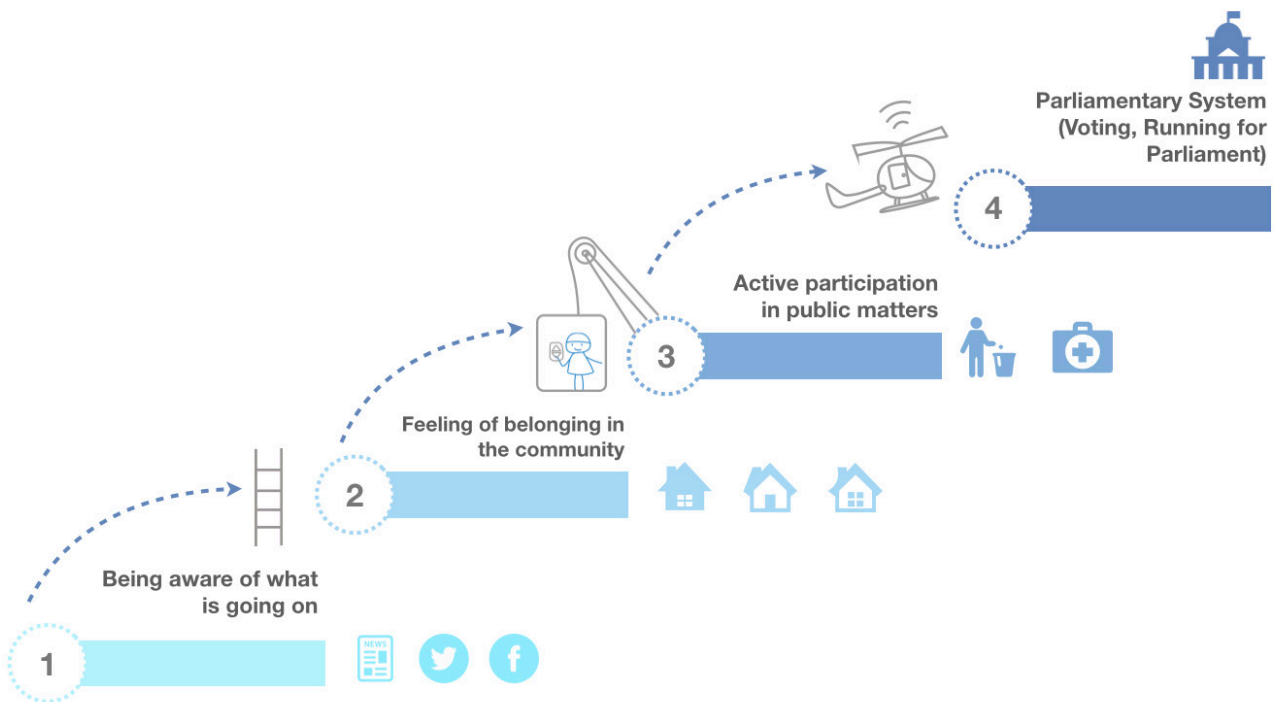


INTRODUCTION

Participatory Espoo is prominent topic, pervading every part of how Espoo city functions. In recent years, the issue of integrating the international human capital (Immigrants, exchange students etc.) has become apparent. This means that in a city such as Espoo, the immigrants get undermined, as they do not attribute in the city meetings.

This is an issue, as their voice gets left out and it discourages other immigrants coming to Espoo. To combat this, we found that Community Hubs, centers in which large number of immigrants gather, can be a source towards having the immigrant's issues heard. These centers can serve to identify key problems that can be given their responsible administrative branch in City of Espoo.

With this understanding, we have found there to be three barriers halting this process. Firstly, community hubs are few and often leaning towards being understaffed. Secondly, the community hubs currently have no clear platform for addressing problems relevant for the administrative branches. Lastly, there is a lack of communication between the administrative branches. We have intervened at the third barrier, as this is the head of the issue. To build a participatory city of Espoo, they need to build a strong infrastructure between the administrative branches. To do so, we have developed a game which works around solving issues given directly by the administrative members of the community hubs.



PROBLEM

Citizen participation is a prominent topic in municipalities today, pervading every part of how cities function. In recent years, the issue of integrating the non-Finnish citizens (immigrants, exchange students, refugees) has become apparent. Until the potential of the immigrants and foreign language communities as able actors gets recognized, they will be unable to contribute to the city to the furthest extent. This is an issue, as their voice gets left out and it discourages other immigrants coming to Espoo.

METHOD

Thus to better understand the problem, we decided to plan and execute design probes to reach and learn from the non-Finnish citizens, interviews and observations to approach the community hubs (hangout centers in which immigrants and other citizens casually gather) and workshops to learn from the interactions of both community hub members and the Espoo City officials. We found that community hubs can be a source towards having the immigrants' issues heard. These centers can serve to identify key problems that can be given to their responsible administrative branch in the City of Espoo.

FINDINGS

With this understanding, we have found there to be three barriers halting the process of advancing on the levels of citizen participation. Firstly, community hubs are few and lack awareness. Secondly, the community hubs currently have no clear platform for addressing problems relevant for the administrative branches. Lastly, there is a lack of communication between the three administrative branches. Because of these gaps between the political decision-making and the everyday life of the citizens, the voices of the people are often not heard and therefore not taken into consideration.

SOLUTION

We have intervened at the third barrier, as we find this to be the head of the issue. We have developed a game in which each of the relevant administrative branches, who is working with immigrants in one way or another, are present. The aim of the game is to establish a way to connect and make the different branches of the City of Espoo administration collaborate and work together to improve the city. We wish for the meeting to flourish ideation towards how to approach and find solution for the problems given by the managing staff of the community hubs.

STEP1 | WARM UP

Each department chooses one illustration card they think relates to the problem. Explain your thoughts to the other groups.

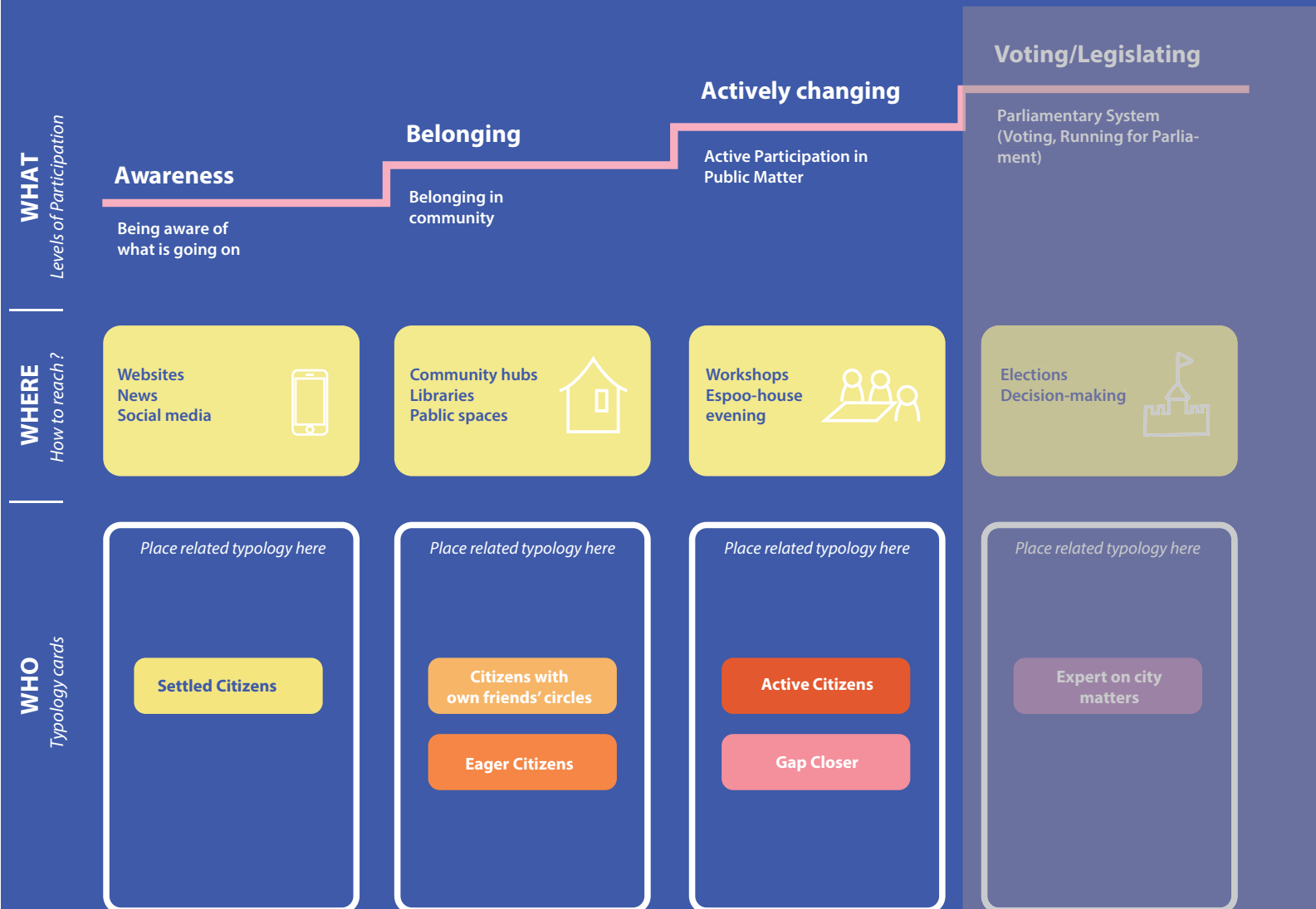
Place cards here

Place cards here

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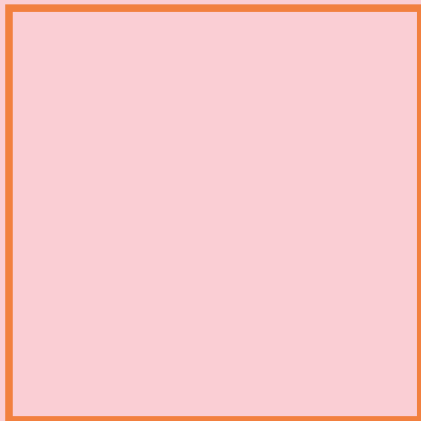
STEP2 | DEFINE THE TARGET GROUP

Check the information of the typology cards.
Discuss and decide on the most relevant target group to this problem.

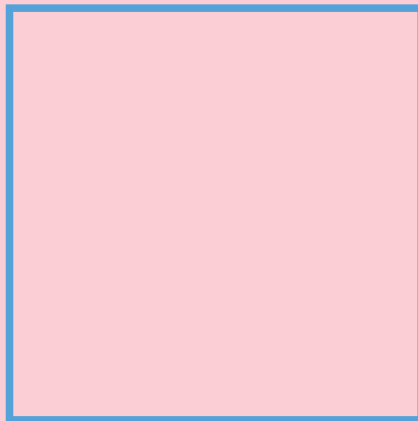


STEP3 | HOW MUCH IS IT RELATED TO MY DEPARTMENT?

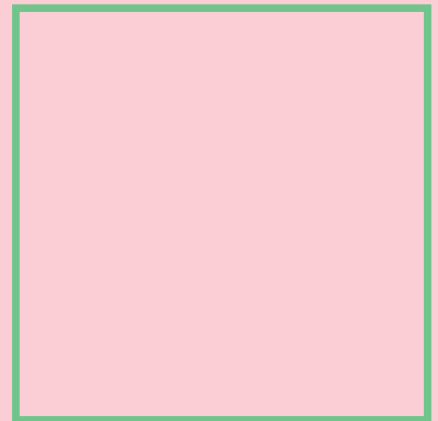
Figure out how much your department can contribute to solving this problem. Each player takes one sticky note that represents 100% of their departments resources. Roughly outline your possible contribution by coloring an area of your sticky note.



Social & health service



Technical & environment service



Education & cultural service

STEP4 | PLAY WITH YOUR RESOURCE CARDS

Each department places at least one resource card in their given area. Figure out stakeholders you know for that resource, write them down on a sticky note, and place it on top of the resource card.



Social & health service

Technical & environment service

Education & cultural service