

Smart Control of the Climate Resilience in  
European Coastal Cities



# Co-creation and co-design, including tools and methods

Marta De Los Rios White (ENoLL) & Elina Makousiari (IHS)

Work Package 2: Coastal City Living Labs Design, Implementation, and Evaluation

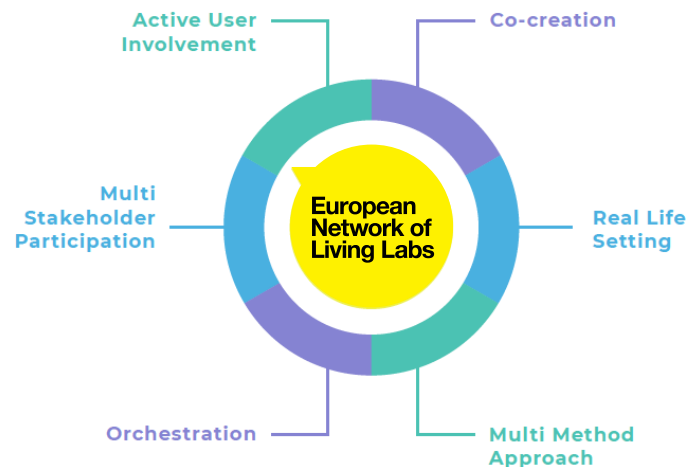
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# The importance of co-creation in LLs

- ◆ A well-conducted co-creation process can go **beyond** the generation of new solutions, and it can lead to reconfigure the system in which it take place.
- ◆ Co-creation is defined as a multi-level process for **boosting the participation of end users** in the process of innovation.
- ◆ It's important to put in place a co-creation process using the **right methodology**.



# Co-creation and Co-design

Co-design is a specific instance of the broader concept of co-creation and refers to the creativity of designers and people not trained in design working together in the design development process.

***“In the case of SCORE, co-creation is the outcome of the process where different knowledge, values and expertise evolve to build a consistent and sustainable CCLL”***

***“In the case of SCORE, the solutions needed to adapt to the climatic hazards each Coastal City is facing will be co-designed through the CCLL ”***

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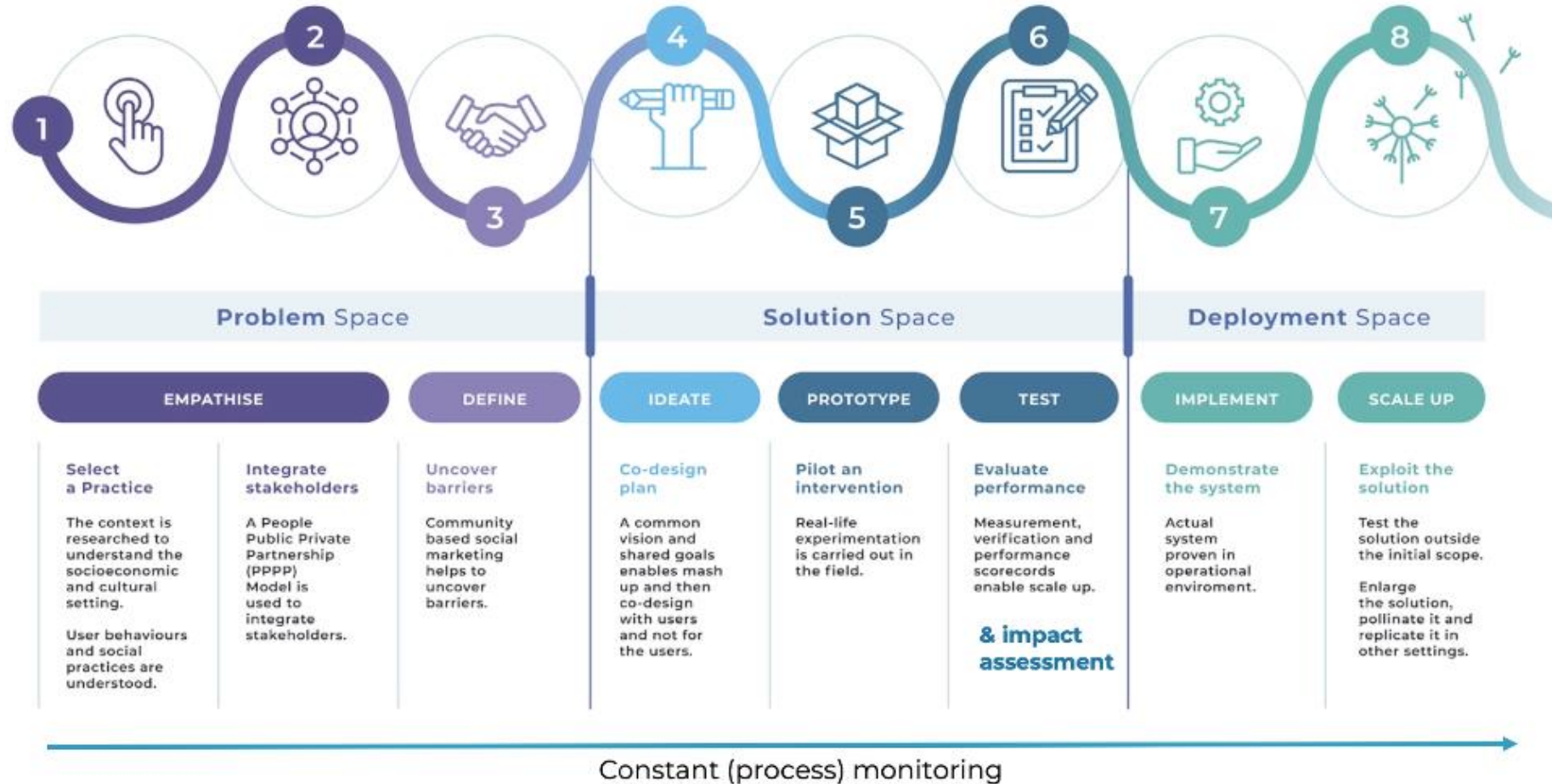


# Co-creation tools and methods



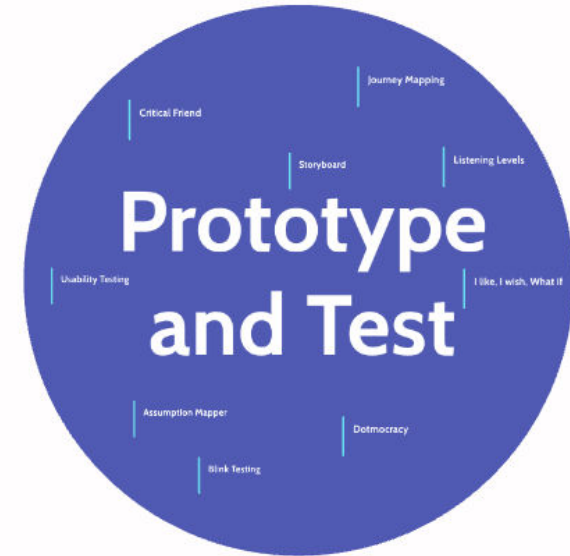
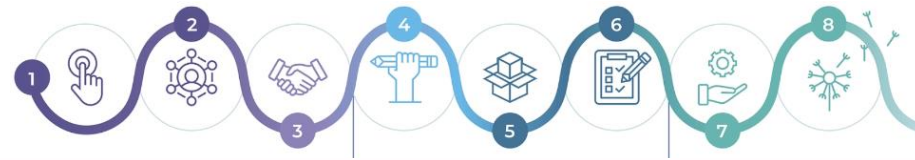
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# Co-creation toolkit *within* SCORE





# Co-creation toolkit *within* SCORE



# Co-creation toolkit *within and outside SCORE*



**1** NEED IDENTIFICATION & ANALYSIS

**2** IDEATION & VISIONING

**3** STRATEGY DEVELOPMENT

**4** PROTOTYPE & TESTING

**5** FEEDBACK & EVALUATION



**1** NEED IDENTIFICATION & ANALYSIS

To explore and uncover different **needs, views, values, and goals**

**2** IDEATION & VISIONING

**3** STRATEGY DEVELOPMENT

**4** PROTOTYPE & TESTING

**5** FEEDBACK & EVALUATION





**1** NEED IDENTIFICATION & ANALYSIS

To explore and uncover different **needs, views, values, and goals**

**2** IDEATION & VISIONING

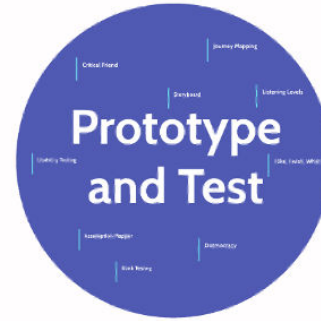
To stimulate creativity and shape innovative **ideas, visions and solutions**

**3** STRATEGY DEVELOPMENT

To plan **concrete actions** for the future

**4** PROTOTYPE & TESTING

**5** FEEDBACK & EVALUATION



**1** NEED IDENTIFICATION & ANALYSIS

**2** IDEATION & VISIONING  
 To stimulate creativity and shape innovative ideas, visions and solutions

**3** STRATEGY DEVELOPMENT  
 To plan concrete actions for the future

**4** PROTOTYPE & TESTING  
 To experiment with the developed solutions and test them in real-life

**5** FEEDBACK & EVALUATION  
 To evaluate reactions, preferences or oppositions to the developed solutions

# How to select your tools

- ◆ Format
- ◆ Facilitation level
- ◆ Target group
- ◆ Group expertise
- ◆ Group size
- ◆ Time frame

CO-CREATION TARGET	TOOL NAME	FORMAT(S)	FACILITATION LEVEL	TARGET GROUP		TIME FRAME
				Group Expertise	Group Size	
Need Identification & Analysis	Activities Canvas	Template	Medium	Low	All	1-2h
	Importance/Influence Matrix	Template	Low	Low	1-15 people	1h
	Mental mapping	Method	Low	Low	1-15 people	<1 hour
	Participatory Mapping	Method	Medium	Low	All	<1 hour
	People shadowing	Template	Medium	Low	1-10 people	1-3 days
	Persona	Template	Medium	Low	All	<1 hour
	Practical Canvas	Template	Low	Low	1-10 people	1-2h
	Stakeholder Journey	Template	Medium	Low	1-15 people	2h
	Strategic Canvas	Template	Low	Low	1-10 people	1-2h
	SWOT Analysis (Spatial)	Template	Low	Low	All	1h
	Transect Walk	Method	Medium	Low	All	1-3 days
	User personas	Template	Medium	Low	1-10 people	1h
	Value proposition canvas	Template	Medium	Low	5-10 people	1h
Ideation & Visioning	Brainstorming	Workshop	Low	Low	1-20 people	1-2h
	Brainwriting	Workshop	Medium	Low	1-10 people	1h
	Carousel technique	Workshop	Medium	Low	1-20 people	1-2h
	Co-co Toolkit	Workshop	Advanced	Advanced	1-5 people	1.5-2h
	Collage	Workshop	Low	Medium	1-5 people	2-3h
	Community Canvas	Template	Advanced	Advanced	5-10 people	1.5-2h
	Fishbone (Ishikawa) diagram	Method	Medium	Low	All	1-2h
	Focus group	Method	Medium	Low	All	1-2h
	Idea Dashboard	Template	Medium	Low	1-15 people	<1h
	Lego Serious Play	Game, Method	Advanced	Advanced	1-5 people	<1h
	Metaplan	Workshop	Low	Low	5-10 people	1h
	Reference Project	Method	Advanced	Advanced	All	1-3 days
	Rolestorming	Workshop	Medium	Low	1-10 people	1h
	Round Table	Method	Low	Low	All	1-2h
	The 5Whys	Workshop	Medium	Medium	10-15 people	1.5-2h
	The 6 Thinking Hats	Workshop	Low	Low	5-10 people	1.5-2h
	Vision Development	Workshop	Advanced	Medium	>20 people	1-3 days
	Walt Disney Method	Method	Advanced	Medium	1-20 people	1.5-2h
	World café	Method	Low	Low	All	1-2h
	Strategy Development	5 bold steps	Template	Advanced	Advanced	5-10 people
Participatory Backcasting		Method	Advanced	Medium	5-10 people	1-2h
Roadmapping		Workshop	Advanced	Medium	>20 people	1-3 days
Scenario Planning		Method	Medium	Low	5-10 people	1-2h
SOAR Analysis		Template	Medium	Low	5-10 people	1-3 days
Prototype & Testing	Assumption Mapper	Template	Low	Low	1-5 people	1h
	Blink Testing	Method, ICT	Low	Low	1-15 people	<1h
	Journey Mapping	Template	Medium	Low	All	1-3 days
	Storyboard	Workshop	Low	Low	5-10 people	1.5-2h
	Usability Testing	Method	Advanced	Advanced	1-20 people	2-3h
Feedback & Evaluation	Critical Friend	Method	Low	Medium	1-10 people	1h
	Dotmocracy	Method	Low	Low	All	<1h
	I like, I wish, What if	Method, ICT	Low	Low	All	<1h
	Listening Levels	Method	Low	Medium	1-10 people	<1h



# How to select your tools

## Case: Situation Analysis for project X (early stage)

- ◆ Format *Template*
- ◆ Facilitation level *Low*
- ◆ Target group
- ◆ Group expertise *Low*
- ◆ Group size *???*
- ◆ Time frame

CO-CREATION TARGET	TOOL NAME	FORMAT(S)	FACILITATION LEVEL	TARGET GROUP		TIME FRAME
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# SWOT Analysis

Internal

## Strengths 🦵

What do you do well? What unique resources do you have?  
What do others compliment or praise?



## Weaknesses? 📄

Where is there room for improvement? What resources do you lack?  
What critiques do you receive?



## Opportunities 🌸

What opportunities do you have? What trends can you take advantage of?  
How can your strengths be used?



## Threats 🔥

What potential threats do you face? What changes in your industry are troublesome?  
What threats do your weaknesses expose?



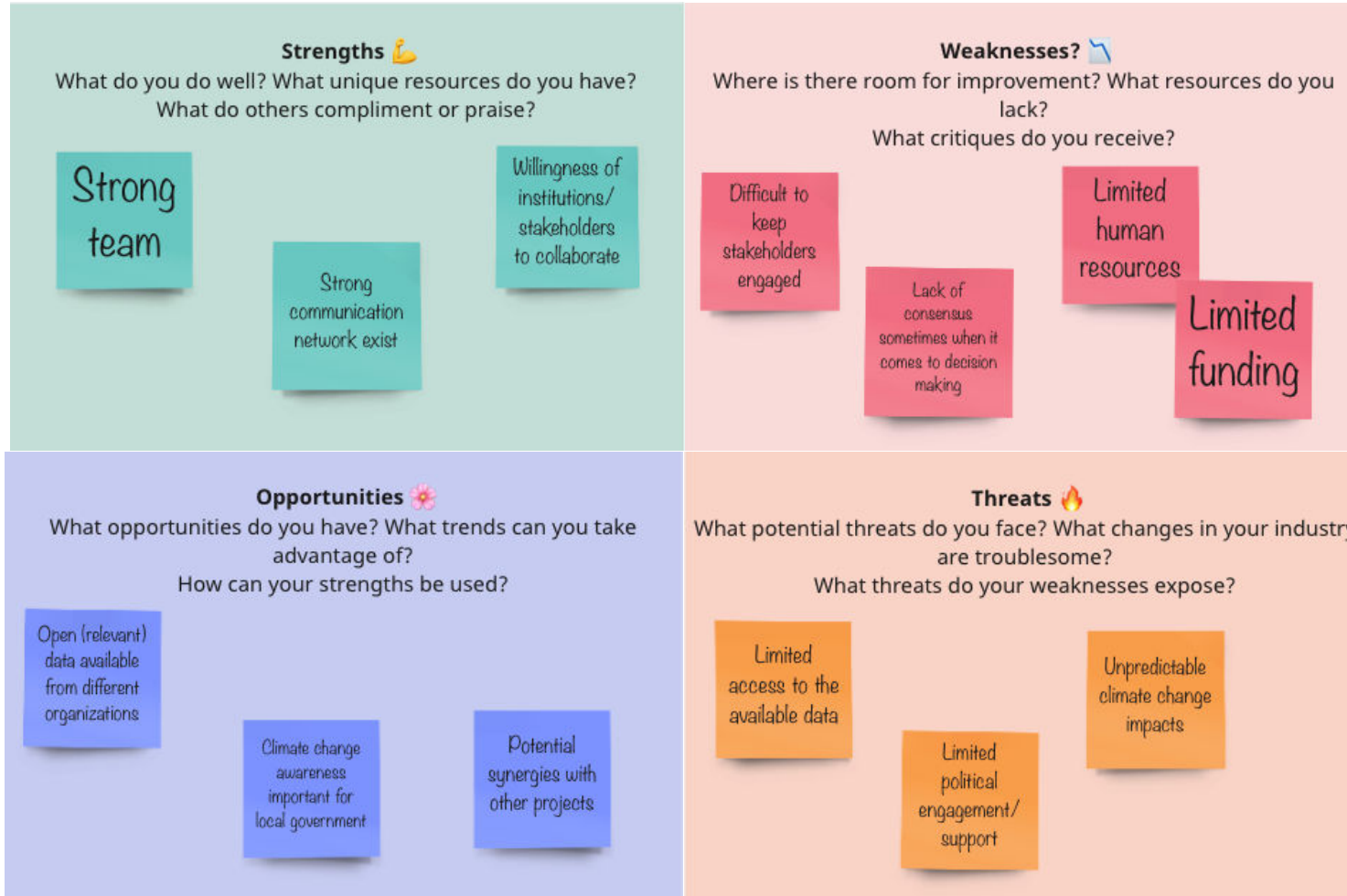
External

# SWOT Analysis

Focus: Future development of project X (related to climate change)

Internal

External





# Important notes

- ◆ *Selection of stakeholders* to be engaged is very important.
- ◆ [Stakeholder Journey](#)
- ◆ [Power/Interest Matrix](#)
- ◆ Each tool can be done as a *stand-alone exercise* but also as *part of a long multi-step process*
- ◆ The guide is *supportive* to your co-creation journey



[Find out more for SCORE's co-creative activities here](#)

# Thank you!

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- February 2023

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