# **Co-designing for Immigrant**Participation

#### Group <3spoo

Lotta Hyvarinen: lotta.hyvarinen@aalto.fi, Stefan Tanderup: stefan.tanderup@aalto.fi

Shotaro To: shotaro.to@aalto.fi

Andreas Sode: andreas.sode@aalto.fi

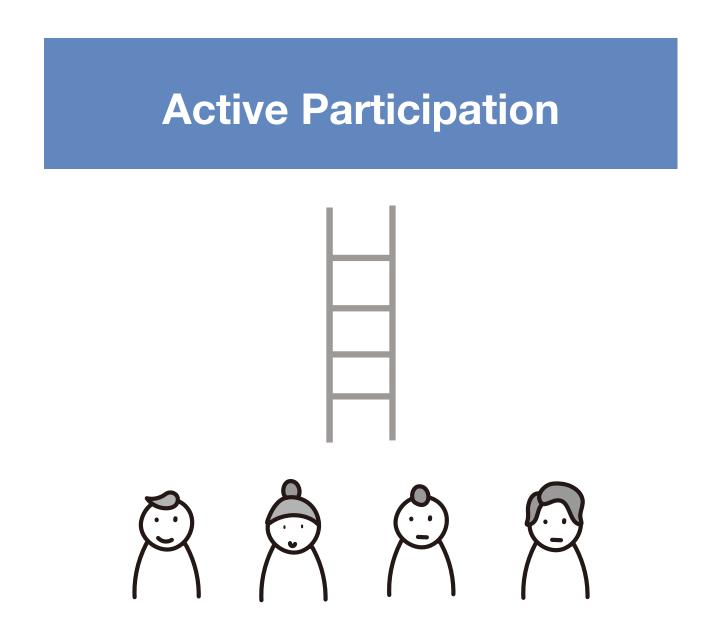
Liqin Meng: liqin.meng@aalto.fi
YaChan Yuan: yachan.yuan@aalto.fi





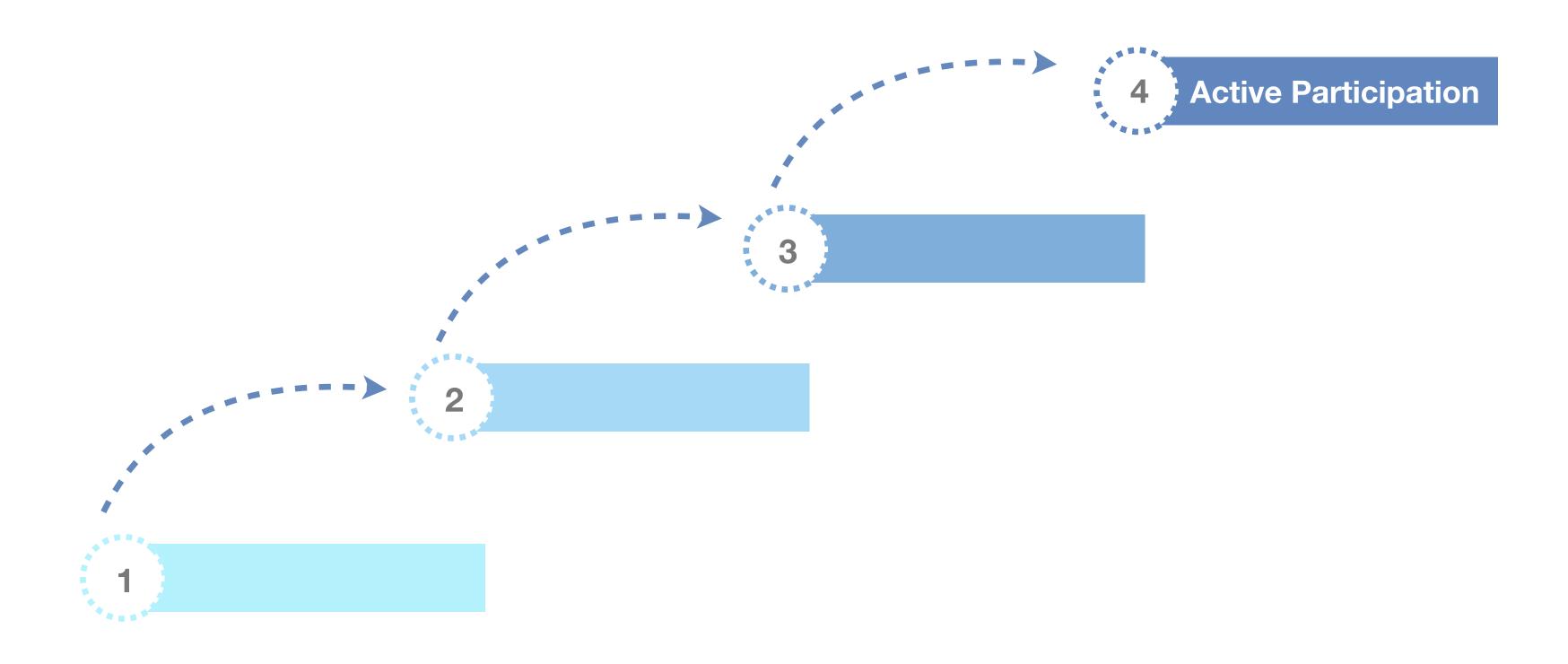
## INTRODUCTION

**Project aim** 



Support City of Espoo in engaging citizens using community hubs as a bridge.

## INTRODUCTION



3 interconnected actions towards a culture of (pro)active citizen participation, offering one solution for experimentation.

#### INTRODUCTION

City of Espoo

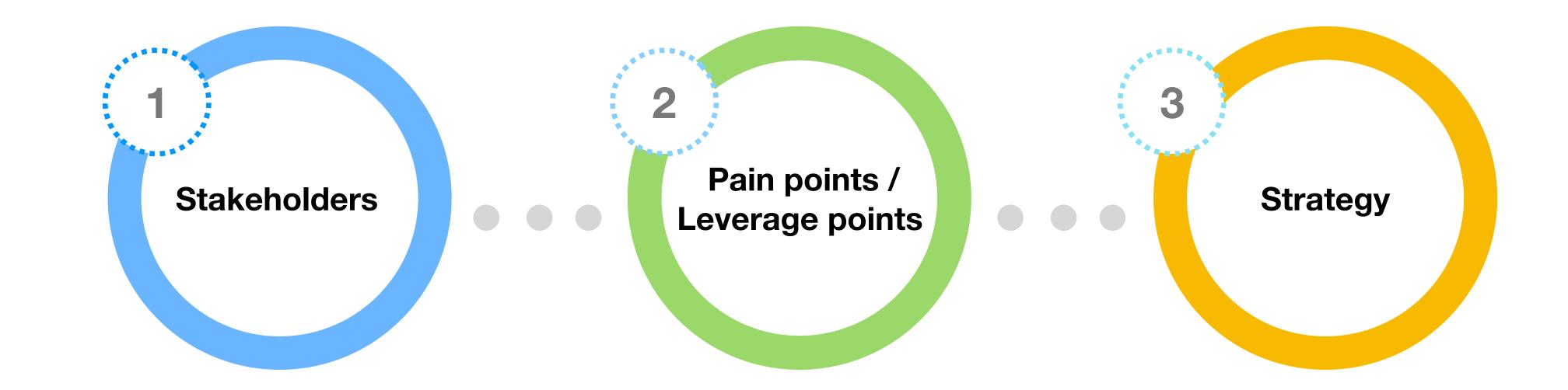
Structural Level

Cultivating creative mindset

Espoo citizens

Cultivating a creative mindset among the city officials which can lay foundations for future bottom-up participating.

#### CONTENT



Introduction to our stakeholders and how they are connected.

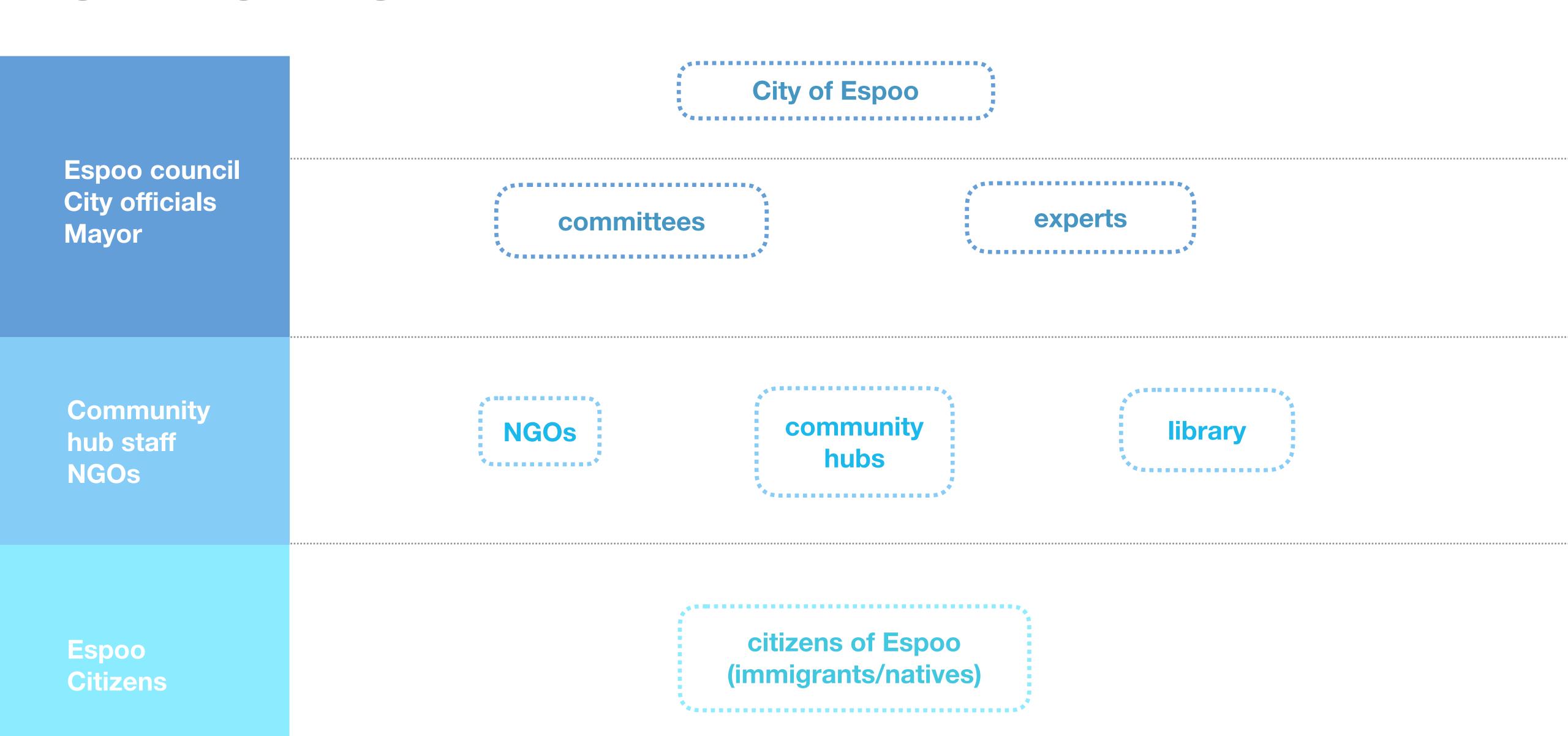
Go through pain and leverage points as opportunities for design.

Describe how to deal with each pain point through design interventions.

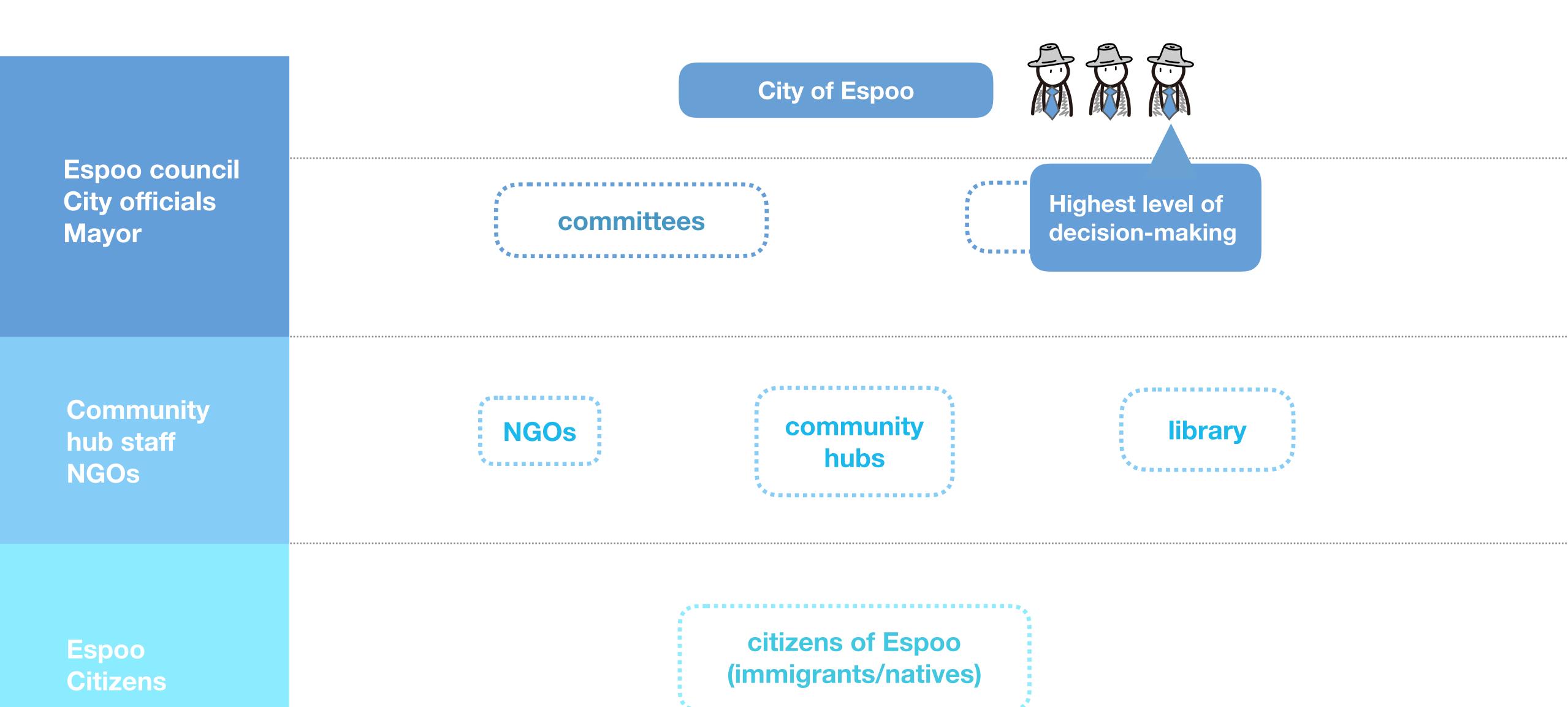
Espoo, council, City officials, Mayor

Community hub staff, NGOs

Espoo citizens



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**City of Espoo Espoo council** City officials committees 12 political committees Mayor proposing new policies Community community library **NGOs** hub staff hubs NGOs

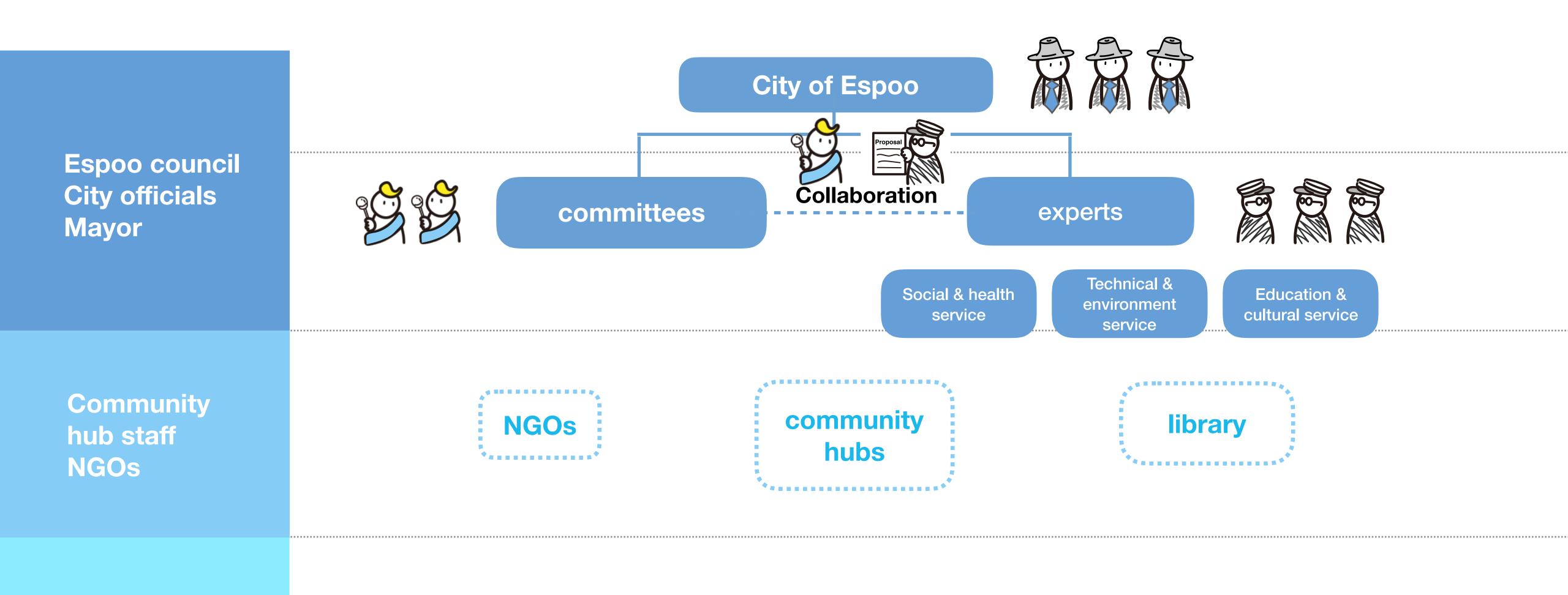
**Espoo Citizens** 

citizens of Espoo (immigrants/natives)

**City of Espoo Espoo council City officials** Three administrative experts Mayor branches Technical & Social & health **Education &** environment cultural service service service Community community library **NGOs** hub staff hubs NGOs

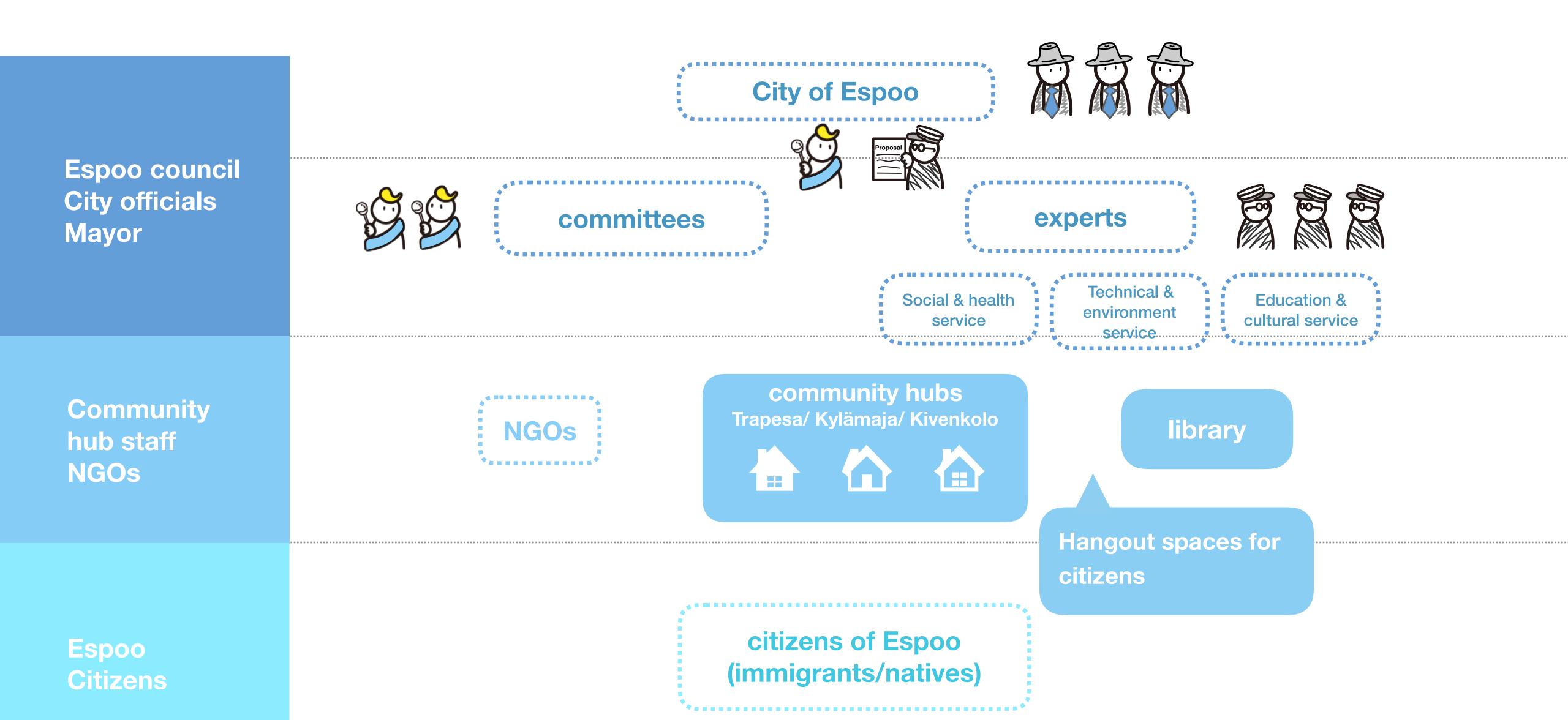
**Espoo Citizens** 

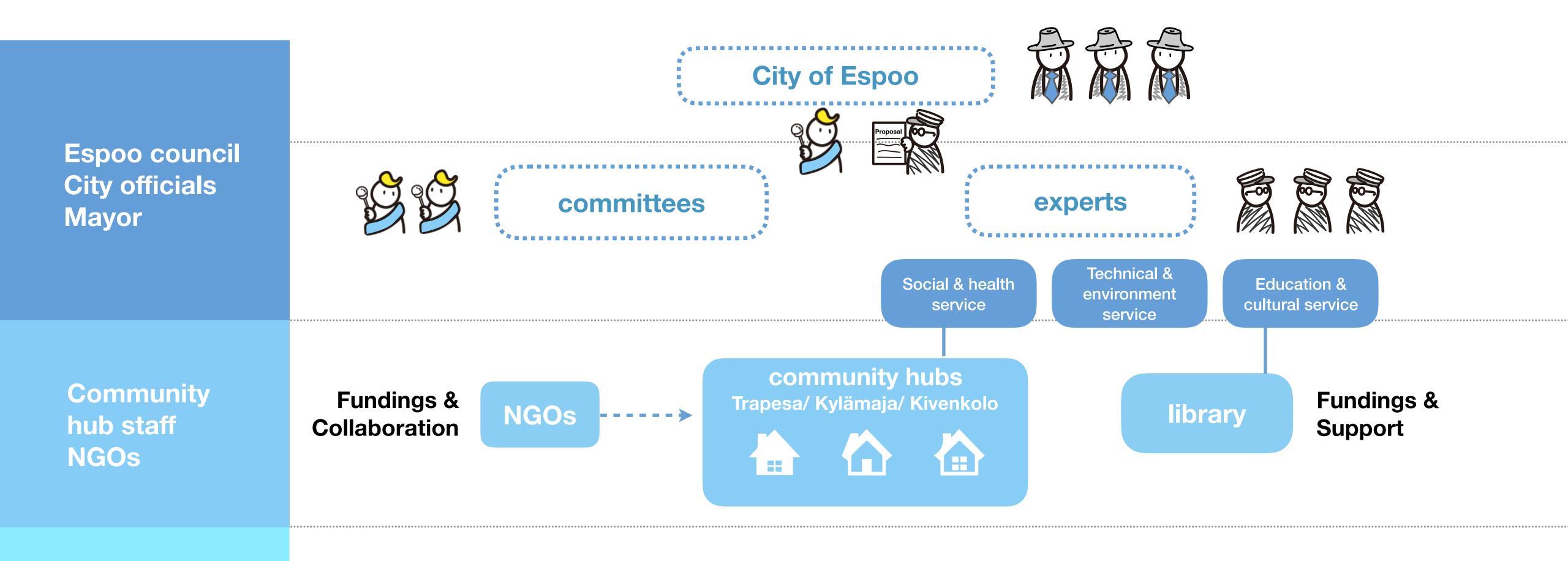
citizens of Espoo (immigrants/natives)



**Espoo Citizens** 

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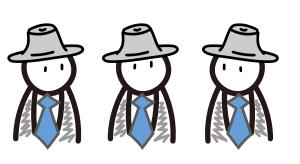


**Espoo Citizens** 

citizens of Espoo (immigrants/natives)

**Espoo council City officials** Mayor

**City of Espoo** 







experts







Community hub staff NGOs

**NGOs** 

community hubs Trapesa/ Kylämaja/ Kivenkolo







library

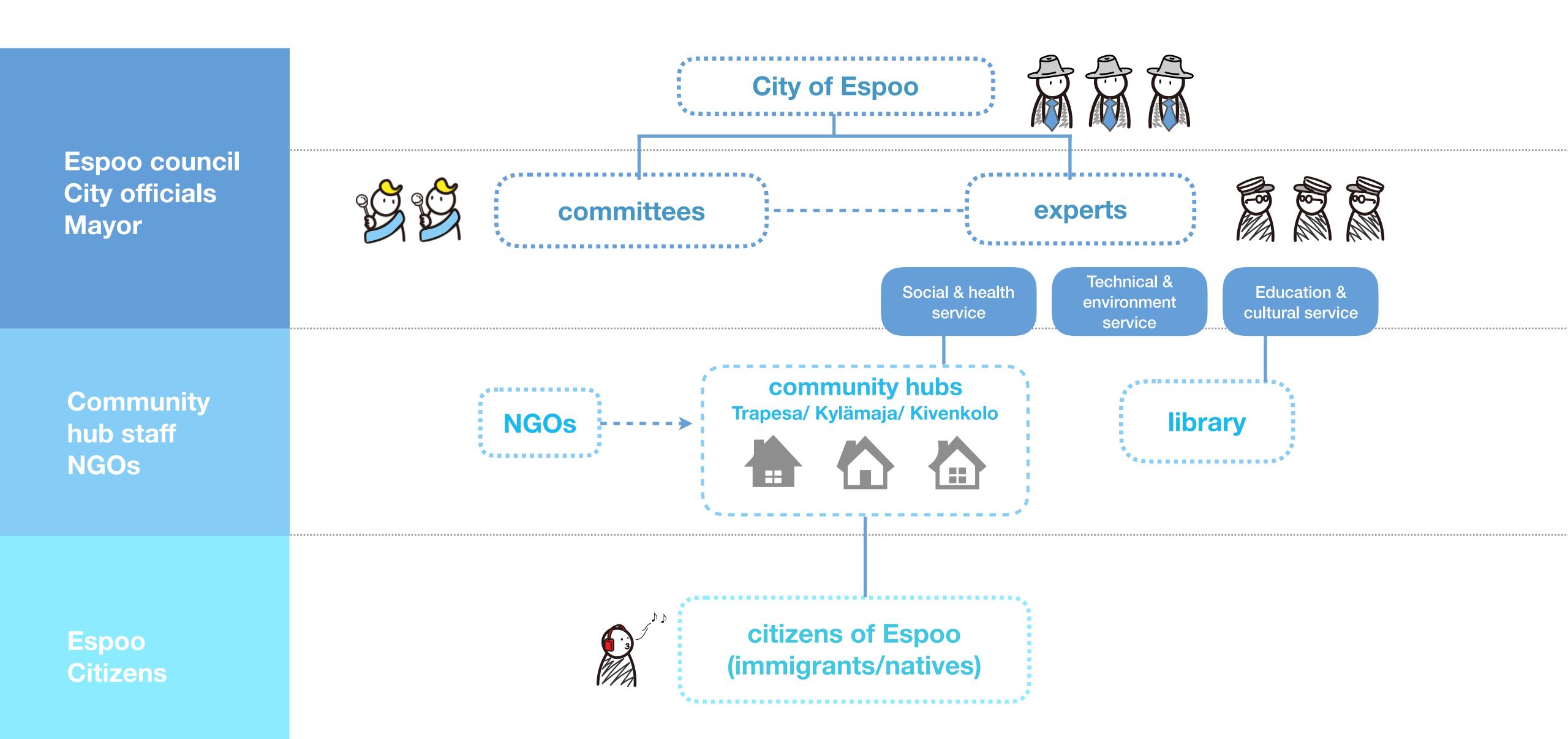
Espoo Citizens



committees

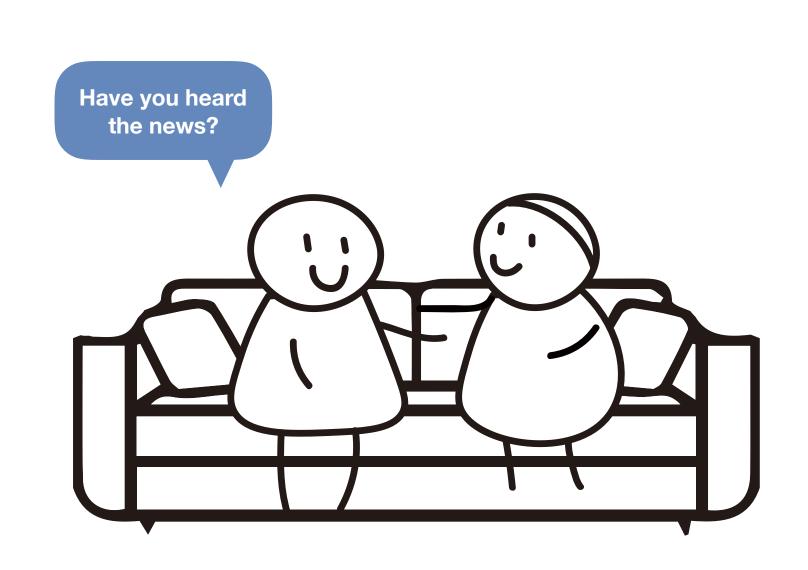
citizens of Espoo (immigrants/natives)

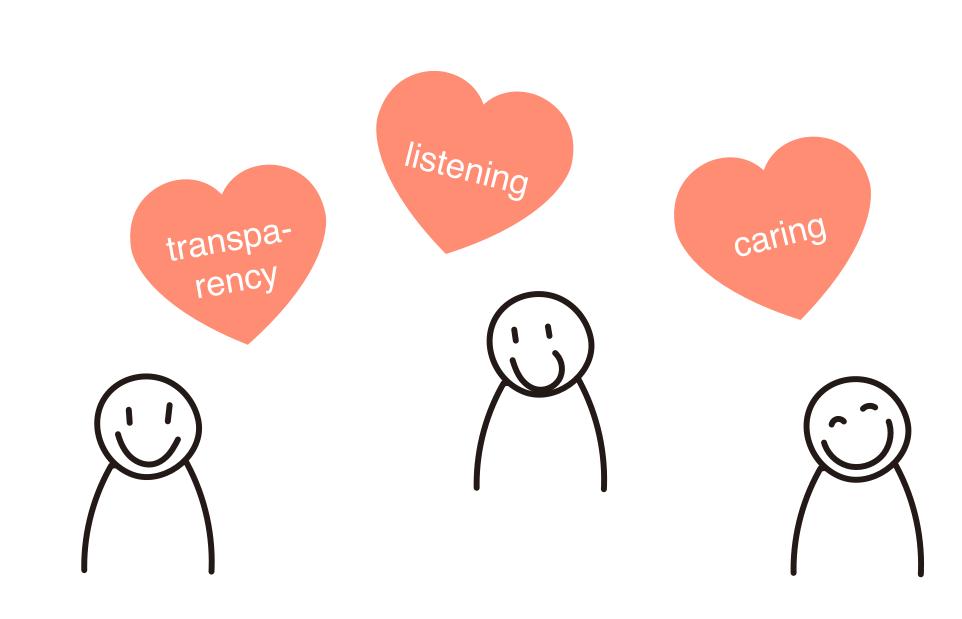
Volunteering and helping with events



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#### WHY COMMUNITY HUBS

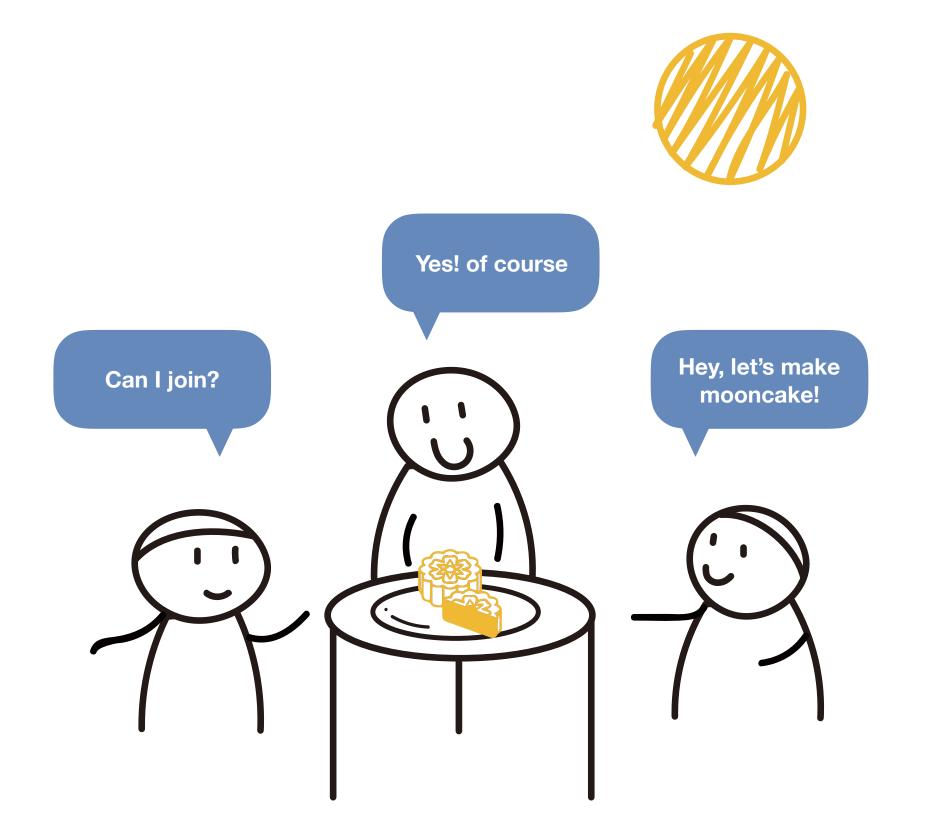


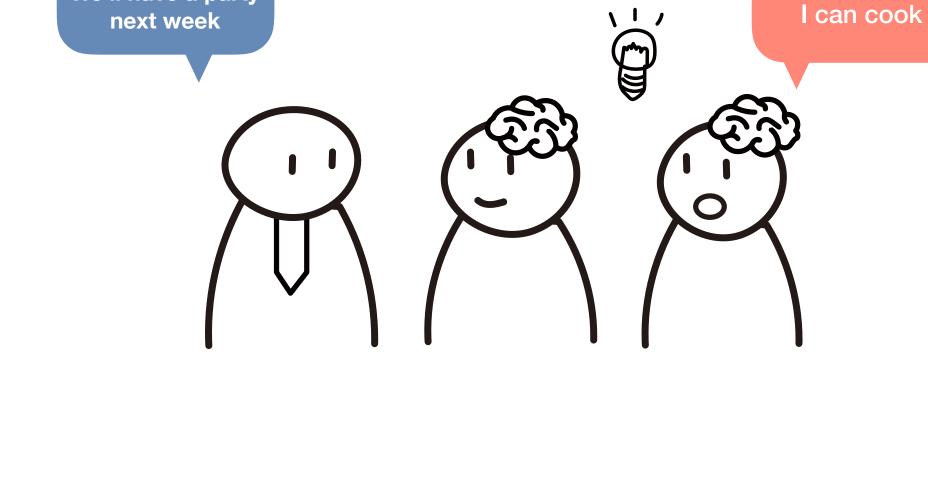


Citizens actively express their opinions, because they are in communities they trust.

Trust in community hubs is established through transparency, listening and caring.

#### WHY COMMUNITY HUBS





I can do

decoration

We'll have a party

Citizens feel more welcome if their culture and problems are respected, no matter the situation.

Citizens participate in activities if they feel like they can contribute to the activity. To do so, the activity should be approachable, everyone should have equal rights, and settings should be informal.

#### WHY CITIZEN ENGAGEMENT IS IMPORTANT TO MUNICIPALITIES

According to Hellon's Maria Jaatinen, presentation on Sept 19th:

- 1) The law says so
- 2) Pressure to develop more effective and user centered service processes (increasing competition with private services)
- 3) Need to direct the scarce resources in the right things (that are the most important to the citizens)
- 4) Cities and municipalities need to develop the attractiveness of their area for living and business
- 5) The role of municipalities is changing: emphasis moving from the production of basic services to fostering the wellbeing of the area and its citizens





Parliamentary System (Voting, Running for Parliament)



Active participation in public matters





Feeling of belonging in

the community

2







Being aware of what is going on





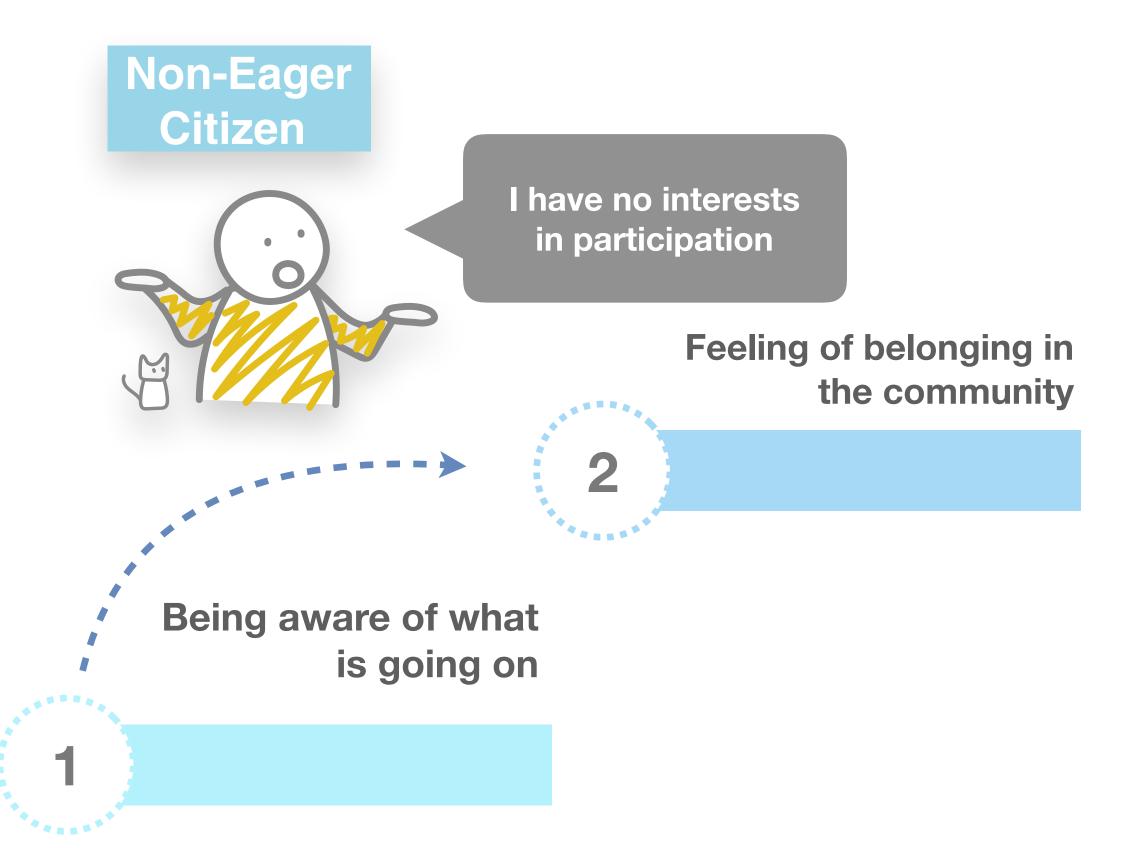






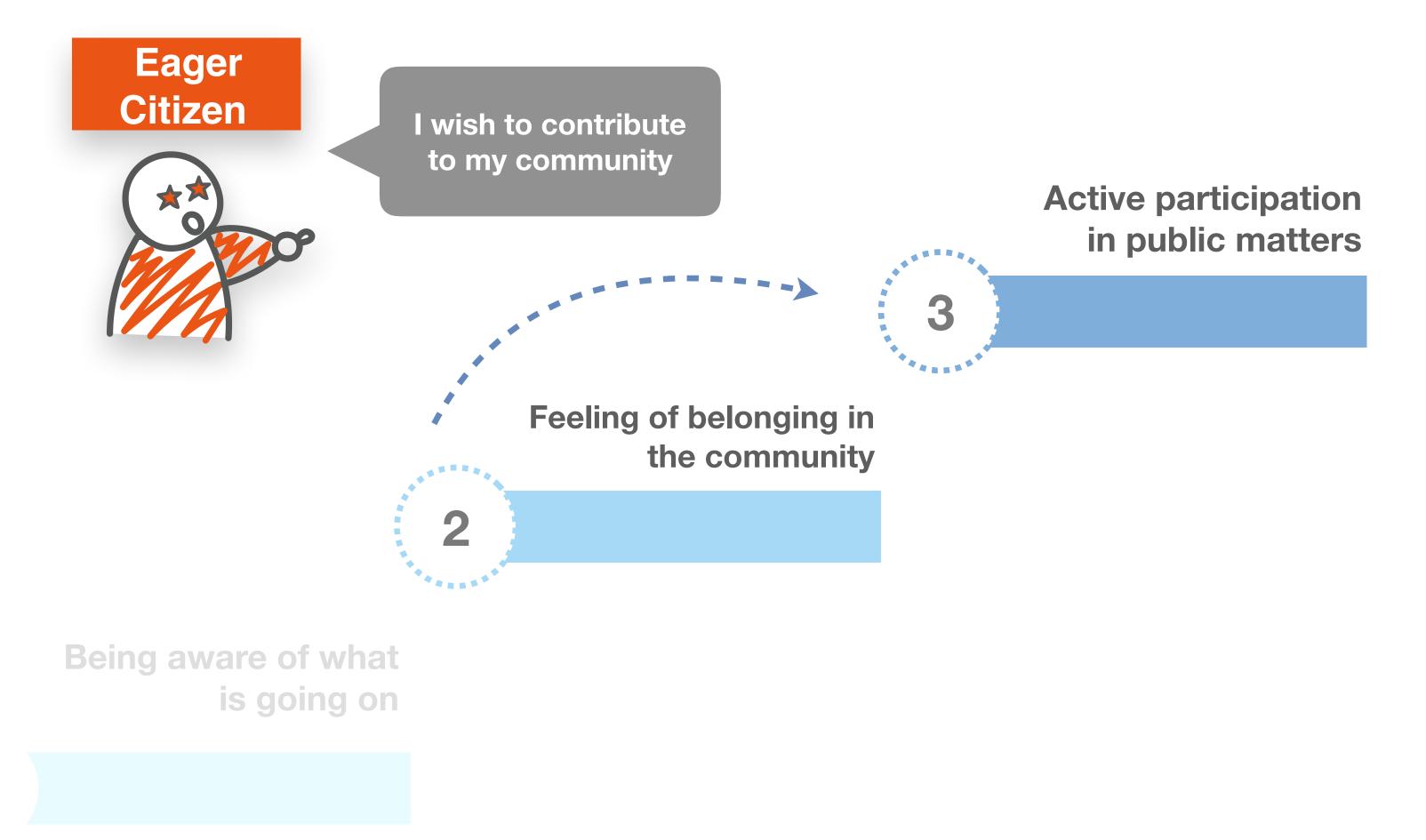
Parliamentary System (Voting, Running for Parliament)

4



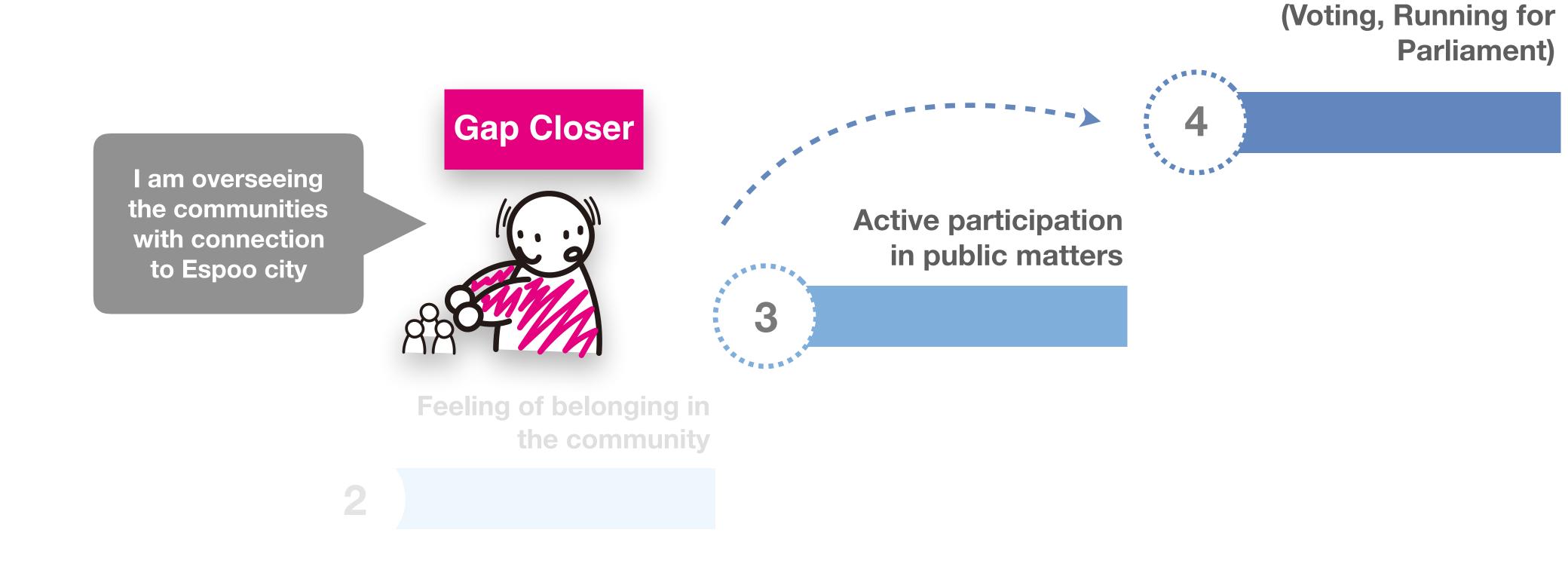
Active participation in public matters

3



Parliamentary System (Voting, Running for Parliament)

4



Being aware of what

is going on

**Parliamentary System** 

I am regularly taking action to help Espoo city develop and flourish towards a bright future



Parliamentary System (Voting, Running for Parliament)

4

Active participation in public matters

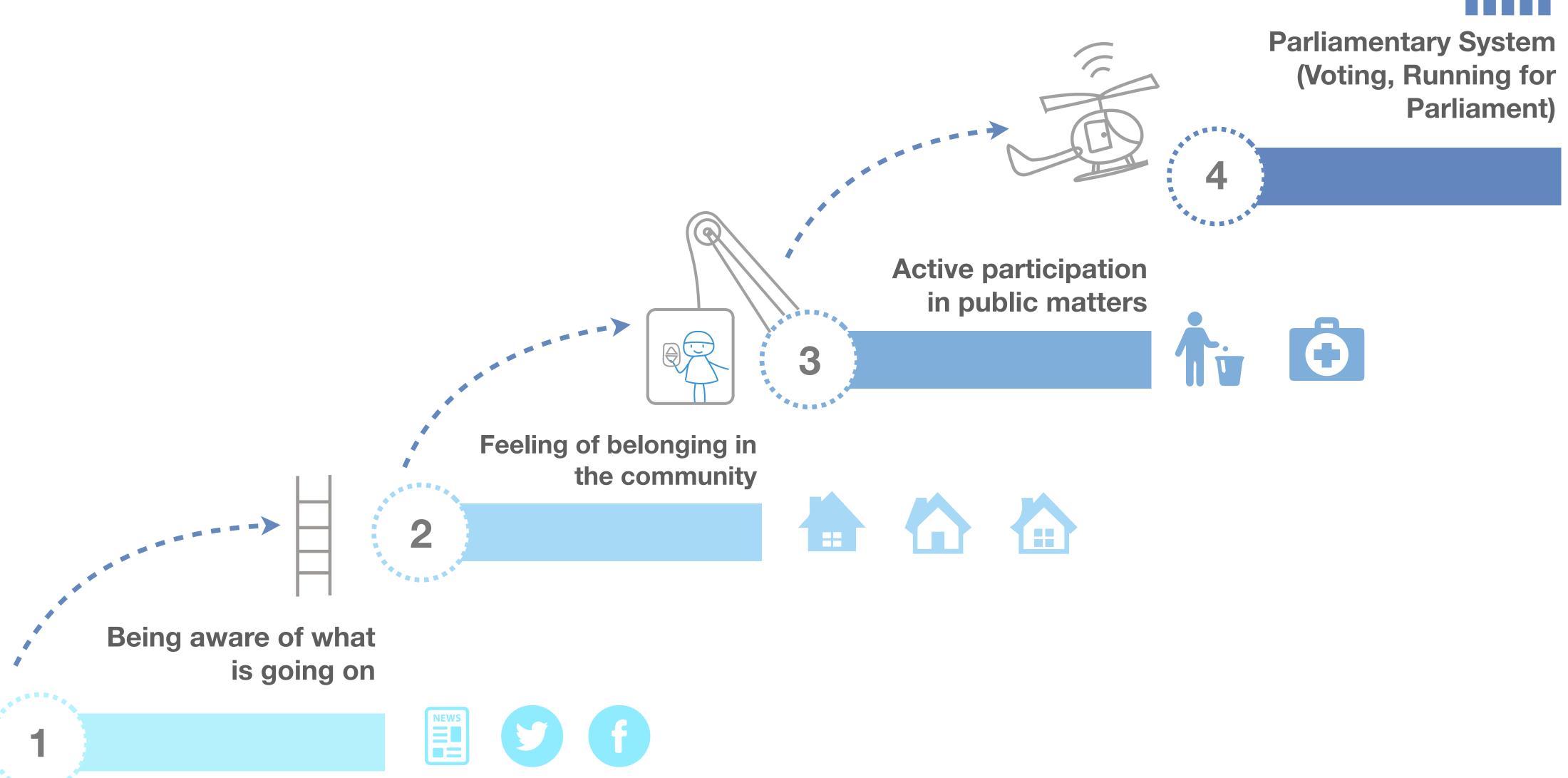
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Feeling of belonging in the community

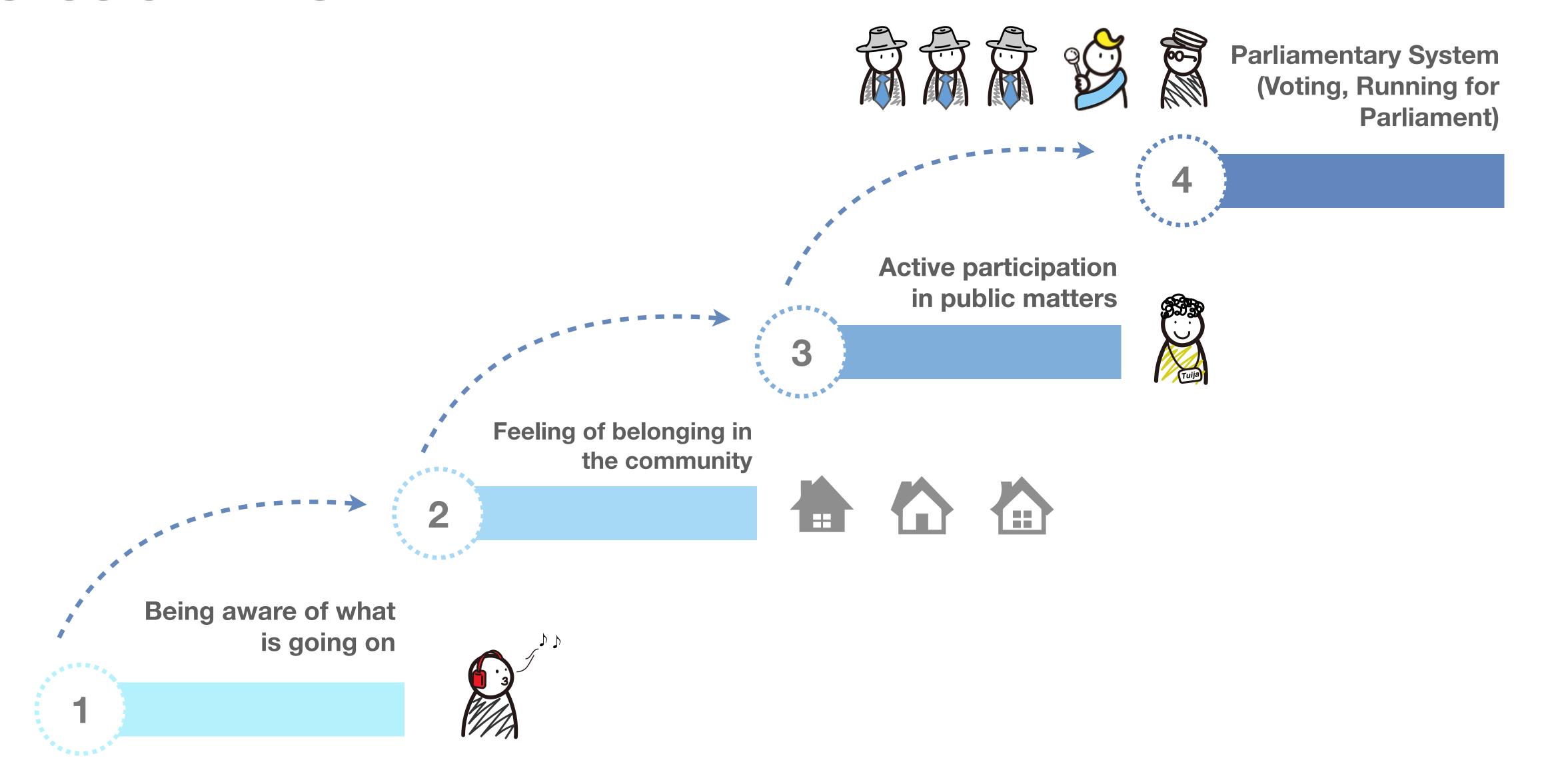
Being aware of what is going on

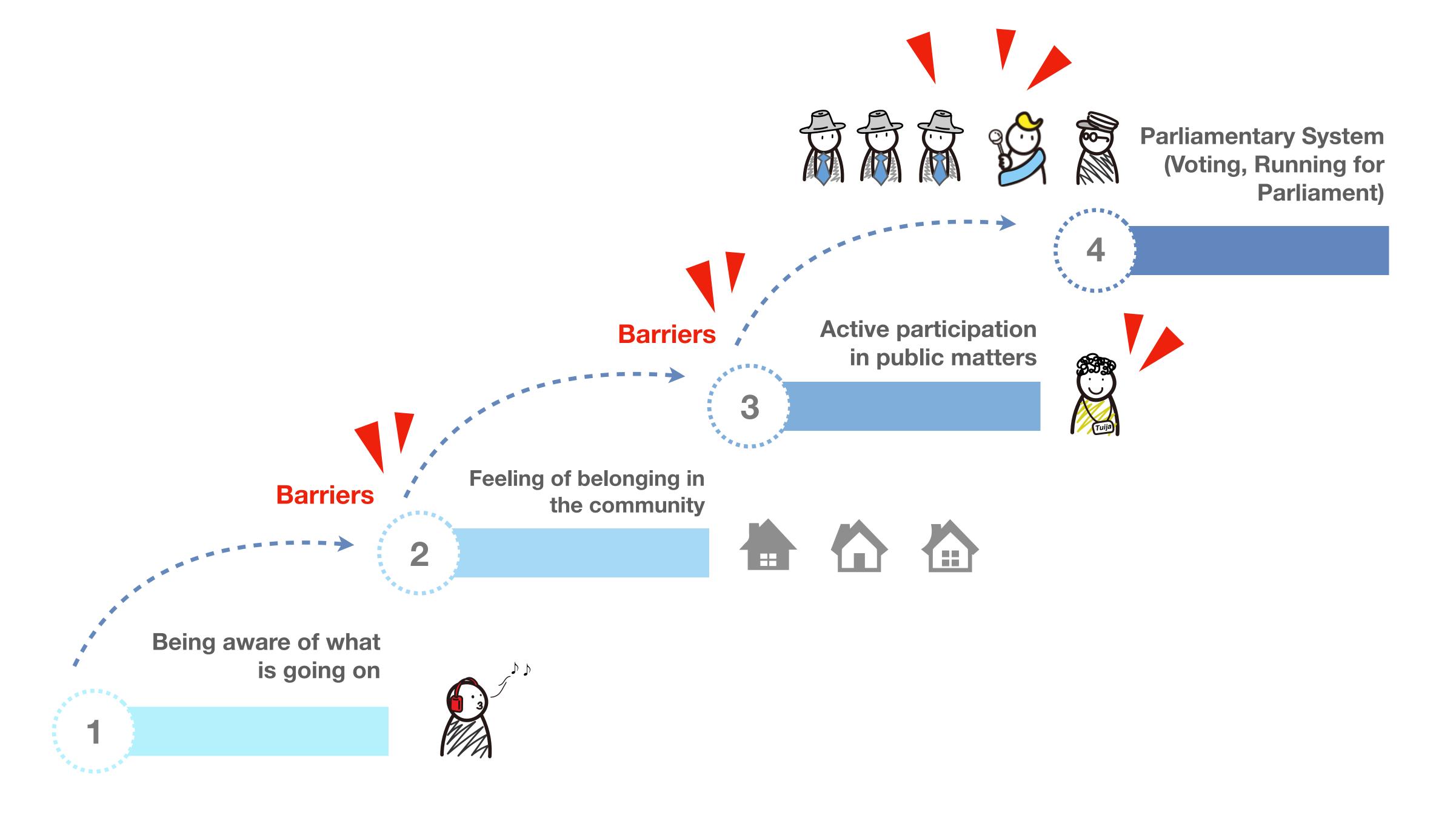
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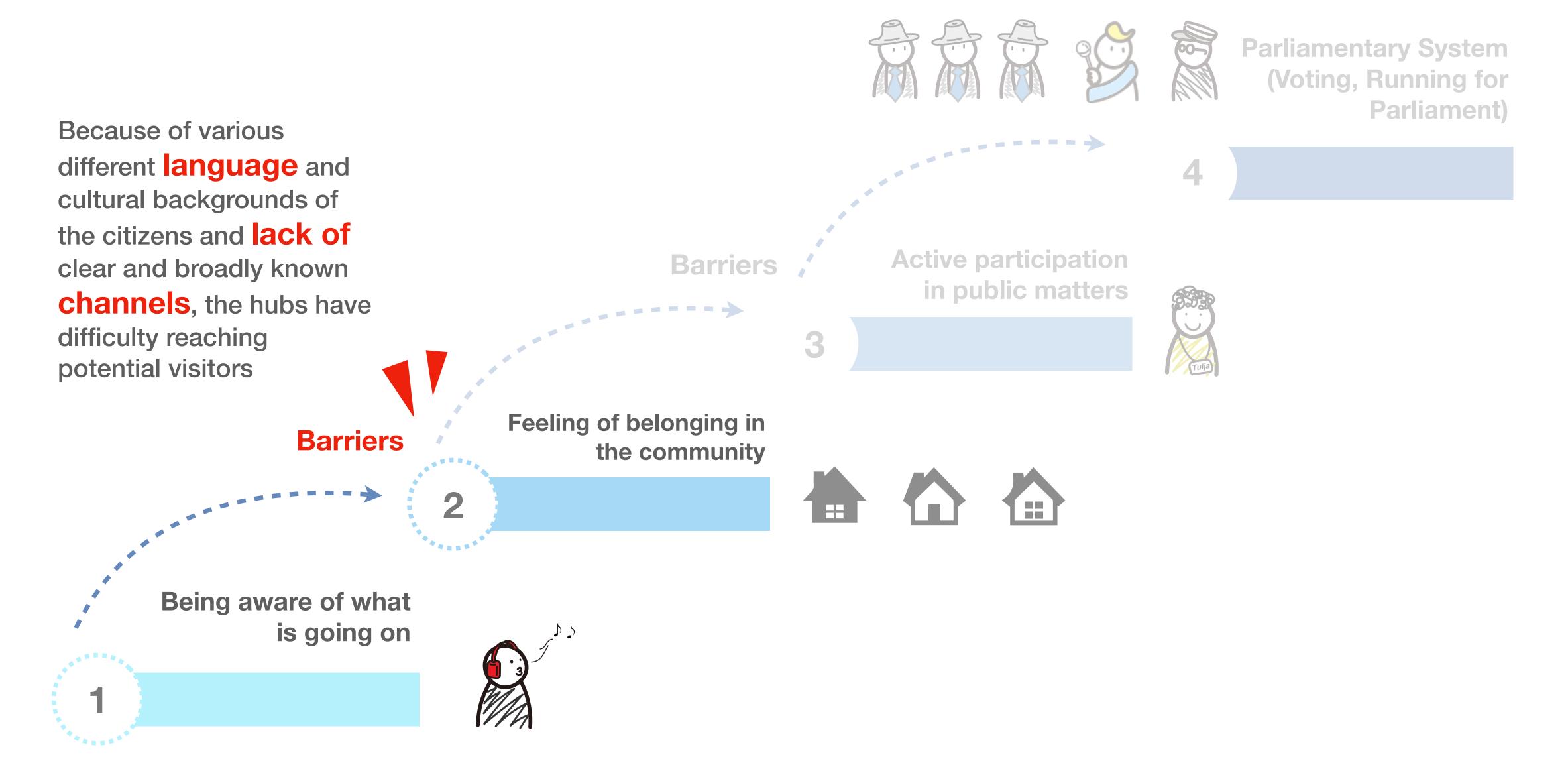


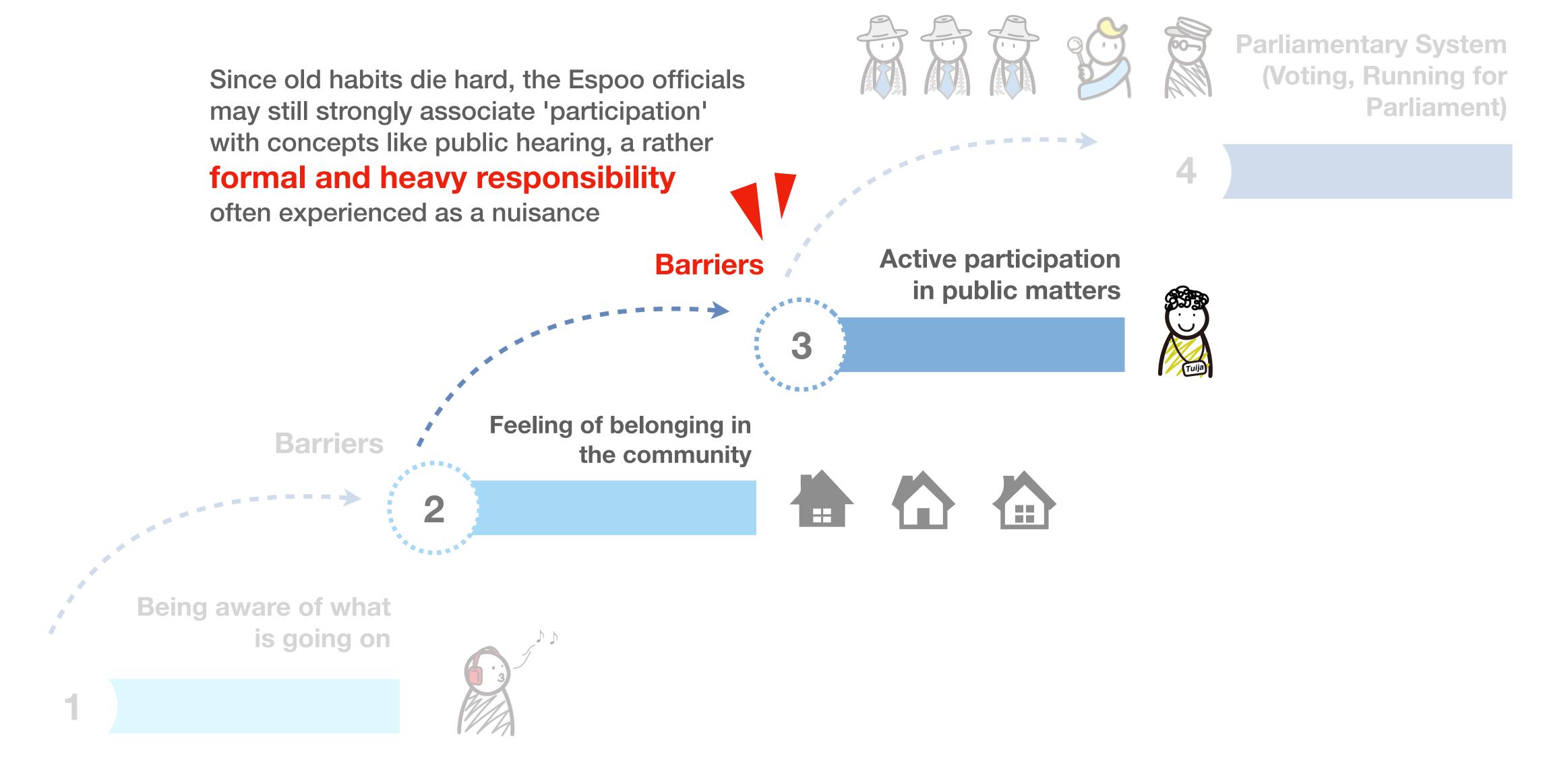


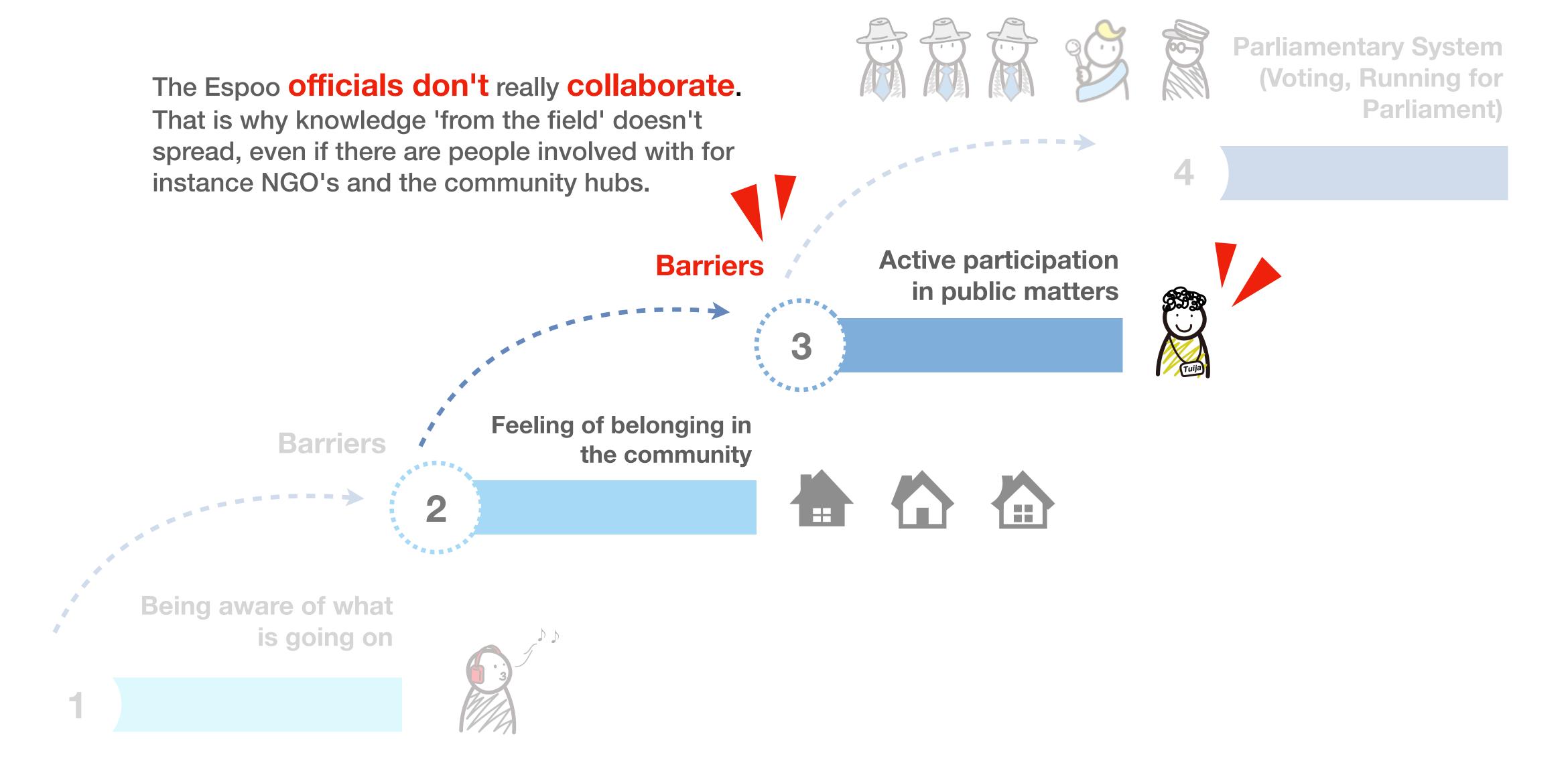
#### **ESPOO CITIZENS**

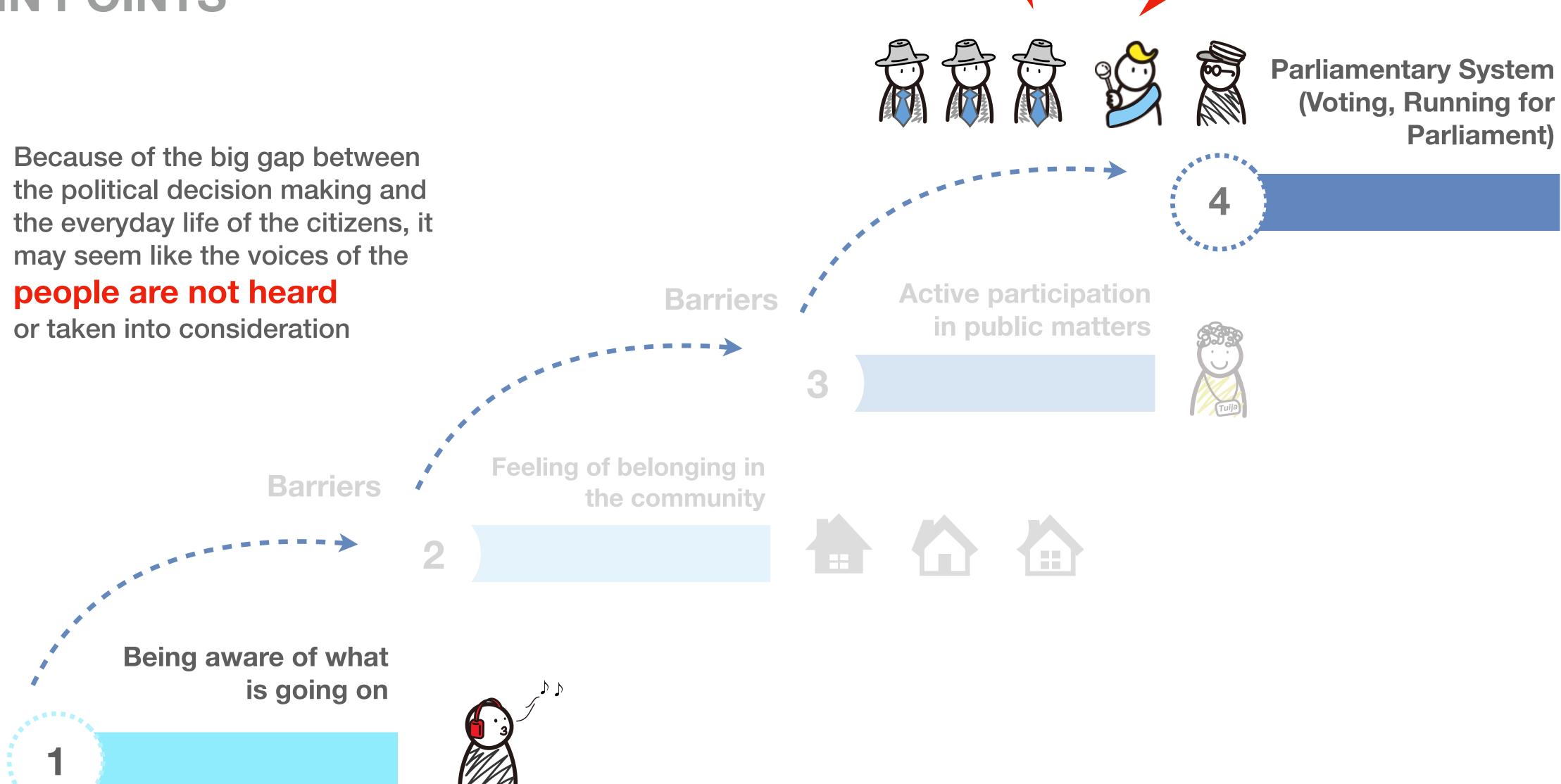












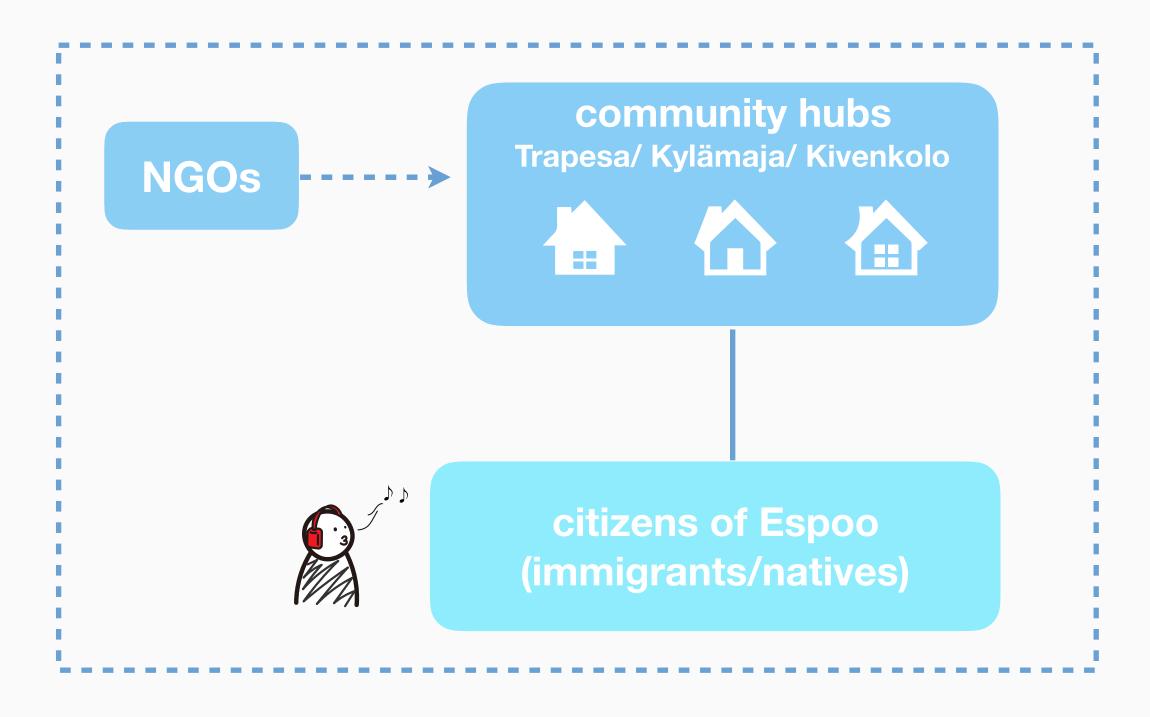
#### **OUR BRIEF**

How can the city of Espoo participatory program utilise the knowledge and know-how of the community hubs?

What elements of their functions could be adopted in the working ways of Espoo?

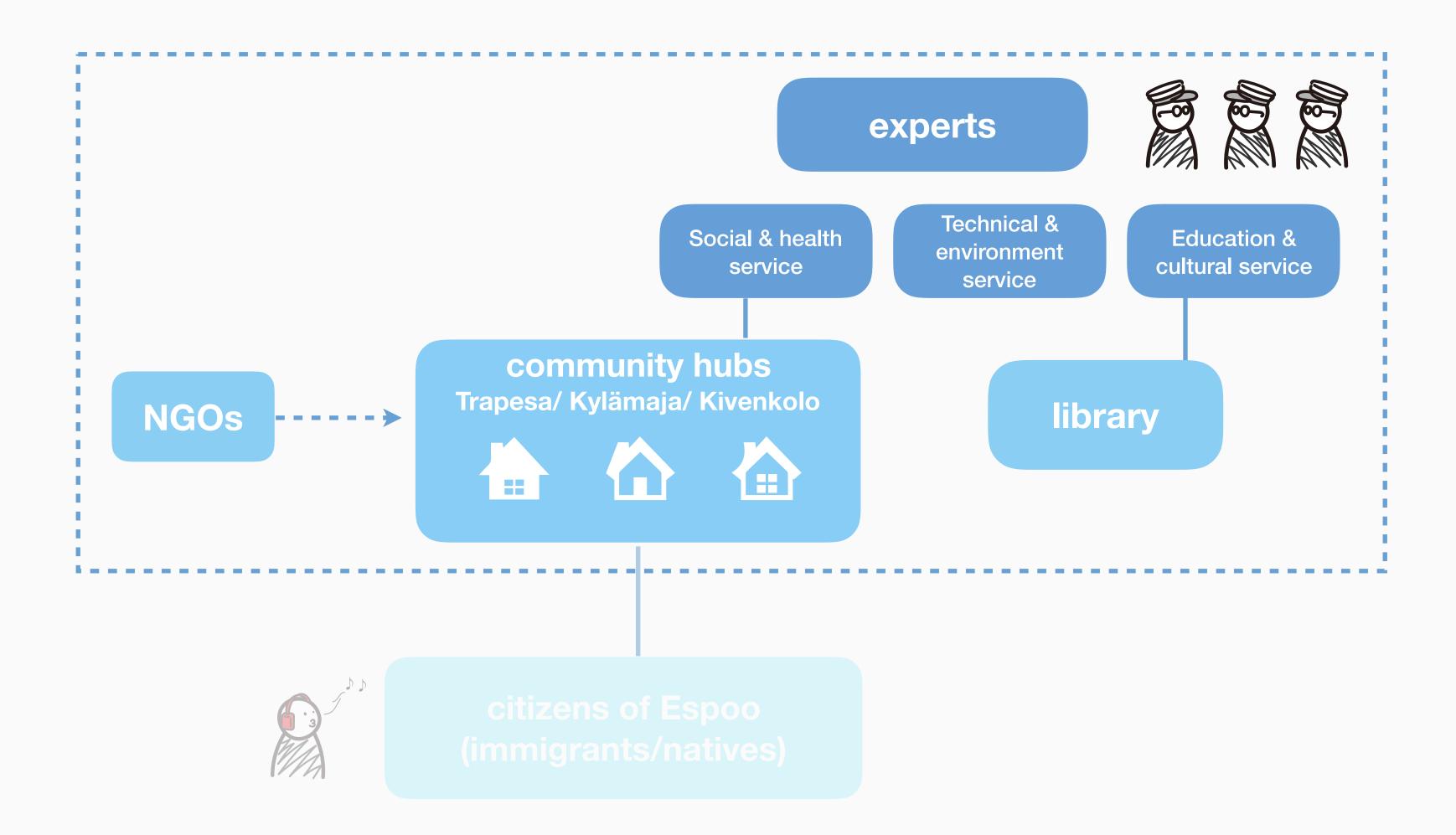
#### **OPTION 1**

Invest in campaigns inviting more non-Finnish citizens to the hubs with visuals and simplified language.



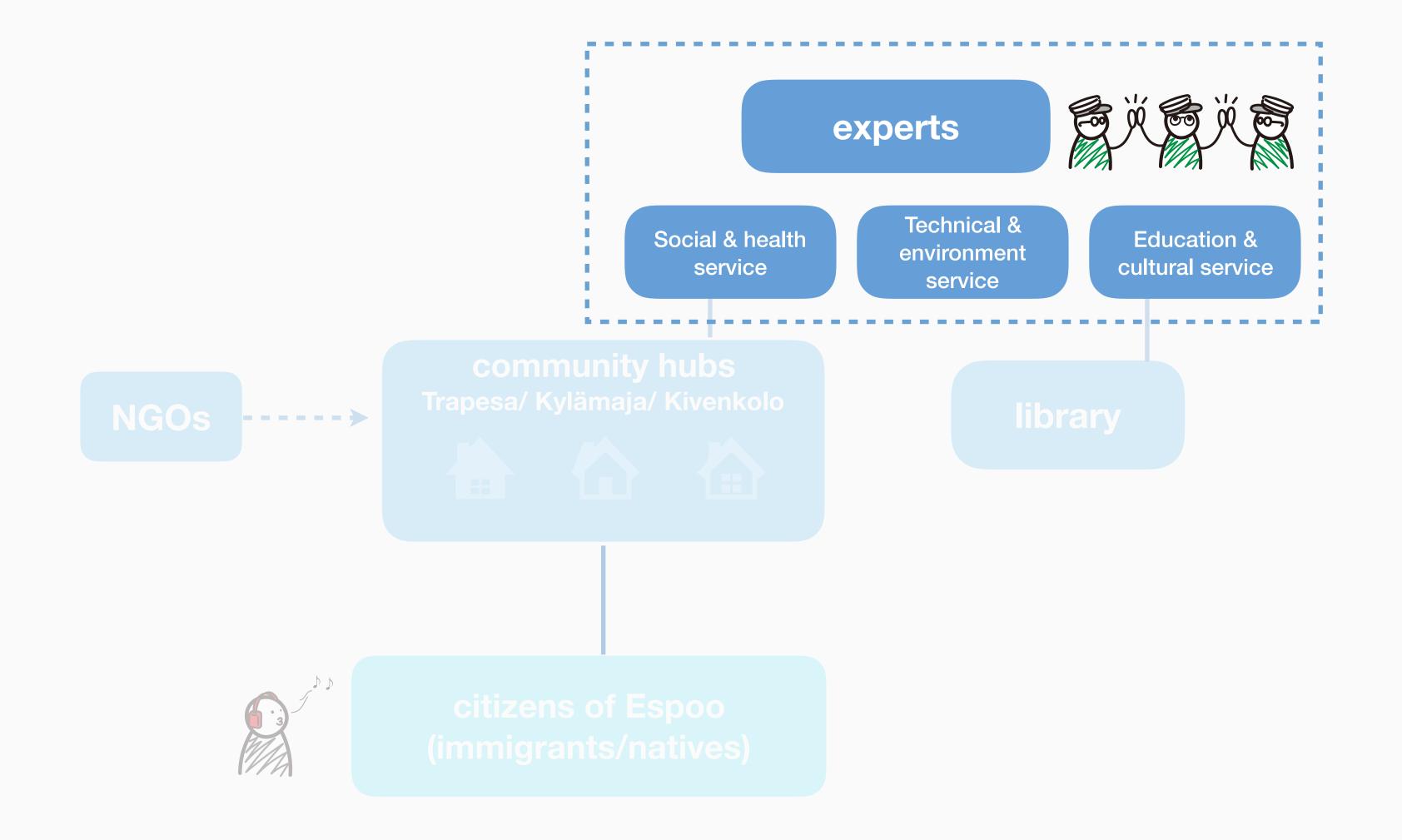
#### **OPTION 2**

Start organizing & facilitating regular meetings with the staff of the community hubs, to drive the important issues towards the city



#### OPTION 3

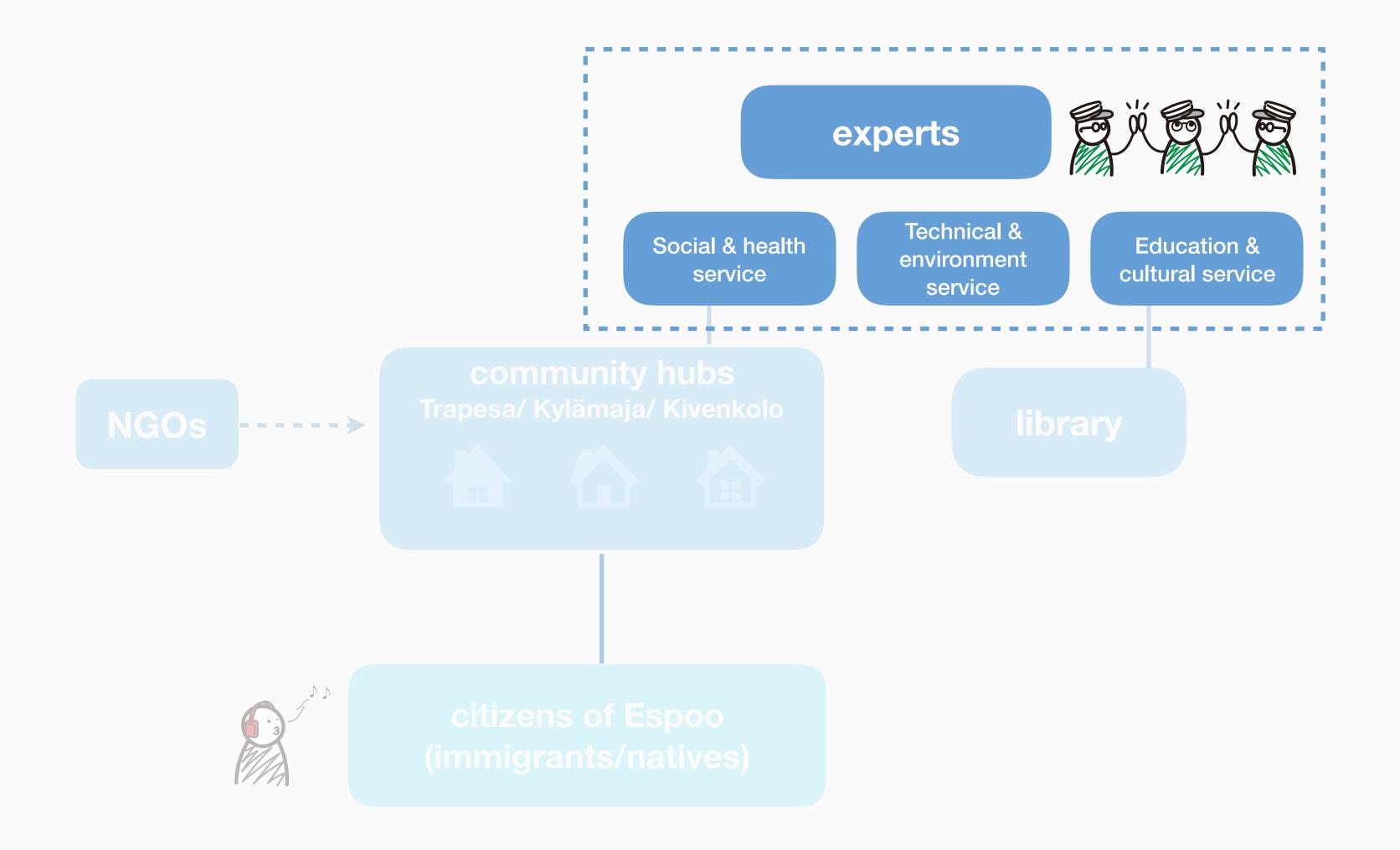
Preparing Espoo officials (the experts) for encountering & listening to each other through game-driven workshops

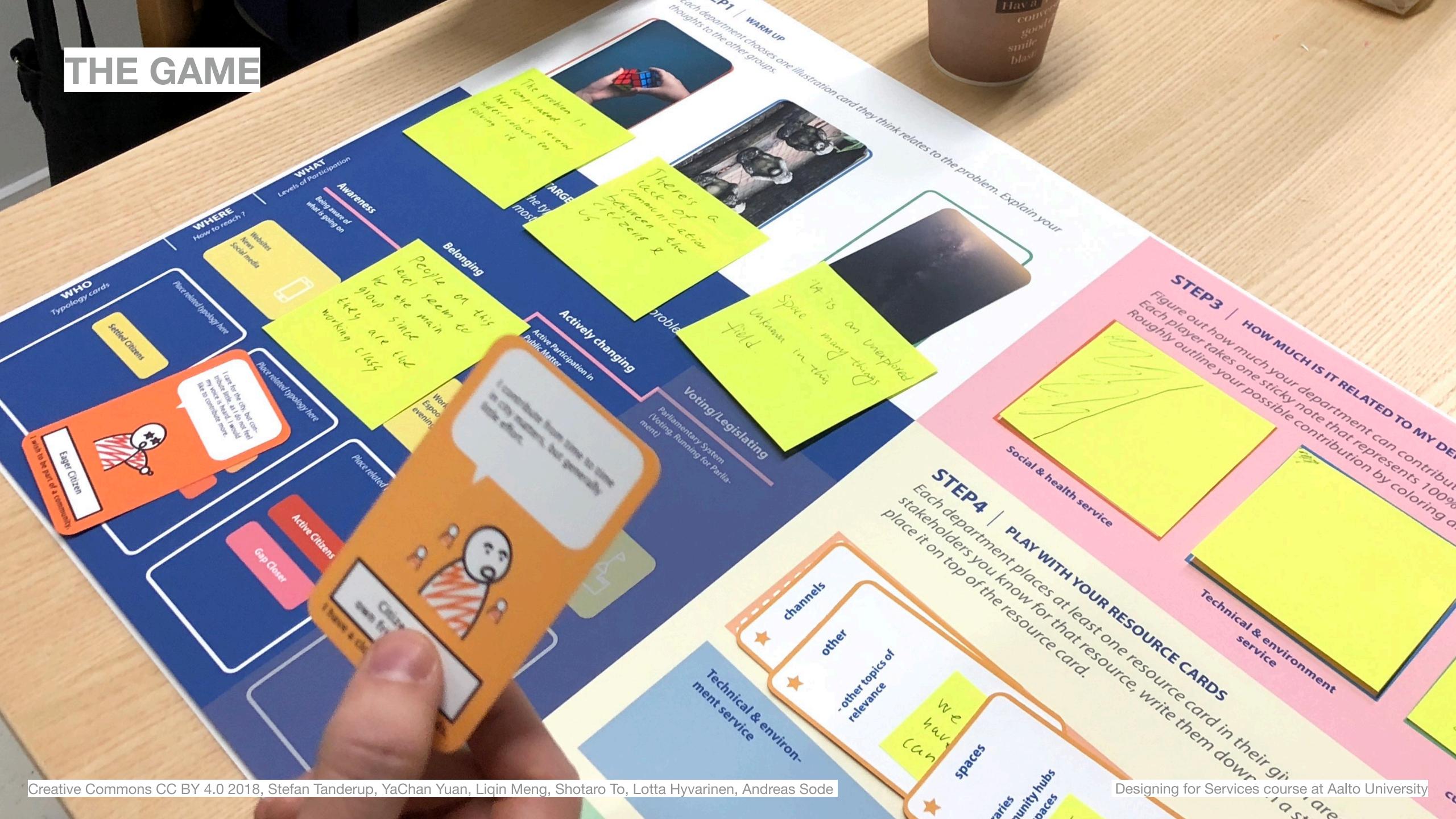


#### **OPTION 3**

Preparing Espoo officials (the experts) for encountering & listening to each other through game-driven workshops

To kickstart the overall development, we decided to design the game for this step!





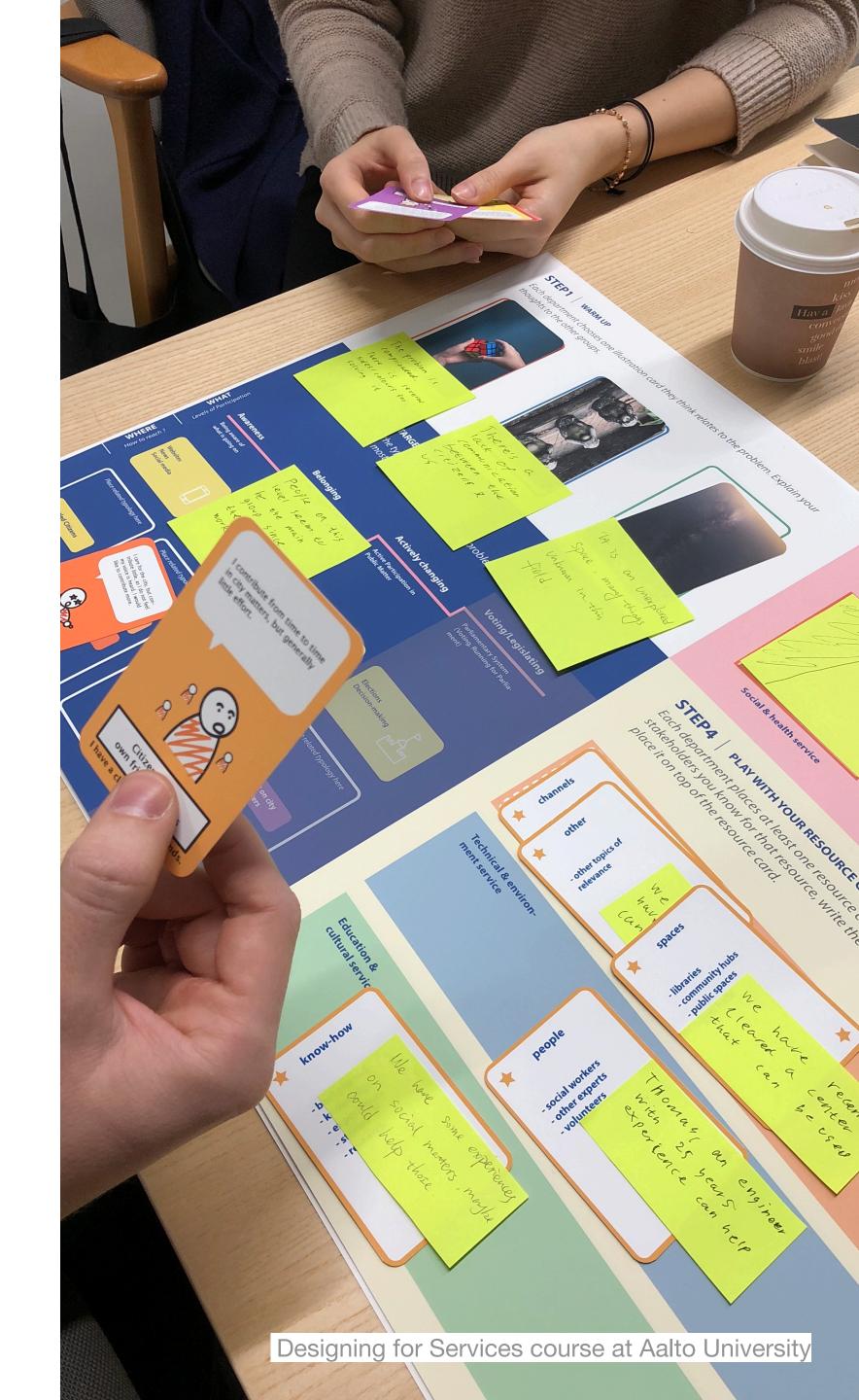
#### THE GAME

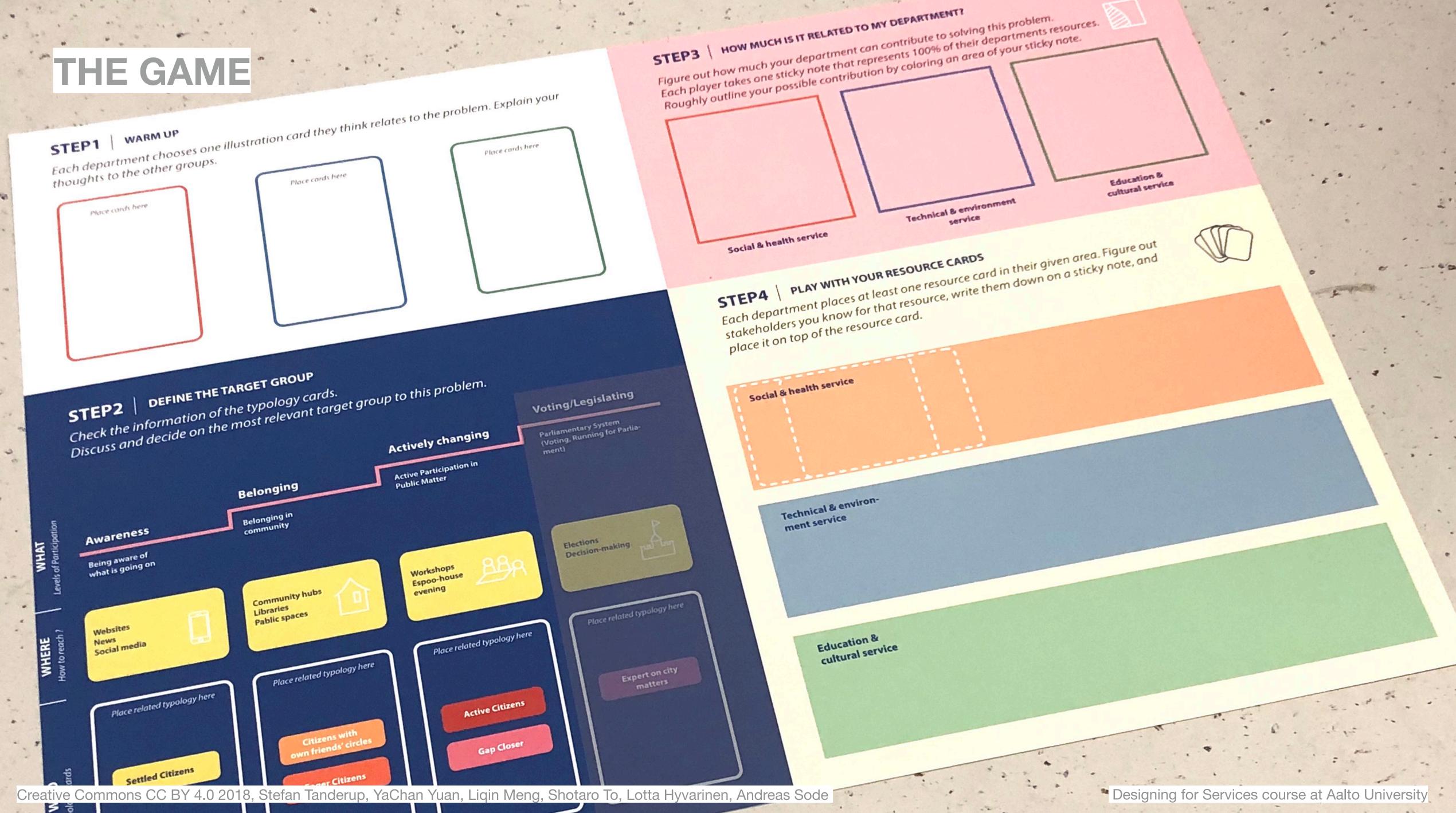
Bring problems of the citizens to the awareness of the officials

Gather the officials around the same table to make them see what they could share and learn from each other

Give new perspectives on 'participating'

Prepare the officials to encounter the citizens





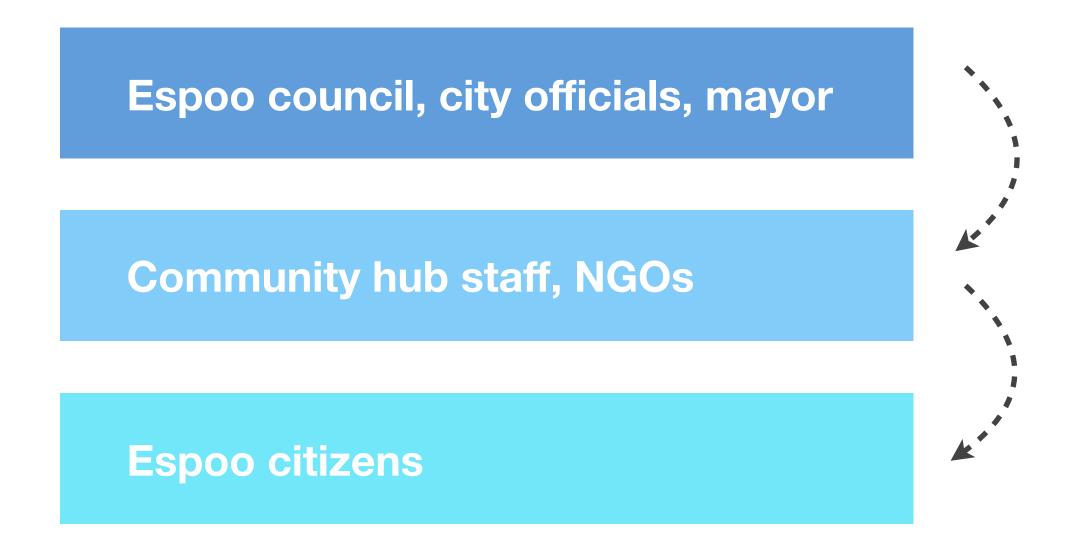
# THE GAME



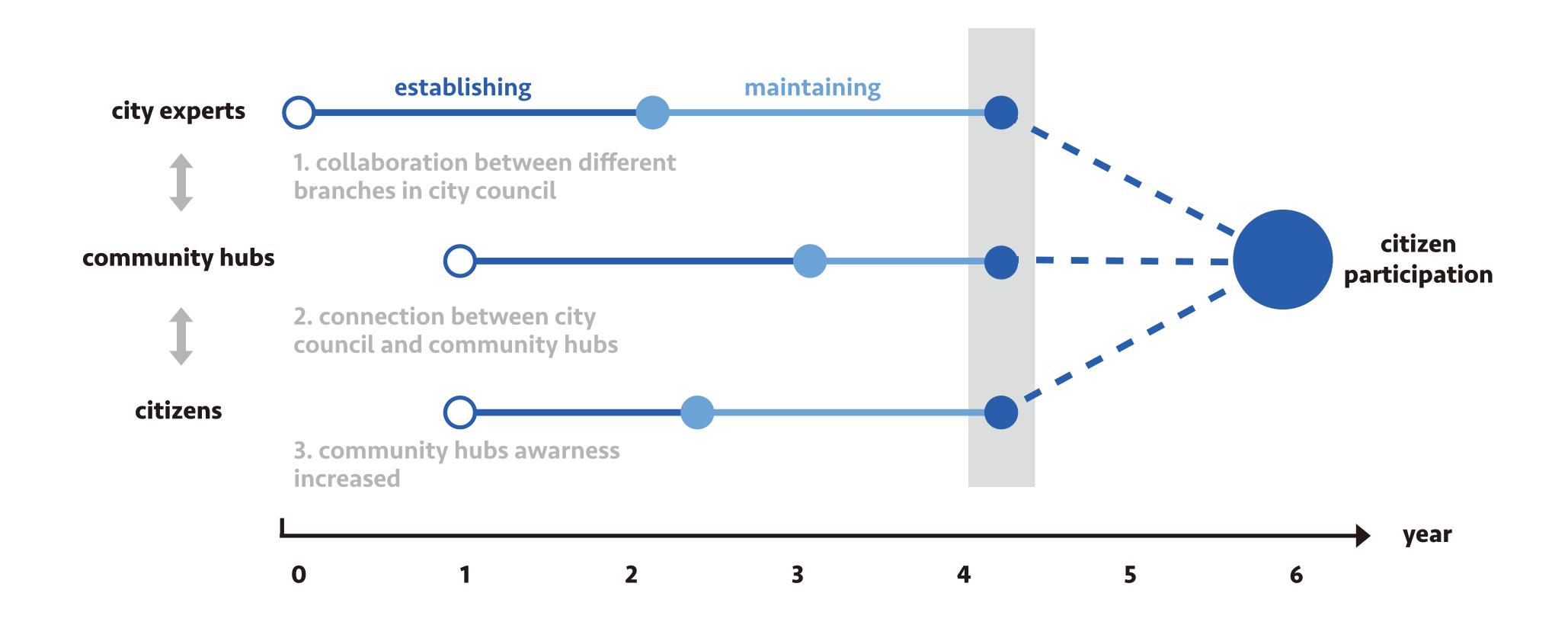




## <3SPOO CARE



#### CARE



THANK YOU - KIITOS- TAK - 谢谢 - ありがとう