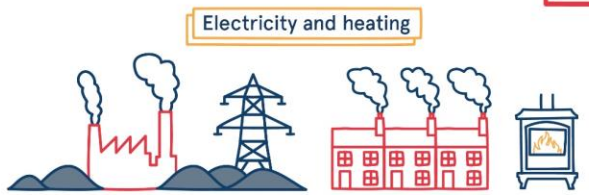
ClairCity

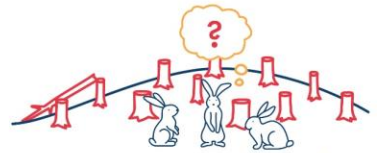
www.claircity.eu

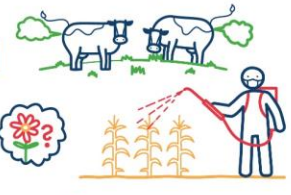
TRAPPED AIR

This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No. 689289.

Climate change – what's it all about?

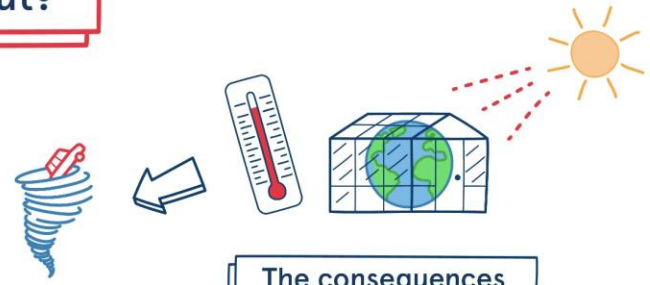






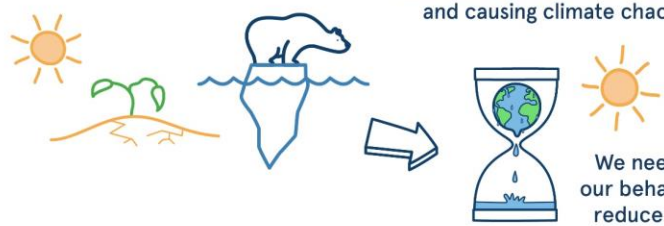
Our actions

Many of our daily actions result in burning fossil fuels – when we drive our cars, fire up a gas boiler, or use electricitcy from non-renewable sources



The consequences

These activities produce greenhouse gases like carbon emissions and methane. The gases form a layer which traps heat, increasing global temperatures and causing climate chaos



We need to change our behaviours now to reduce the impacts

A better future is possible - how will you play your part?

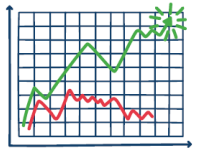
ClairCity

How the ClairCity process engages with a city & its citizens

Phase 1: Establish the Baseline Evidence

Benchmarking behaviour

Quantify the baseline



Assessment of policy

Phase 2: Citizen and Stakeholder Engagement & Co-creation of Scenarios

The GreenAnt app

City Events

Public engagement and awareness

Community films

Schools Engagement: My City, School, & Home

ClairCity Skylines Game

Mutual Learning Workshop

Citizen and Stakeholder Engagement & Co-creation of Scenarios

Delphi Method

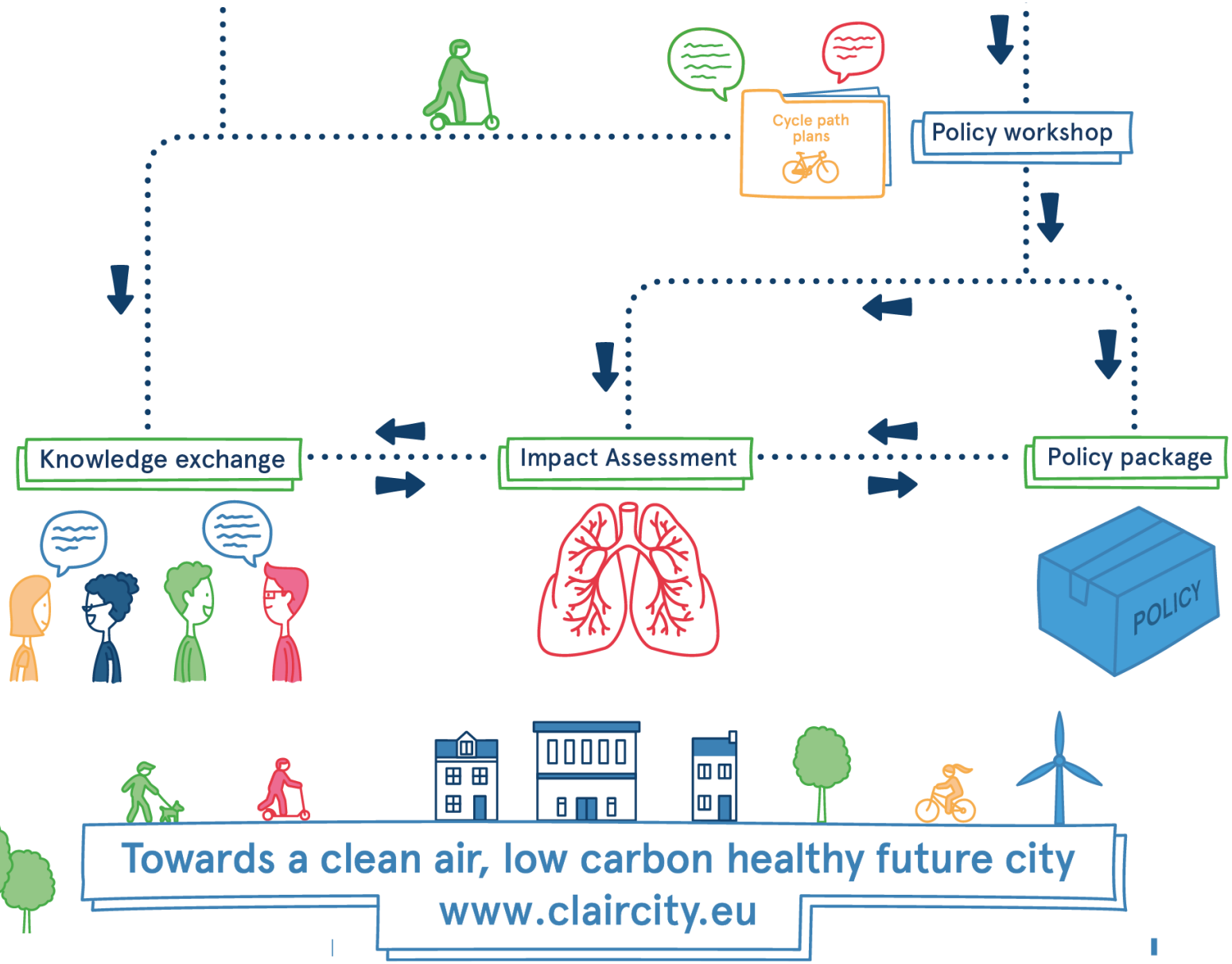
Stakeholder dialogue

www.claircity.eu

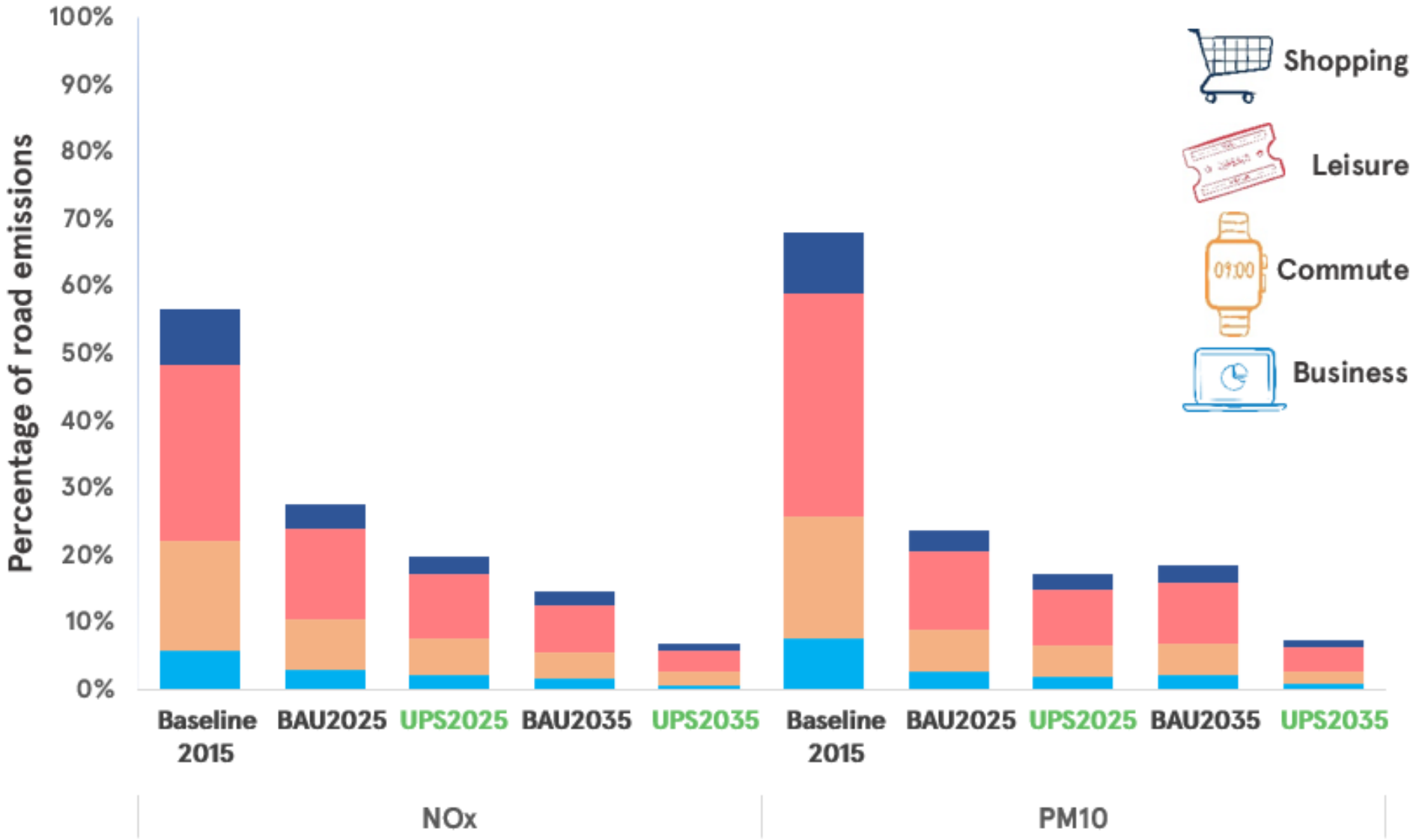
ClairCity

How the ClairCity process engages with a city & its citizens

Phase 3: Quantified Policy Package & Knowledge Exchange



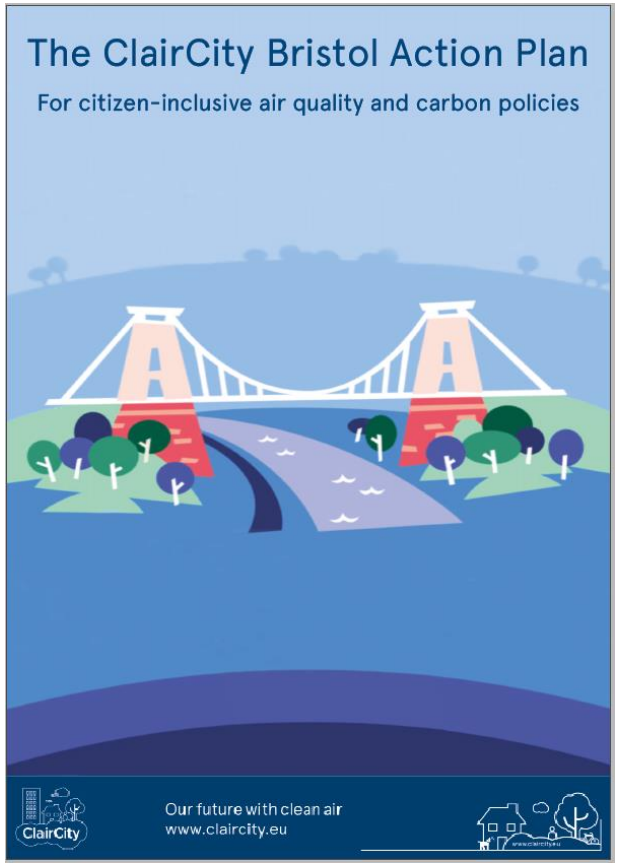
Road transport NOx and PM10 emissions scenarios by motive

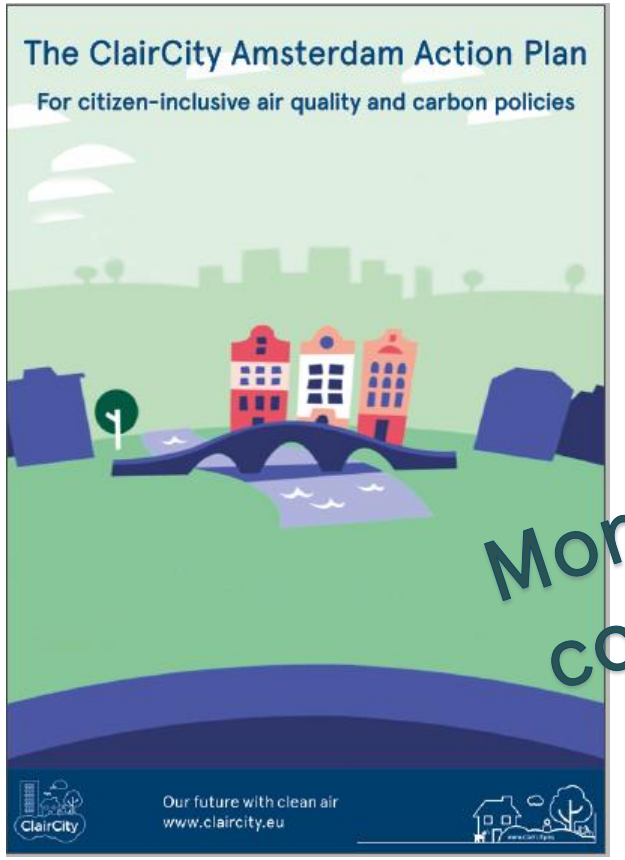


NOx and PM10 emissions by scenario and Motive

Policy packages

www.claircity.eu/reports/





More to come!

Engagement tools

The GreenAnt app

City Events

Public engagement and awareness

Community films

Schools Engagement: My City, School, & Home

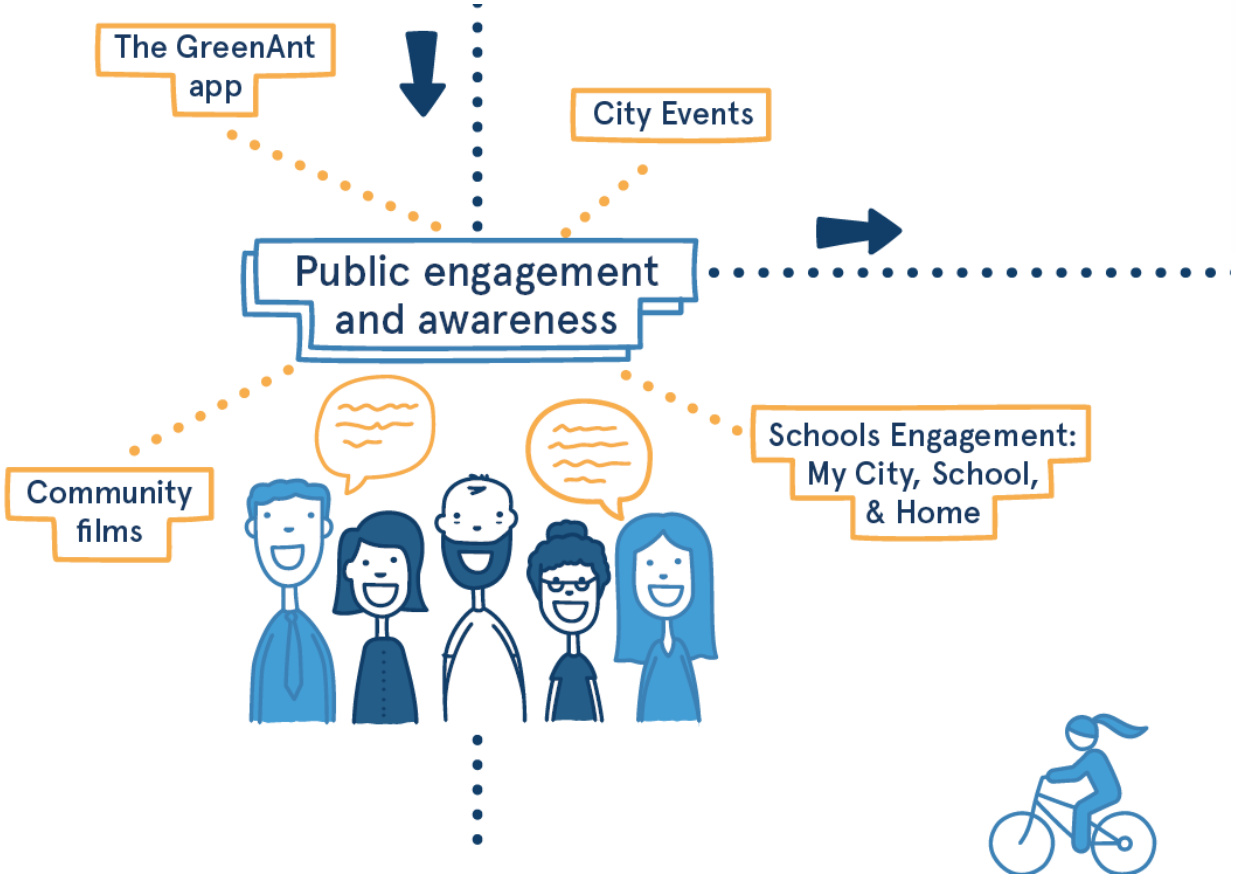
ClairCity Skylines Game

Mutual Learning Workshop

Citizen and Stakeholder Engagement & Co-creation of Scenarios

Delphi Method

Engagement tools



Community films

Schools Engagement:

City Events

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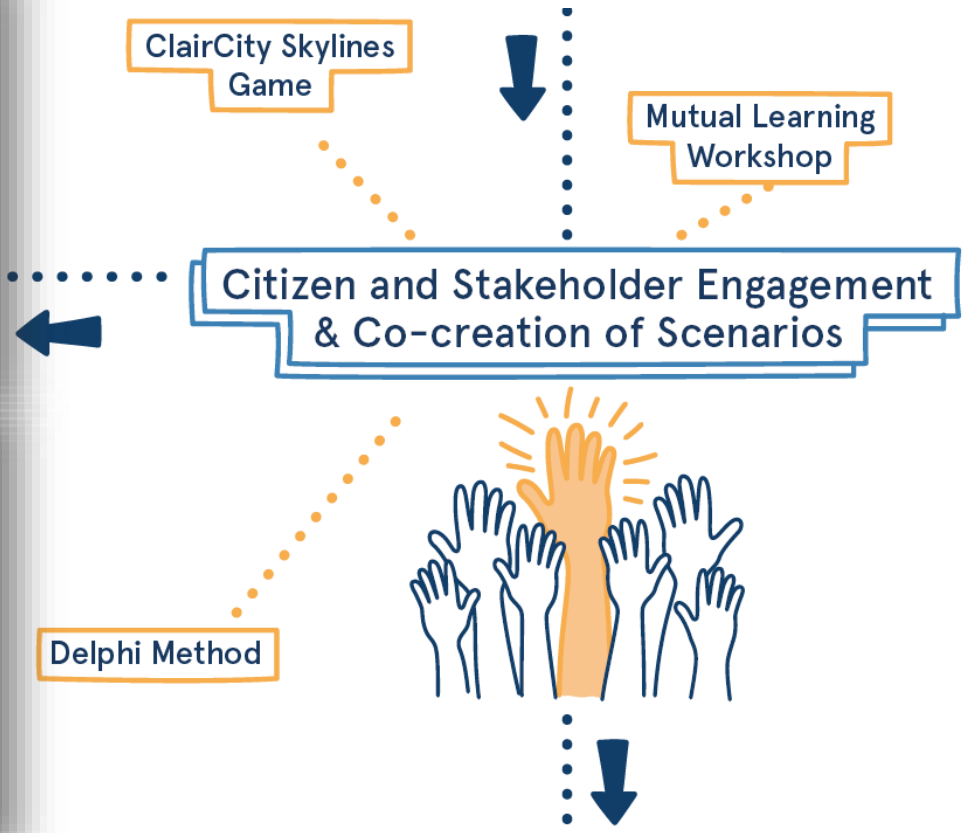
ClairCity

Engagement tools

ClairCity Skylines

Delphi Method

Mutual Learning Workshop



ClairCity results

770,253 Twitter impressions

5,801 YouTube video views

1,418 Facebook followers

33,678 Website visitors

818,736 citizens involved across 6 cities and regions

82 Policy makers consulted

132 stakeholders involved in Mutual Learning Workshop

65 Older people filmed

4887 citizens involved in Delphi process

8302 direct engagements

>1000 children engaged in public events and lessons

447 school children engaged in My School, My City, My Home competition

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ClairCity

Engagement poll

This project received funding for the European Union's Horizon 2020 research and innovation programme under grant No. 689289.

ClairCity evaluation

Dr Margarida Sardo

University of the West of England, Bristol

Citizens at the Centre

How was the project evaluated?

Crucial to understand if a project's aims and objectives are achieved, and to critically reflect on the activities and delivery processes.

ClairCity: it meant the team could assess whether they met the objective of **raising awareness** of air pollution, carbon emissions, and health.

Generic Learning Outcomes (GLOs):

- Knowledge and understanding
- Behaviour and progression
- Enjoyment, inspiration, and creativity
- Attitudes and values

Evaluation questions

Q1: Who did the project engage with?

Objective 1: determine participants' age, gender, level of education and country of origin

Objective 2: examine whether the project engaged with the identified audiences

Objective 3: investigate if the project has reached any other audiences

Q2: How well did the project raise awareness of air pollution, carbon emissions and health?

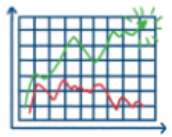
Objective 4: examine indicators of awareness, attitudes, knowledge and skills

Q3: Are people who have engaged with the project planning to or doing something different? (e.g. walking instead of driving)

Objective 5: examine indicators of planned behaviour

Q4: What differences can we see across countries, demographics & engagement tools?

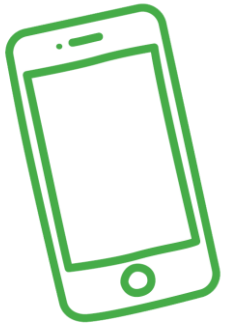
Objective 6: examine audience make-up between platforms and cities/regions

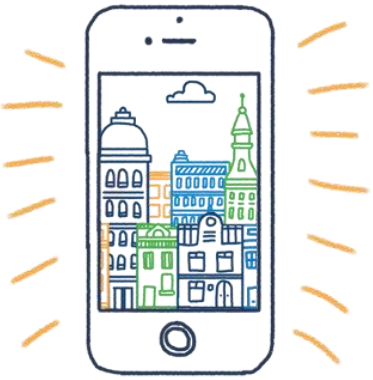


Objective 7: stratify indicators (objective 4 + 5) according to platforms and cities/regions

Evaluation tools

- Online/paper questionnaires + pop-up windows
  - Delphi process
  - Skylines Game
  - GreenAnt App
  - My City Videos
  - Schools activities
  - Stakeholder and Policy Workshops





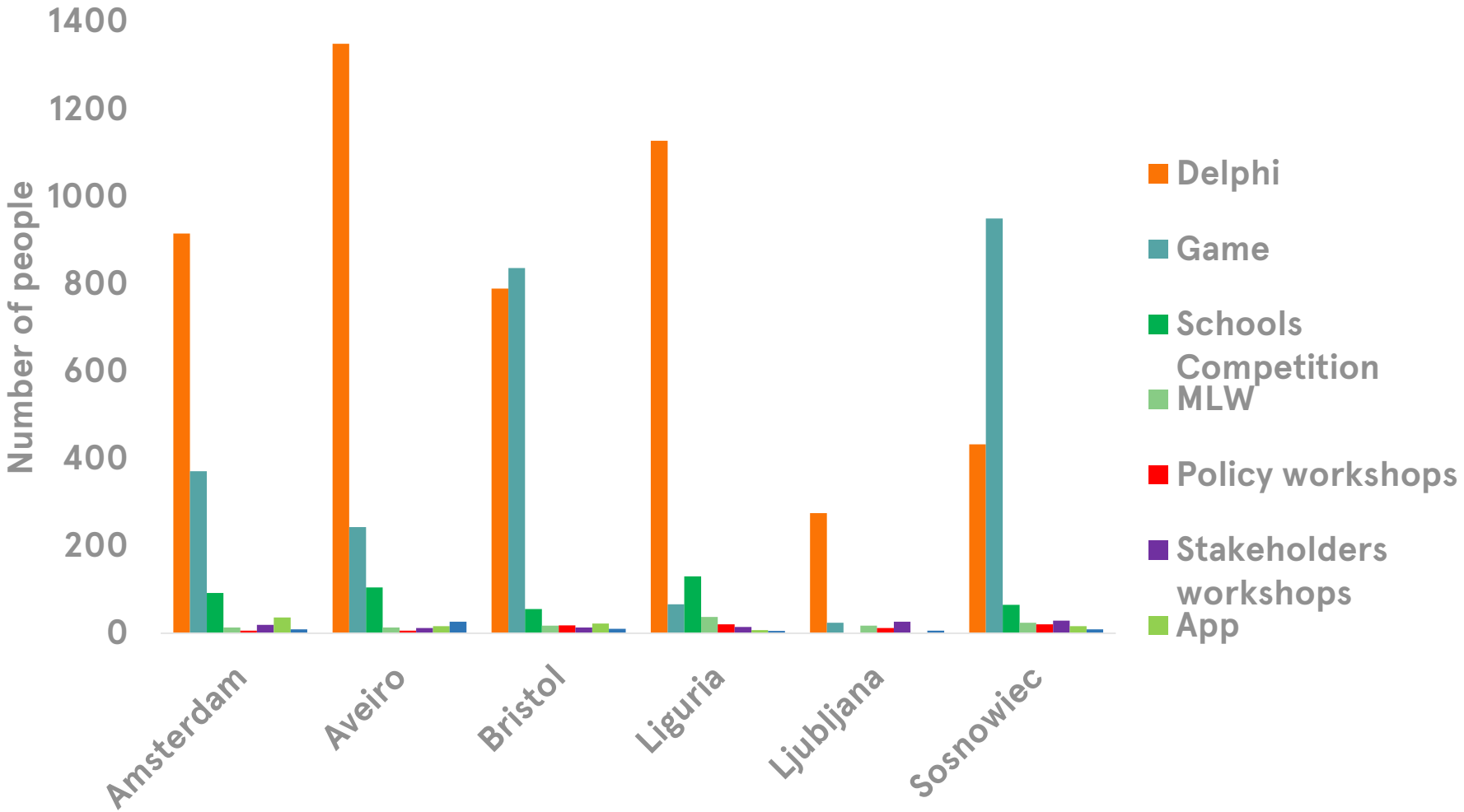
- In-depth interviews
  - ClairCity staff

- Media coverage, conferences, journals, reports, and photos

Findings

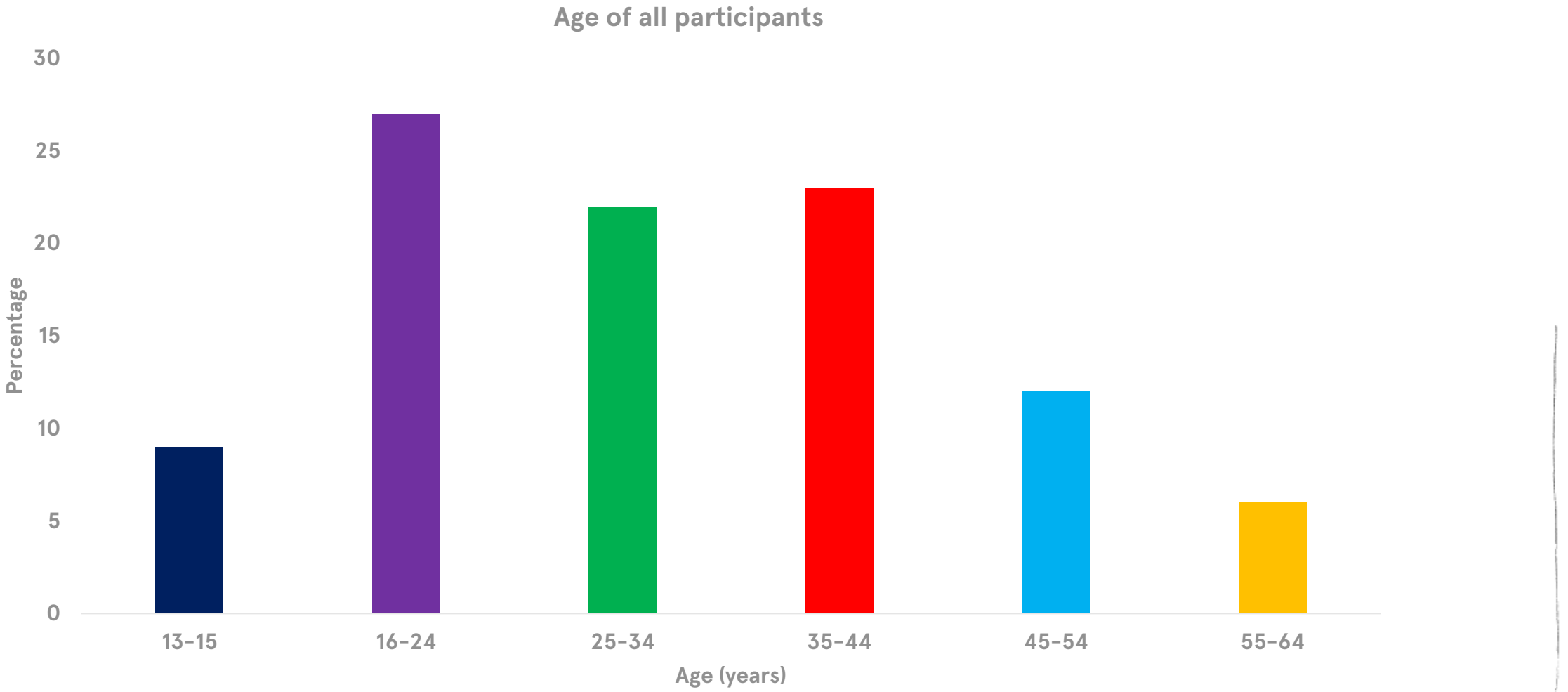
Tool	Objective	Actual reach
Social media	Reach over 50,000 citizens	7770, 253 Twitter impressions 1,418 Facebook followers
Delphi workshops	Over 500 completed online surveys + 200 participants	3297 completed online surveys + 4887 participants (149 in workshops)
Skylines game	Over 1500 players	2,800 players worldwide (2489 from participating case studies)
GreenAnt app	Over 1500 players	Did not reach full roll out due to technical issues. 98 tested app
Mutual learning workshops	150 participants	138 participants
Schools competition	60-90 schools	1247 children (26 schools) + >102,000 downloads of British Science Association pack
Film competition	Over 60 older people	65 older people
Stakeholder and policy workshops	Up to 60 policymakers	113 stakeholders and 82 policymakers

Overall Engagement across all tools, and cities and regions

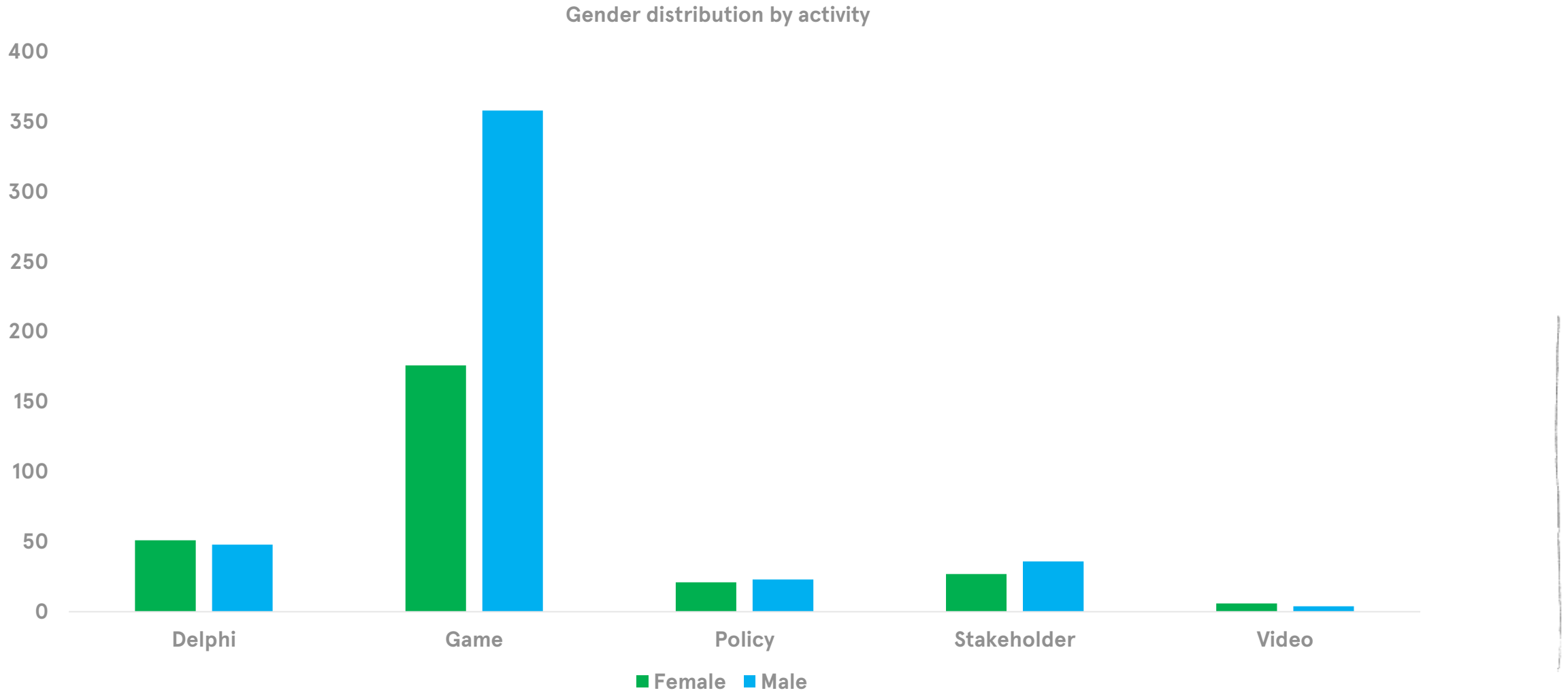


Platform	Total	Cities/region
Twitter	1,389 followers 770, 253 impressions	Bristol and Liguria
Instagram	203 followers 29 posts	Liguria
Facebook	1,418 followers 1,344 likes	All bar Ljubljana
YouTube	31 videos, 5,747 views	All six
Website	33, 678 visitors	One site, with sub-sites for each case study in local language

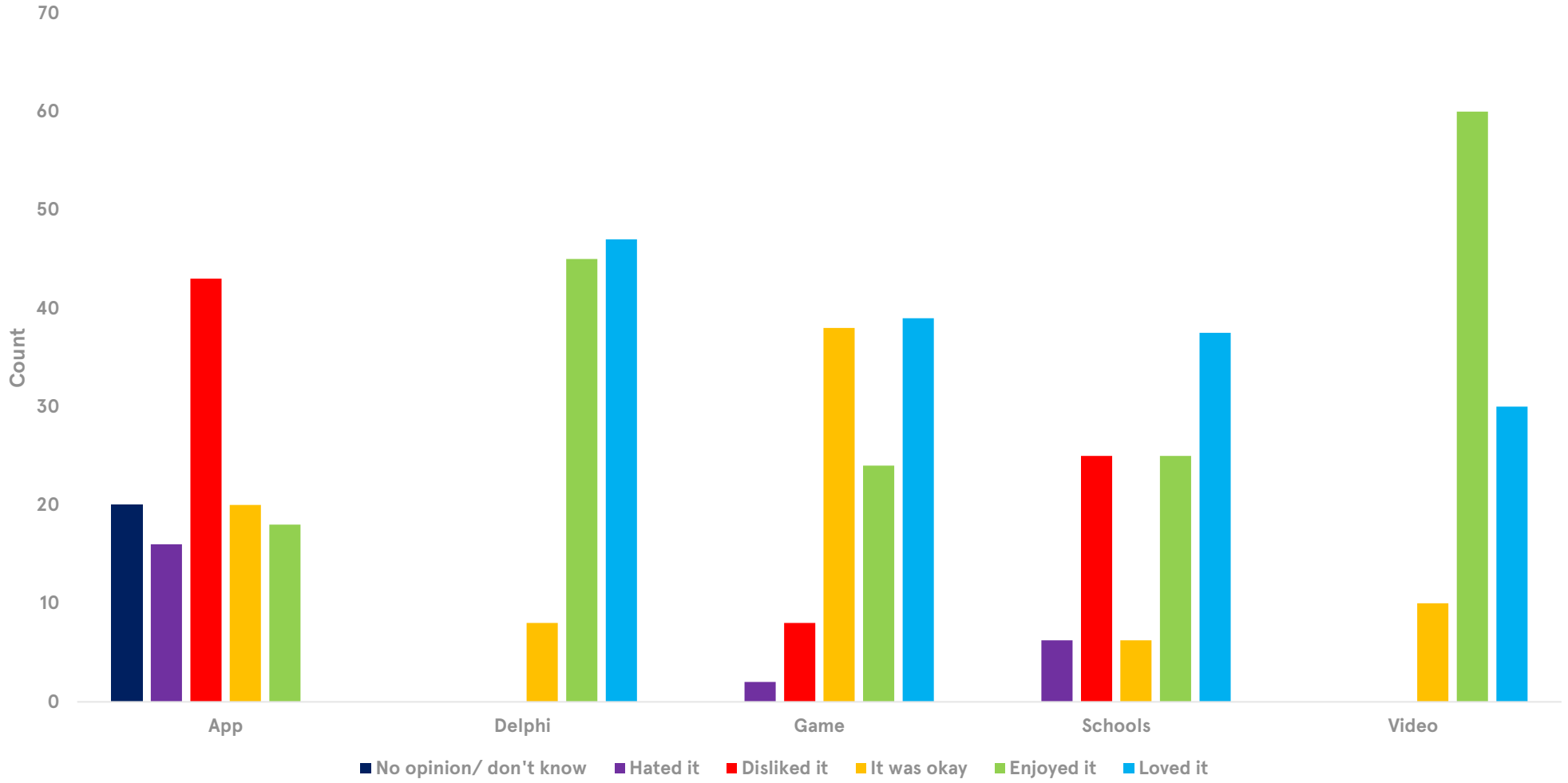
Age


Age of all participants
30
25
20
15
10
5
0
Percentage
13-15
16-24
25-34
35-44
45-54
55-64
Age (years)

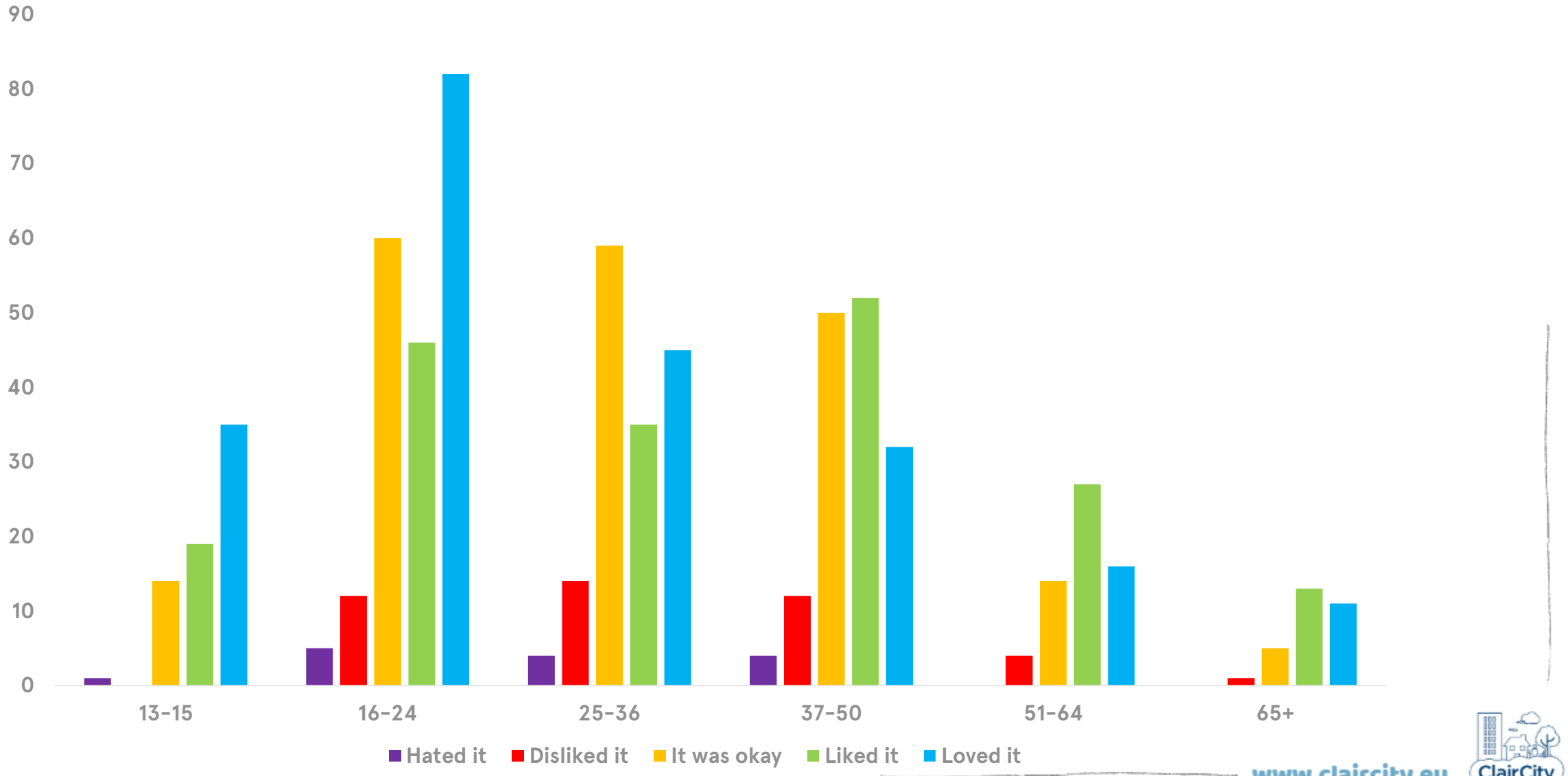
Gender


Gender distribution by activity
400
350
300
250
200
150
100
50
0
Delphi
Game
Policy
Stakeholder
Video
Female
Male

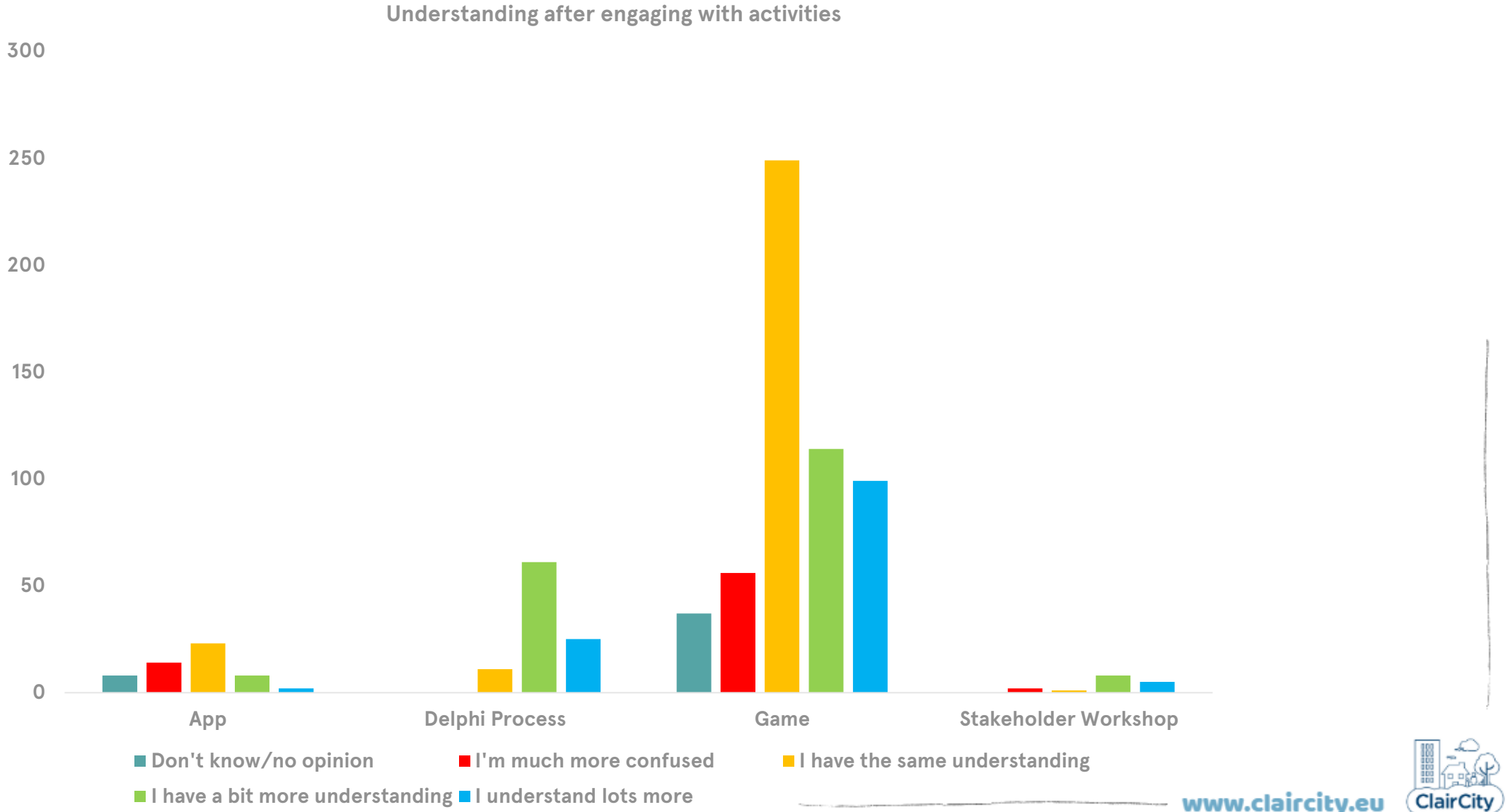
Enjoyment (by activity)



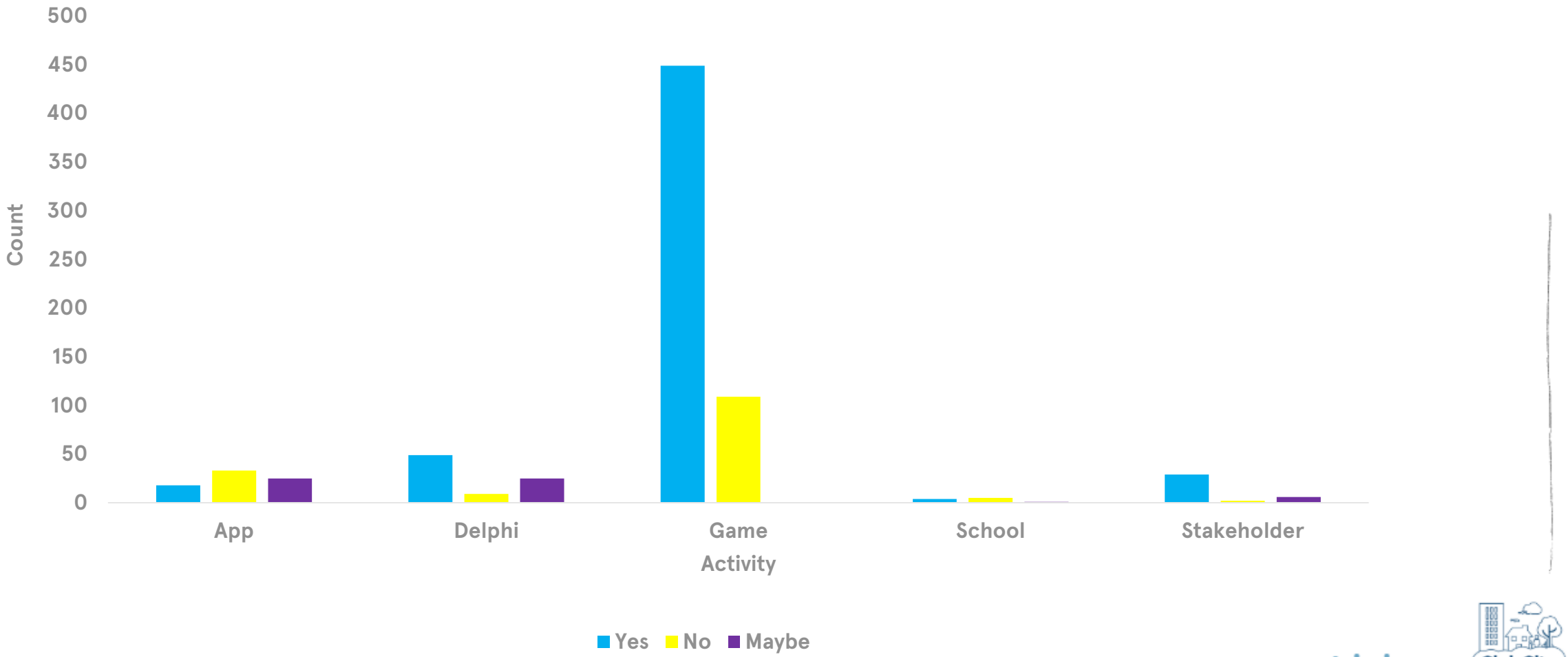
Enjoyment (by age)



Understanding



Behaviour change intention (by activity)



Demographics

62.5%  Men

25%  16-24

81%  workshop participants older men

Activities

74%  intend to change their behaviour

98%  found policy workshop useful

21%  knowledgeable before playing

61%  found schools activities useful

Engagement Findings

- the more participants understanding had improved, the more likely they were to change their behaviour

- the more participants enjoyed the activity, the more their understanding of air quality improved

- the younger the participants, the more likely they were to say that they enjoyed the activity

What our staff said:

In addition, 27 staff interviews were gathered to assess how public engagement had influenced their perceptions of science communication

It's good to be on the street and to talk with people and to hear the voices that you normally don't hear... it gives you a different insight than [with a standard questionnaire]

Be less scientist, be more human

Listen to people, simplify and adapt you message to your intended audience

Summary

The more **enjoyable** the engagement activities, the more people gain **understanding** about the issues, and the more likely people are to make a **change to their behaviour** to reduce air pollution and carbon emissions, and improve the health of our cities.

QA

This project received funding for the European Union's Horizon 2020 research and innovation programme under grant No. 689289.

Success story – My City, My School, My home

Peter Szuppinger

Former REC

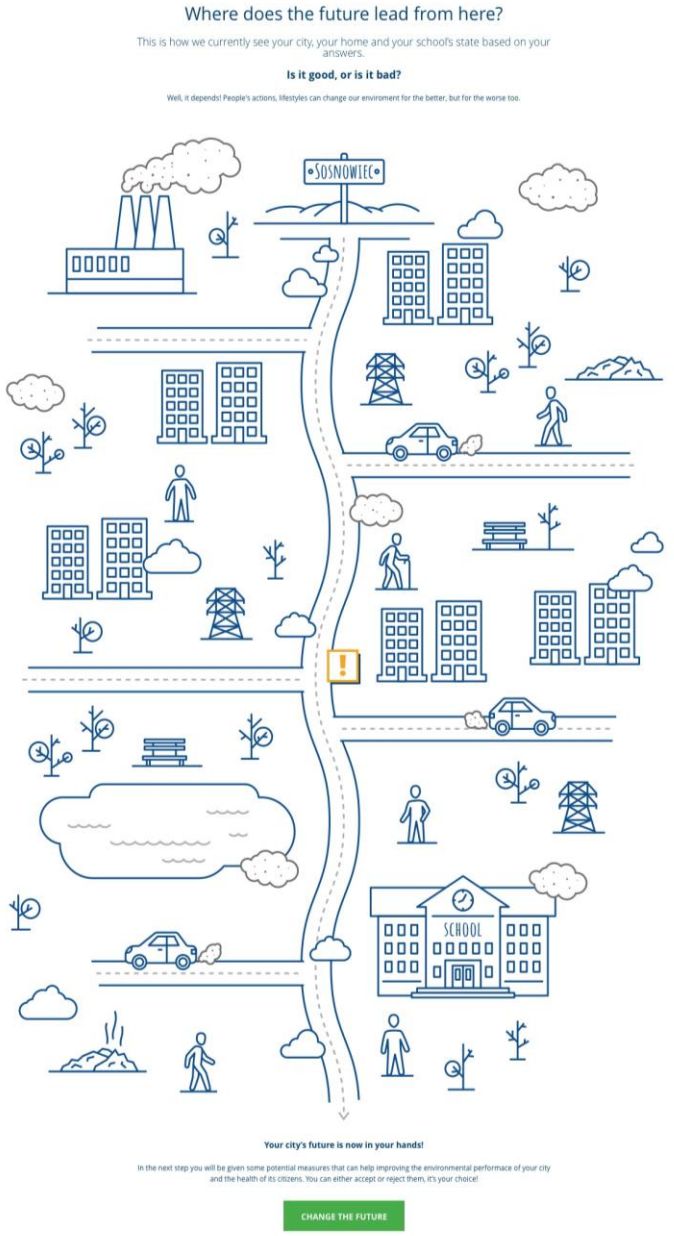
Citizens at the Centre

My City, My School, My Home

- Main target audience: schoolchildren, aged 12-16
- Goal: to engage interested school children to act on clean air, carbon emissions and health (e.g. healthy school environment, healthy home environment, healthy city)
- An educational tool to get children thinking and learning about the topics of ClairCity
- Future generation is key to get engaged in the topic

The tool: ClairCity's Interactive Cityscape

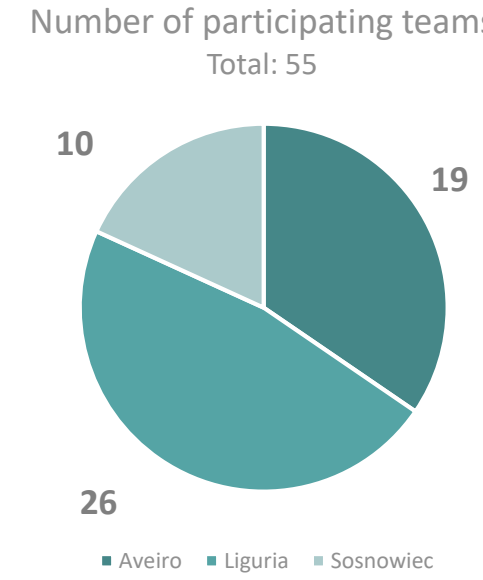
- The school teams used a web based interactive tool.
- They collected environmental and health data about the city and the school.
- The collected data was inserted into the software (questionnaire) to create/see the current cityscape.
- Then the software showed potential measures/options to make progress towards clean air and a healthy city by 2030 and 2050.

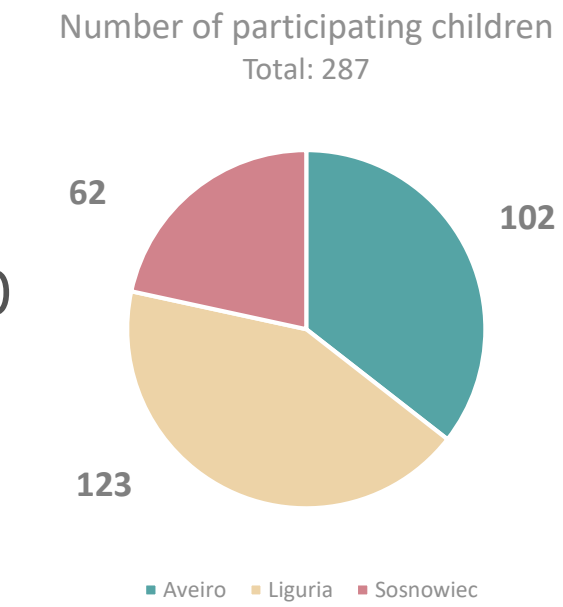


Teams by selecting a mix of measures created their future cityscape for 2030 and 2050.

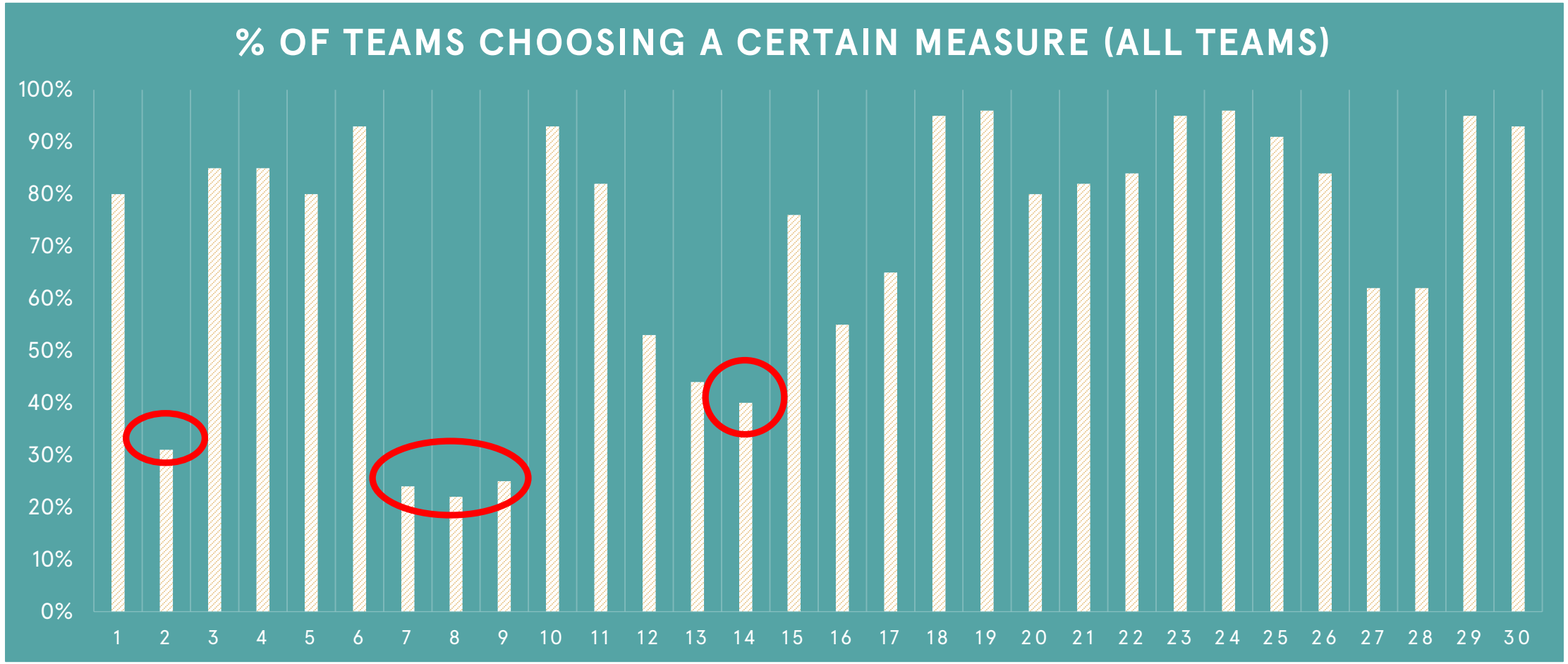
Competition

- Released in English language in spring 2018, tested and then mirror translated (not adapted) into 5 language in autumn 2018.
- Used in schools in one city (Sosnowiec, Poland) and in two regions (Liguria, Italy; Aveiro, Portugal).
- **63** teams registered, **55** played, **287** children engaged (Aveiro: 19 teams, 102 children, Liguria: 26 teams, 123 children, Sosnowiec: 10 teams, 62 children).





Highlights from the results



Highlights from the results

1. Most of the teams supported (more than 80%) half of the suggested measures (15 measures). These mostly referred to modernization in energy systems, to energy efficiency, to modernizing fleets, and to soft measures.
2. Out of the 63 teams more than 60% disagreed with 5 measures:
    1. *Increase the price of fossil fuels (gasoline, diesel) and/or increase road tolls to encourage people to drive less.* (78%)
    2. *Reduce the speed limit in all residential areas to 30 km/h.* (76%)
    3. *Reduce road capacity.* (75%)
    4. *Introduce a congestion charging scheme in the city center.* (69%)
    5. *Reduce car size (and the corresponding fuel consumption) by law.* (60%)

Mostly, Children were not in favor of quite restrictive measures.

Highlights from the results

3. Some of the measures divided the teams (around 30-50% of disagreement), like *banning green waste burning, restrictions on the use of solid fuels for domestic heating* and on *tax benefits*.

4. Interestingly no big differences among the cities/regions can be identified based on the acceptance of the possible measures. Relevant differences can be seen only in the case of two measures:

Support the accelerated uptake of vehicles running on alternative fuels

Liguria (96% of teams), Aveiro (86%) and Sosnowiec (60%).

Impose a compulsory rate of renewable energy sources for domestic heating and electricity (e.g. solar panels, wind turbines and heat pumps) for new houses and for refurbishments.

Aveiro (95% of teams) Liguria and in Sosnowiec (73% and 70%, respectively).

Educator pack

For engagement practitioners, teachers, and young people working for a clean air and net zero carbon future

ClairCity

www.claircity.eu

My City, My School, My Home

Schools competition

Working in teams, young people complete a short questionnaire (example on page 19) about the look of their neighbourhood (e.g housing type, energy usage, green space). They may need some additional support to answer these questions, e.g using web searches or printed materials about the local context.

Each team then uses this information to produce a 2030 cityscape, using the 'citizens at the centre' scenario on page 22 for inspiration. Teams can choose to draw, collage, act or write their future scenario. Young people can adopt the personas of a group of people that may be influencing that kind of future (e.g. businesses, politicians, citizens). This will help with creativity and they can remain in character when presenting their future scenario to the class.

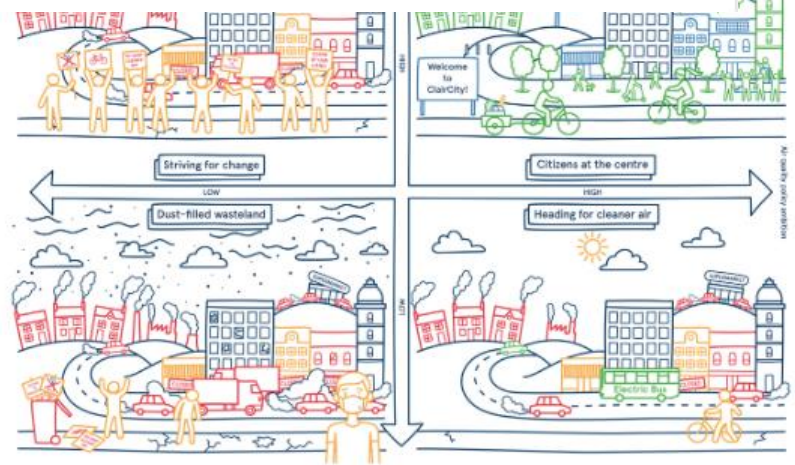
When presenting their future scenario, they must talk about the policy measures that were taken to get to this future. Some example measures are available on page 20.

After presenting, they will be scored for climate, air pollution and health (a panel of pupils or teacher could do this). By how much were the groups able to improve their city for the better? Interesting conversations can be sparked from these scores. Teams can discuss what future they want and put forward their argument along with the winning scenario to compete with other year groups, schools or cities.

Above: A still from the digital version of My City, My School, My Home. Play online here: www.claircity.eu/take-action/schools. Produced by Peter Szuppinger and Eva Csobod, Regional Environmental Center, Hungary, Progressive Software Company (www.progressive.hu), Hungary

18

www.claircity.eu



22

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This project received funding for the European Union's Horizon 2020 research and innovation programme under grant No. 689289.

Success story ClairCity Skylines

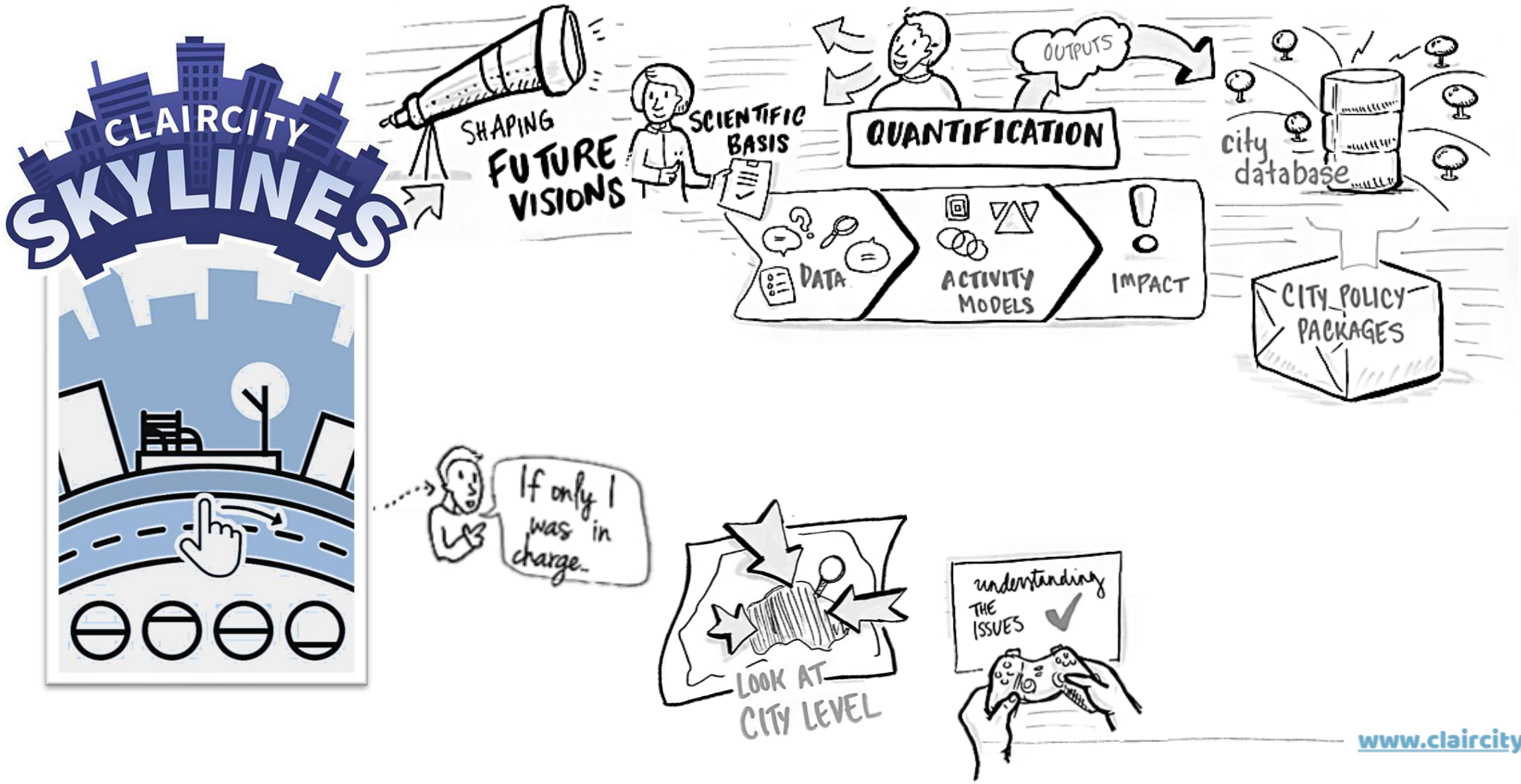
Andy King

PlayWest

Citizens at the Centre

Game Requirements

Inputs & Outputs

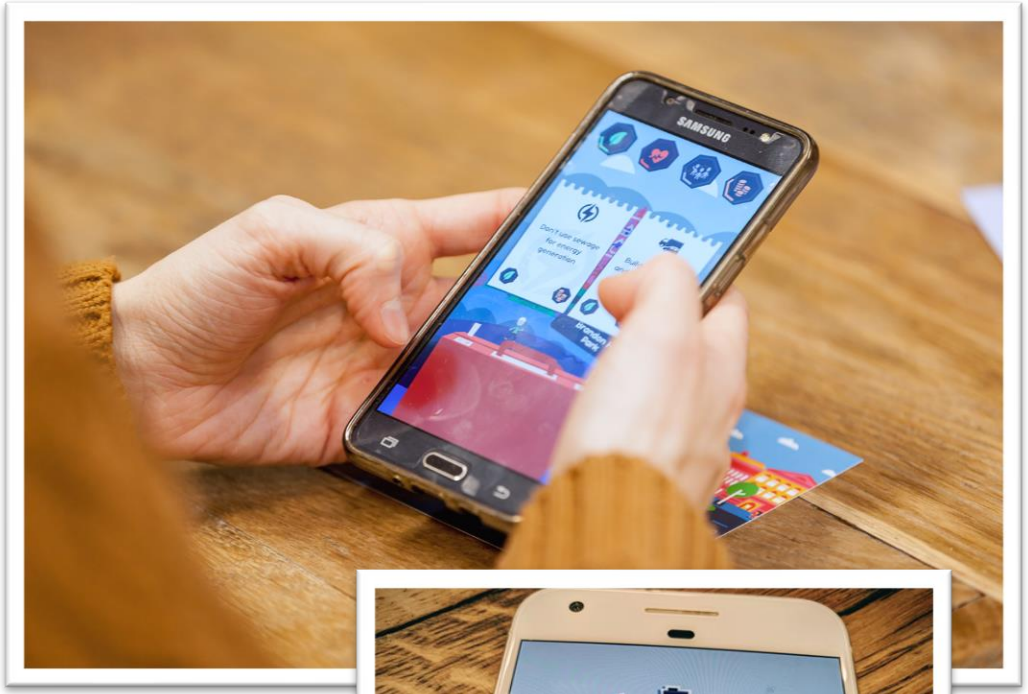


ClairCity Skylines

Game Concept

1. Multiplatform
2. Be the ‘Mayor’ of your city
3. Collect citizen ‘ideas’ – short term
4. Upgrade ‘ideas’ to Policies – long term
5. Achieve a green future in less than 50 years

6. Provides ‘most popular’ policy decisions
7. + Deep dive behavioural data



ClairCity Policy Library (CPL)

Game world driven by real measures

- Database of 250 + 250 policies mined & scored by the project team power the game
- Includes non-traditional measures as well as dystopian & `business as usual' options

Category	Scoring Variable	Weight	Low Tax Diesel		Free public charging points for electrical bikes		Build! More! Roads!	
			Short	Long	Short	Long	Short	Long
Climate	% change CO2e	100	+1	0	0	0	-5	-6
Economy	Cost to implement	50	0	0	-2	+2	-4	-2
	Impact on city income	50	-5	-7	-4	-1	-8	-2
Health	% NO2	30	-6	-8	+1	+1	-3	-4
	% PM10	30	-7	-9	+1	+1	-3	-4
	% Other	10	0	0	0	0	0	0
	% Active Mode	20	-2	-3	+3	+5	-3	-4
	% Safety	10	-2	-3	0	0	-3	-4
Satisfaction	Household income	25	+3	+3	0	0	-1	-1
	Jobs	25	0	0	0	0	+1	-1
	Acceptability	25	+8	+3	+4	+4	+3	-1
	Freedom	25	+2	0	+2	+2	+3	0

Ideas & Policies

Core Game Mechanic #1

MICRO

Navigate areas &
Select promising ideas

Citizen focus

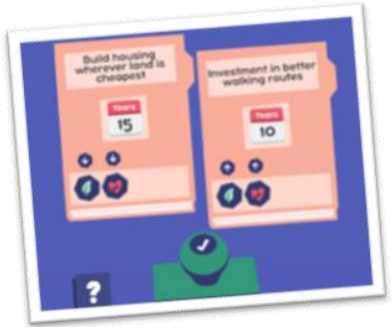
Short-term CPL effects

MACRO

Analyse chosen ideas &
Implement as policies

City focus

Long-term CPL effects

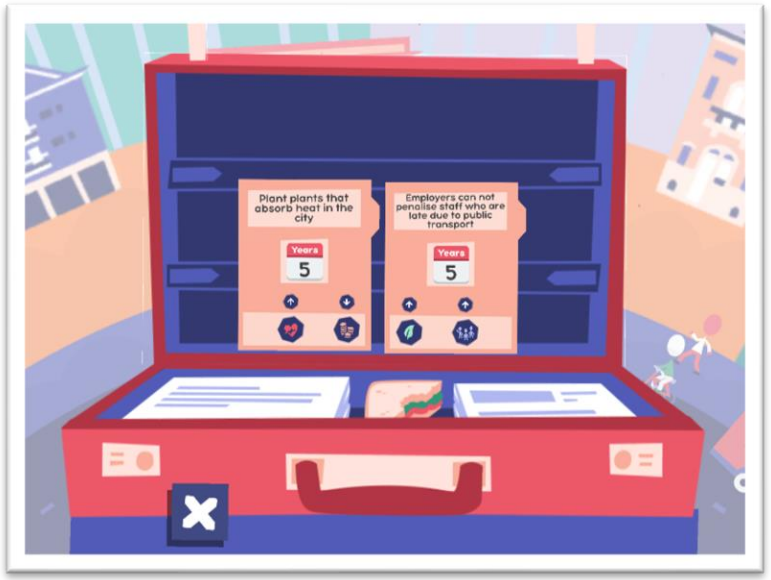


META

Win by achieving a
green city future

Attribute focus

Total change of CPL effects

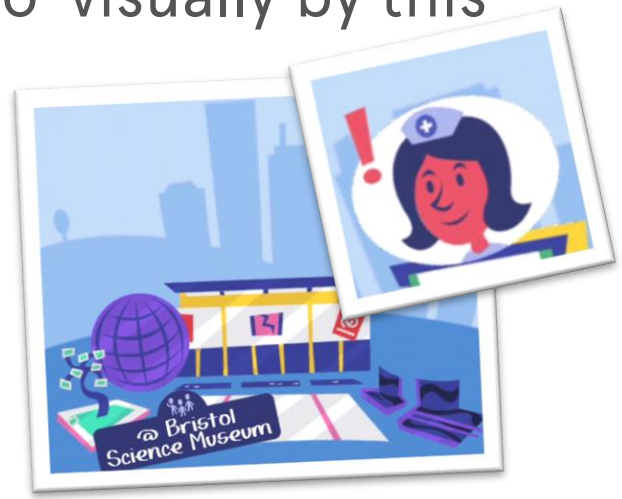


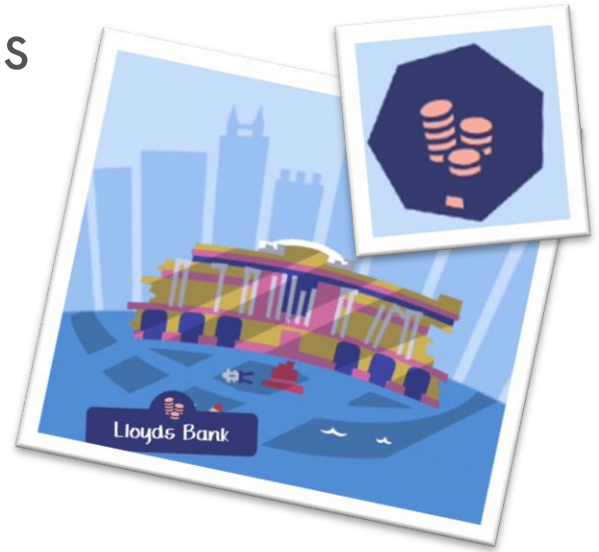
Areas & Attributes

Core Game Mechanic #2

- CPL Database provides 'scores' for 4 'attribute' icons
- These allow players to see the impact of their decisions
- The world is also modified audio-visually by this

1. Climate (CITY)
2. Economy (CITY)
3. Health (CITIZEN)
4. Satisfaction (CITIZEN)





Attribute	Area	Visual Effect
Climate	Green Space	SMOG
Economy	Bank	Dereliction
Health	Hospital	Citizen Sickness
Satisfaction	Tourist area	Citizen Happiness

Six Dynamic Cities

Additional Re-Playability

- Music, Sound & Animations react to player actions
- Cities can decay (climate & economy)
- Citizens can be happy, sad or ill(!)

Game stats

69,476
policies selected

2,800
unique users

63:37
Male:Female ratio

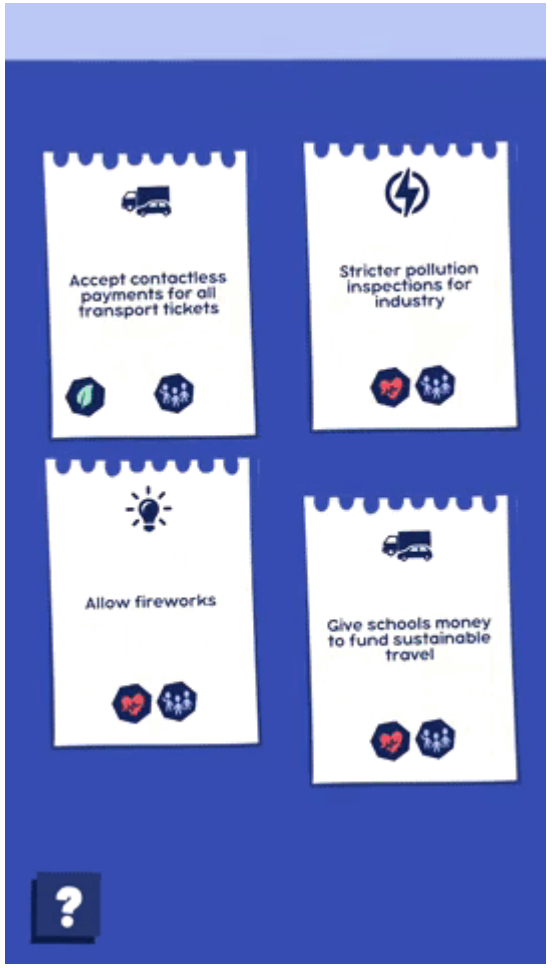
83,339
'Years' played

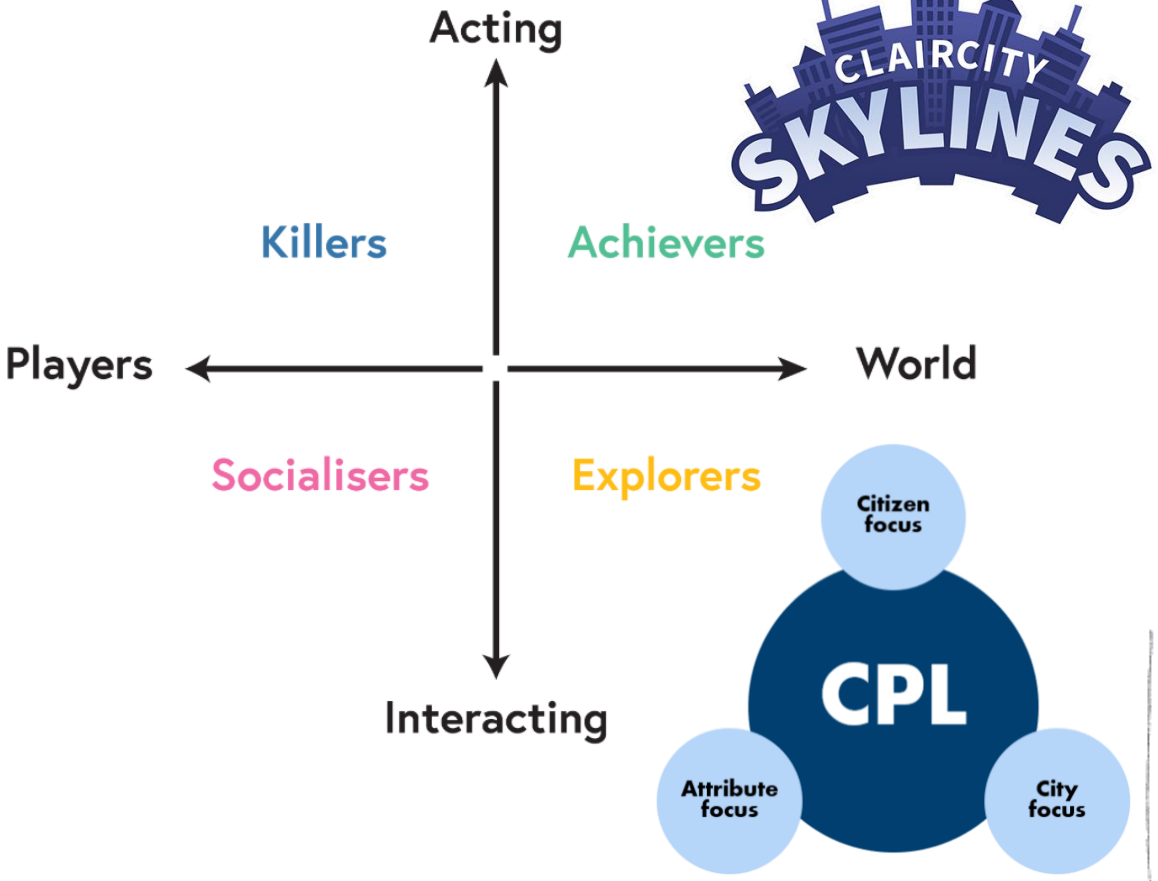
Top 5 Policies (16-34 year olds)

- [ ] Keep separate ticketing systems for all transport types
- [ ] Make property developers consider air pollution & climate change
- [ ] Ban bonfires
- [ ] Don't build new nuclear power stations to replace coal
- [ ] Build cycle superhighway lanes in the city

Ongoing Analysis

‘Serious Game’ Analytics





- Different player styles
- How city strategies differ
- Depth & Funnelling (Flow)
- Phase 2 data + Player Surveys

Online Workshop Edition:

+ Browser-based `Beta test' now online.

http://claircity.hopto.org/

- Procedurally generated cities from all city data!
- Customisable CPL & difficulty and user interaction settings

This project received funding for the European Union's Horizon 2020 research and innovation programme under grant No. 689289.

Success story – GreenAnt

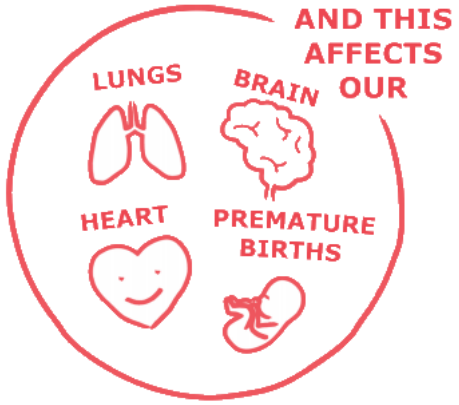
Facilitating behaviour change

Mirjam F. Fredriksen

NILU

Citizens at the Centre

GreenAnt

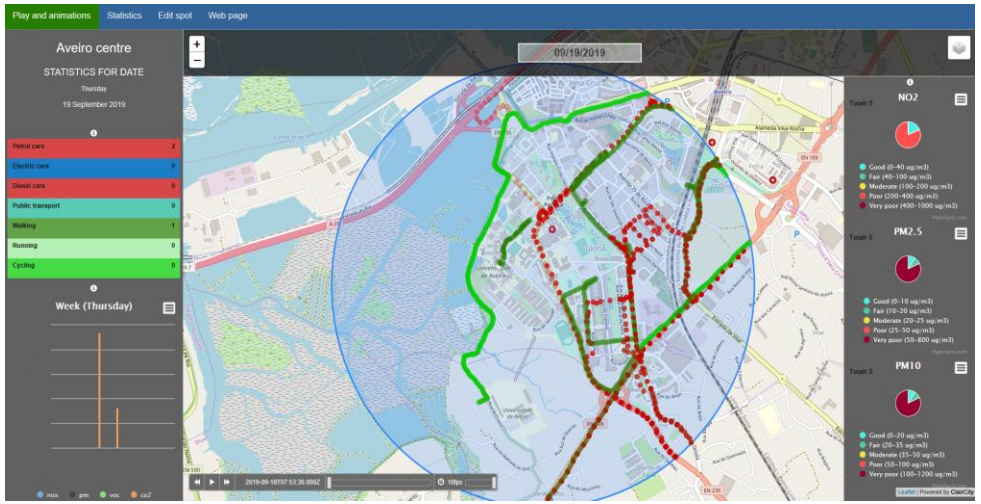


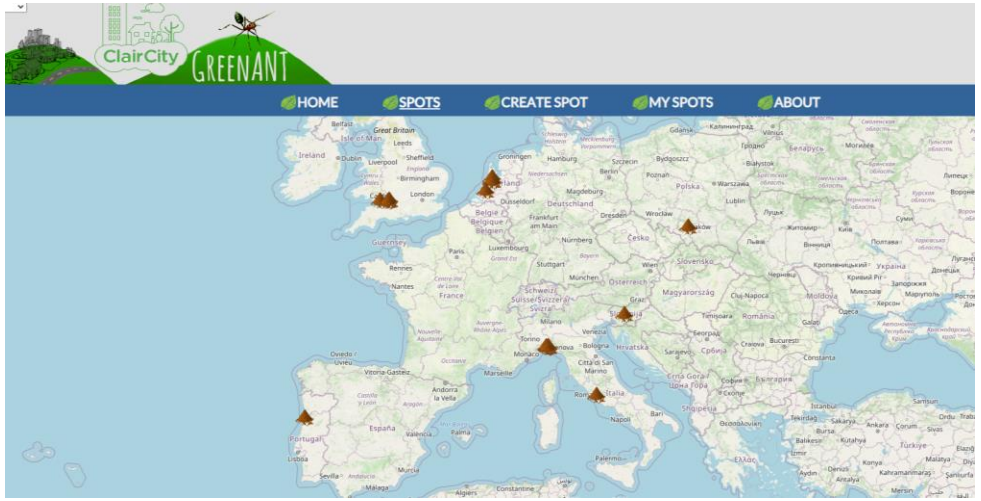
TRANSPORT TYPE

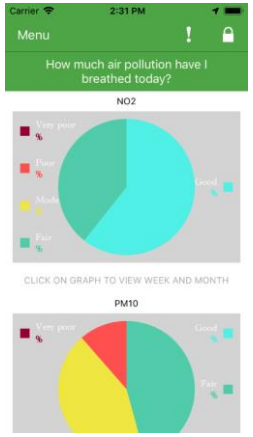
CLOSE LOOK

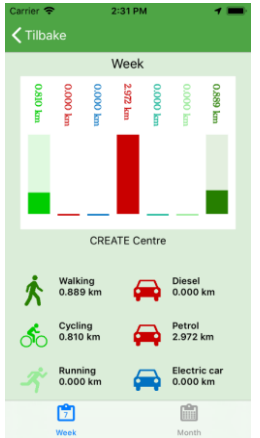
BEST DECISION?

GreenAnt









https://greenant.nilu.no

GET IT ON Google Play

Download on the App Store

GreenAnt

Challenges

- Privacy and security
- User groups

Opportunities

- Background data

GreenAnt: Get started

https://greenant.nilu.no/

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Concentration maps (NO_2, $PM_{2.5}$, PM_{10}) available for

Amsterdam Aveiro Bristol

Genova Ljubljana Sosnowiec

This project received funding for the European Union's Horizon 2020 research and innovation programme under grant No. 689289.

Using and adapting resources

Dr Laura Fogg-Rogers

University of the West of England, Bristol

Citizens at the Centre

Delphi method

bit.ly/ClairCitytools

102 surveys gathered and 13 reflective logs from staff. This is a tried and tested approach that makes use of surveys and workshop activities to allow for robust quantitative and qualitative analysis

What worked	Improve by...
Gathering responses from 1,000s of people, from countries all over Europe	Targeting community organisations to increase your chances of capturing a representative sample
Increasing knowledge about health, air quality and climate change	Keeping theory to a minimum and being clear on how citizens involvement will go on to influence city decision making
Inspiring participants to change their behaviour as a result of participating	Allowing time for participants to network and discuss ways to follow through with their behaviour change.

City events

bit.ly/ClairCitytools

1000s of citizens were engaged on the streets, attracting new audiences the project not have otherwise engaged with

What worked	Improve by...
Participating in existing, well-established events or working with affiliated organisations	Consider combining with pre-existing events (e.g. local festivals) in a variety of locations
Having fact sheets to take away and being honest when you don't know the answers.	Providing a brief for ambassadors beforehand with frequent questions and answers
Providing hands on activities to capture people's attention quickly	Capturing participants intended behaviour change (e.g. through pledges) or ask them to take action on the day(e.g. write to PM)

ClairCity Skylines

bit.ly/ClairCitytools

526 completed surveys. Engaging participants with no prior knowledge of air pollution and encouraging behaviour change

What worked	Improve by...
Crowdsourcing public opinion from across Europe	Asking your audience what kind of games they like and co-create the game with them so they continue to use it
Actively reaching out to different groups, such as commuters, minority groups, etc. at public events	Host dedicated games workshops with younger (13-15) audiences to increase their involvement
Younger participants particularly enjoyed the game	Invest more time advertising in places where they will see your adverts (schools, young adult magazines, Snapchat and Instagram)

bit.ly/ClairCitytools

The GreenAnt App

The app was only tested internally, with 98 completed evaluation surveys. The following points are take from these responses.

What worked	Improve by...
People were able to access air quality data and how this related to health	Having ethical discussions with expected users to clear up any concerns they may have
Participants intended to change their behaviours after interacting with app	Thinking of ways to document/monitor behaviour change intentions
Engaging people who are already technologically savvy	Partner with community organisations, reaching out and testing with different groups

bit.ly/ClairCitytools

Community films

Videos appeal to a wide audience and are shareable (YouTube). 13 surveys informed the following reflections:

What worked	Improve by...
Dedicated and targeted promotion and partnerships to spread the message	Working with local campaign organisations to increase reach and amplify call to action
Allowed (some) older people to share their experiences with younger people	Asking participants how they would like to share their story, as some people are camera shy
Working with a camera team capable of producing high quality content	Exploring free editing software or working with film students

bit.ly/ClairCitytools

Schools activities

20 teachers provided feedback to these activities. Working with schools allows you to engage pupils on multiple occasions to deepen their understanding

What worked	Improve by...
Developing lessons that could satisfy curriculum requirements and testing in different schools	Approaching educators, to ask what works best for them. Work together to create a tailored plan for the context
Developing both online and analogue materials so that different learning styles could be satisfied	Experimenting with analogue versions, or making the digital element more flexible
Teachers thought activities would increase pupils understanding and motivation to act	Document the actions pupils take as a result of their involvement

The benefits of working together

For cities and regions

1. Greater awareness of what citizens do and do not know about issues such as air pollution, and therefore what they prioritise
2. Increased knowledge of and confidence in science communication (e.g. adapting language to suit the audience)
3. New engagement skills (charisma, clear communication, type of language, etc.) and methods
4. Better understanding of how to recruit participants more effectively and get partners onboard;
5. Event management skills (e.g. how to organise and run events, often on multiple occasions, to avoid competition with other local events)
6. Greater awareness of the importance of project evaluation
7. The ability to tailor engagement activities to suit the school curriculum

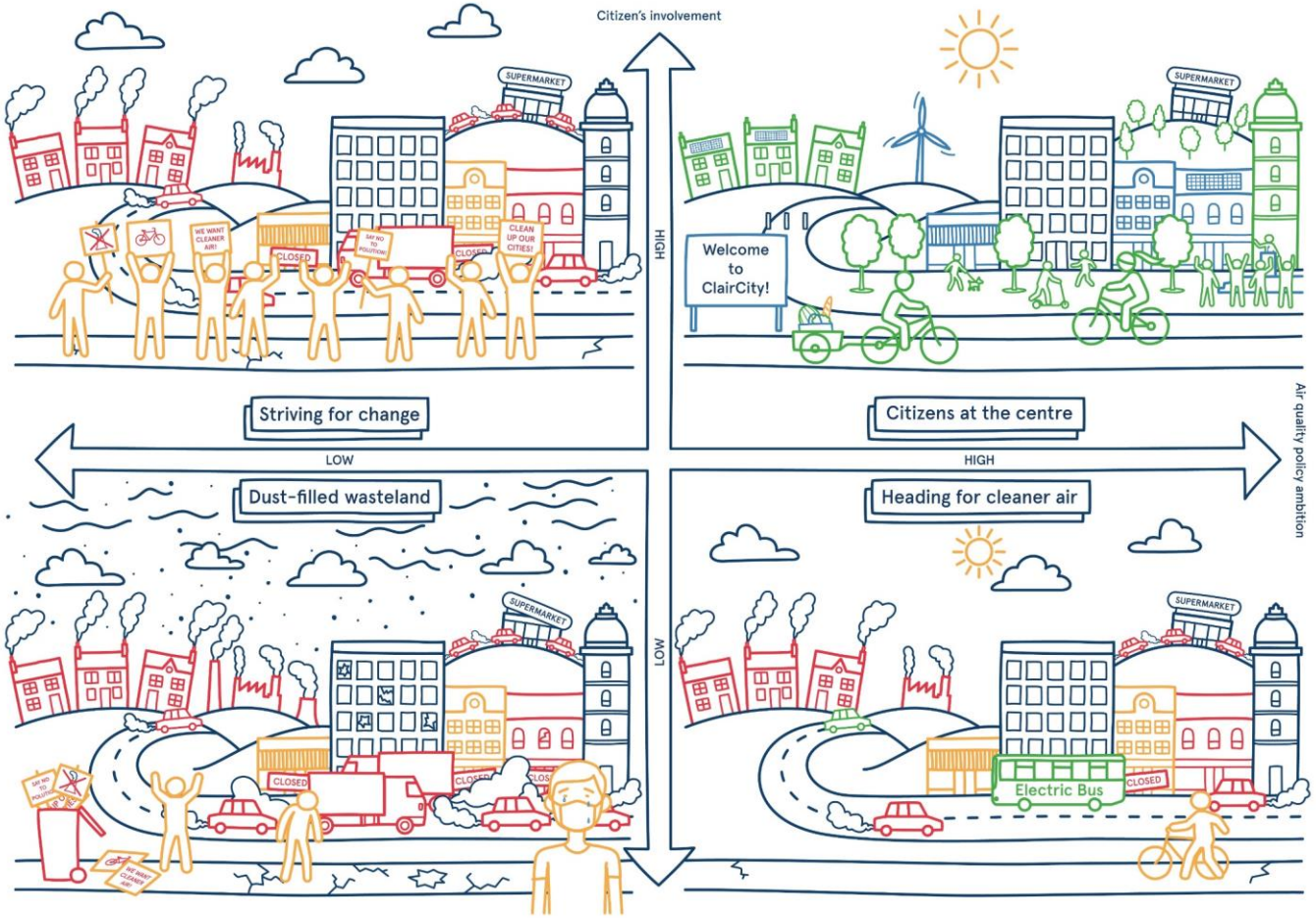
For scientists and science communicators

1. Ability to connect with thematic groups in the city, or wider regional networks to encourage participation (e.g. through citizen assemblies)
2. Enhanced relationships between universities and the Council
3. Engagement with community groups to capture the voices of more at-risk groups
4. Easier to link activities with other ongoing city/region activities and initiatives
5. Ability to make use of free advertising space (in Sosnowiec, the Council's network of bus stop billboards) to promote activities (e.g. the game)
6. Ability to tap into the social media platform that is most popular for that city/region
7. Possibility to co-develop engagement tools
8. Ability to test out technology in safe incubator spaces (e.g. universities) before releasing to the public

ClairCity resources

bit.ly/ClairCitytools

QA



Before you go:

Sign up to our upcoming webinars

18th June: ClairCity modelling
25th June: Lessons for policy
Coming in July: community approaches to citizen involvement
Search 'ClairCity' on Eventbrite

Check your inbox: we will email all resources discussed in due course.

Follow us on social @ClairCity

We will announce our E-learning resources, developed from these webinars, on there soon.

This project received funding for the European Union's Horizon 2020 research and innovation programme under grant No. 689289.

ClairCity

1. Trinomics B.V. (Project Coordinator - Netherlands)
2. University of the West of England, Bristol (Technical Lead - UK)
3. PBL Netherlands Environmental Assessment Agency (NL)
4. Statistics Netherlands CBS (Netherlands)
5. Technical University of Denmark (Denmark)
6. Norwegian Institute for Air Research (Norway)
7. REC Regional Environmental Centre (Hungary)
8. TECHNE Consulting (Italy)
9. Transport & Mobility Leuven (Belgium)
10. University of Aveiro (Portugal)
11. ***Municipality of Amsterdam (Netherlands)***
12. ***Bristol City Council (UK)***
13. ***Intermunicipal Community of Aveiro Region (Portugal)***
14. ***Liguria Region (Italy)***
15. ***Municipality of Ljubljana (Slovenia)***
16. ***Sosnowiec City Council (Poland)***

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