WP5 : Partnership and co-building principles

Participatory approaches

Participation
Actor's involvement
Researchers' position
Territory game
Level of organisation

•*Rural development is an integral component of EU policies involving territorial dimensions (to better reflect the new challenges and differentiated growth potential. The recognition of the multi-facet character of rural areas puts the stress on the necessity to assess not only the agricultural development but also the other dimensions of rural areas, putting a greater emphasis on the ability of local actors to renew their proximity relations and connect to external networks.*

•*As building a smart rural Europe also means to promote and to apply participatory tools and new methods of research, we need adapted researches for rural and peri-urban areas. These methods should support the setting of public policy recommendations and the building of territorial governance tools.*

•*It is not possible, during a research project time, to learn and implement a new participatory approach if it was not planned at the beginning, because it is difficult to conduct with stakeholders. Nevertheless, we have formalized some methodological rules and formalized a training toolkit that could be used in further projects or, more efficient, in training for young researchers, to go beyond the limits encountered in the TASTE project.*

Main topics

▪ Contributing to the dissemination of the principles of partnership and to the co-building (researchers-actors) approaches at the level of all selected case-studies

▪ Organizing local and regional partnerships, building participatory methods, implementing participatory tools and devices like the territory game.
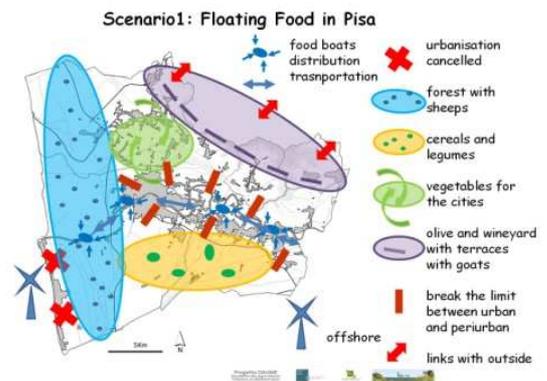

Figure n° 1. Territory game in Pisa metropolitan area (Italy)

Contribution to smart development

The participation of actors in the TASTE Case Studies reveals different contributions to smart development in rural and periurban areas. First of all, the coherence of the projects is constructed around spatial objects which have meaning for the actors. Then, the quality of the projects is based on the hybridization of the knowledge of actors and researchers. Finally, the efficiency of the projects is supported by intermediate actors that act on territorial dynamics.

Two mains approaches have been implemented in the case studies of the project:

- Tool oriented approaches : spatial représentations, collaborative plateform, interactive tools … Theses examples could come from actors who need a new tool in order to perform their objectives, or from researchers who focus their research on the elaboration of cognitive tools;

- Debate oriented approaches : participatory workshops with stakeholders and researchers. In these cases, partners are engaged in exchanges in order to share informations, knowledge, and arguments dealing with : what is it possible and relevant to do, in which context? What are the good solutions: acceptable and efficient?

In the Taste project, the priority has been to focus on the territory game as an example of an integrated approach crossing tools-oriented and debates-oriented methods.

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Teams

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▪ UMR AGIR, France
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▪ UMR Territoires, France
▪ UMR SADAPT, France
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▪ UNIGR Graz, Austria
▪ Bordeaux Sciences Agro, France

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Methods

Participatory workshops

Two participatory workshops were conducted during TASTE project meetings. Workshops were prepared, organized and presented by UMR Métafort, with the contribution of UMR Innovation. All the WP3 and WP4 cases studies (CS) teams were concerned

·Spring TASTE meeting in Milano, 15th May 2015

The session dealt with questions before leading a participatory workshop: What is the objective? What are the expectations? What is the working scale? Who are the stakeholders? Are they already aware? How much time/long do we have?

wp4 case studies

1 – Jönköping County (Sweden, WP4)
2 – Jämtland County (Sweden, WP4)
3 – Styrian Vulkanland Region (Austria, WP4)
4 – Carinthian Lavanttal Region (Austria, WP4)
5 – Aveyron (France, WP4)
6 – Landes County (France, WP4)

wp3 case studies

7 – Pisa Metropolitan Region (Italy, WP3)
8 – Milan Metropolitan Region (Italy, WP3)
9 – Montpellier Metropolitan Region (France, WP3)
10 – Toulouse Metropolitan Region (France, WP3)
11 – Pays du Grand Clermont (France, WP3)
12 – Seine-et-Marne (France, WP3)
13 – Eastern Plaine de France (France, WP3)
14 – Pays de Thierache (France, WP3)

·Autumn TASTE meeting in Paris, 17th November 2015

The session dealt with feedback from CS leaders, about the territory game progress, then a session regarding CS participation on two analysis grids has been conducted. The first grid was about stakeholders rallying, the other one on stakeholders participation trajectory from the beginning of the project: For which reasons stakeholders change their commitment? What are results from their participation?
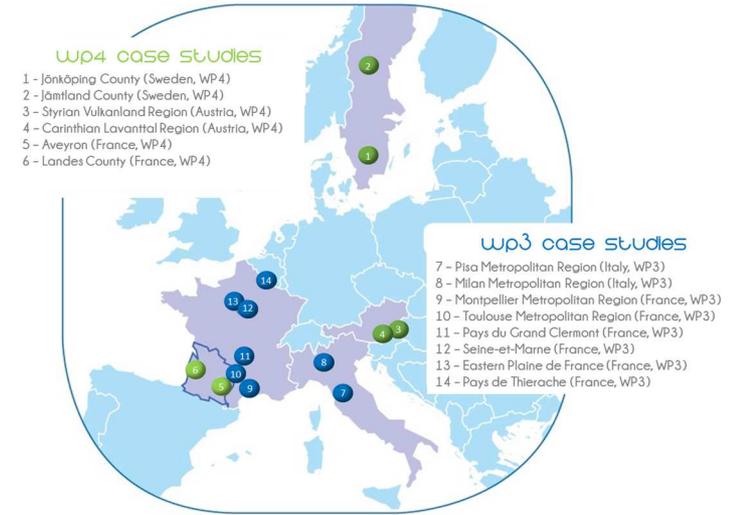
Figure n° 2. Participatory workshops with the WP3 and WP4 case studies teams

Story telling and reflexive debates about partnering process and scientific practices during the project

Territory game

Three teams were accompanied to implement the territory game, on the basis of Pisa metropolitan area experiment. The territory game has been proposed in Grand Clermont area, in Thierache rural area, and in the Milano metropolitan area.

• Appropriation of the methodology by the Unimi Milano team (Italy)

For the Milano case study, the objective was to implement food policies at the metropolitan area of Milano and promote territory multifunctionality and sustainability. But the territory game of Milano metropolitan area has not been implemented even though the aim was to organize a workshop on smart agriculture for a future development of sustainable food chains

• Supporting the Sadapt team to implement a territory game (France)

The Sadapt team has been accompanied by the Territoires team, to prepare the game (cards and maps), organize and animate it, and analyze the results. The team has implemented the Thierache area territory game.

• Playing the territory game by the Territoires team (France)

We played the territory game for the Grand Clermont and the Livradois-Forez , about the integration of food security in the territorial issues. Some innovative actions have been proposed and will be tested during the research-action project.

Field

Figure n° 3. A diversity of territories

Trying to implement the territory game in rural and metropolitan areas, in France and Italy.

Pisa metropolitan area

Milano metropolitan region

Grand Clermont & Livradois-Forez areas

Thiérache rural area

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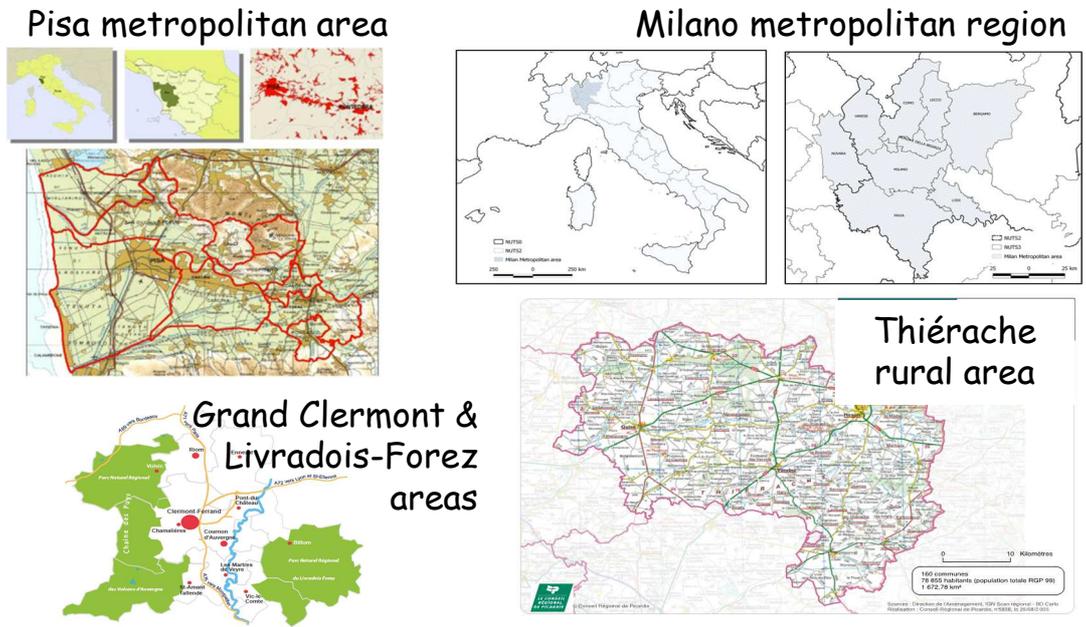
Participatory workshops

The WP3 and WP4 case-studies have been sollicited to fullfill different grids. The comparison between the situations highlights a diversity of contributions of actors and researchers in participatory methods.

A participatory questions' grid

For each CS, the objective was to answer the upfront questions to discuss the relevance of going into a participatory process to deal with Smart Rural Development. Every CS representative has been invited to note in the short grid (see figure 3), what are the local needs for his team, and the important deadlines.

CS Name	Project objective	Expected products	Working scale	Concerned stakeholders	Contacts		Time available	
	Problematic & level of research actors' participation in the participatory process	GIS maps, action plan, map of the territory, explanations of issues etc	local, regional, national, international	public actors, municipal councellers, associations, industries actors, inhabitants, etc.	already active	to get	for me	for actors

Participatory process could be relevant as much for WP3 than WP4 CS. They could have various forms, depending on the main objectives identified:

•- COMMUNICATION and DEBATE: to present good practices and to open the results to other places.

•- TOOL CONSTRUCTION: to share experiences of smart development / to measure smart development impact

•- NETWORK CONSTITUTION: to improve cooperation in agricultural sector, from production to commercialization, passing by transformation / to well balance (geographically) skill and knowledge on a territory and promote global quality of life in a region.

A participation trajectory

The goal of the exercise was to identify how researchers consider actors' participation on their Case Study today, and how this participation has changed during the project. They have to precise the reasons of this change and what are the final products of this participation.

1.Type of Actors	2. Participation statute NOW	a. Beginning of actor involvement	b. Important event that changed actor participation	"before" statut	"after" statut	4. Products of the participation

During the project, the relations between actors and researchers have evolved, from information providing to interactive participation.

Characteize actors-researchers partnership

The goal of the exercise was to identify how researchers consider the links they have with actors during the project and what are the goals of this partnership for the researchers.
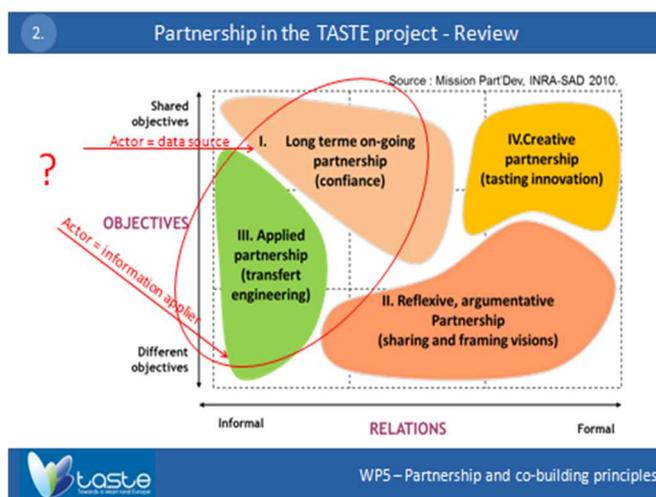

Figure n° 4. Different kinds of partnership

The partnership is based on long-term trust and sharing vision but it is difficult to transfert engineering or to taste innovation

The participation of actors in the TASTE Case Studies reveals different contributions to smart development in rural and periurban areas. First of all, the coherence of the projects is constructed around spatial objects which have meaning for the actors. Then, the quality of the projects is based on the hybridization of the knowledge of actors and researchers. Finally, the efficiency of the projects is supported by intermediate actors that act on territorial dynamics.

The INRA-SAD grid (fig. 4) helped the teams to evaluate the type of partnership they have built during the project. Its seems that most of them promoted information exchanges between researchers and local actors. But, we found also some examples of stronger commitment of partners. The grid and workshops helped teams to highlight the critical points of the partnering process, and to get some ideas to perform it.

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Territory game implementation

Before implementing a territory game, the team has to know the main steps to prepare it and to define their own objectives and the meanings that they have to perform it. When the team project is constituted, they have to involve actors for the participatory process and to collect previous information for playing the game.

Before implementing a territory game

Has to be done…	In order to…
Establishing clear objectives that justify this method. What are the expected results? What are the objectives for each step?	clarify aims and, expectations from the beginning and to identify desired results
Defining a consortium of the team	anticipate skills needed to play territory game
Identifying each member's role in the different steps for the entire the method	prevent conflicts between team project members and promote commitment
Establishing a calendar	agree on the deadline and calendar
Identifying key-persons	mobilize players around the construction of game cards or to lead co-building steps
Identifying people concerned by the game	mobilize participants during the game and give them feedback of the results

Appropriation of the methodology

The Pisa game has been played with the Milano team, to help them to improve the methodology. The objective was to implement food policies at the metropolitan area of Milano and promote territory multifunctionality and sustainability.

Implementation of the territory game

1. To undertake a shared diagnosis of the situation : drawing a model of structures and dynamics from game cards and to identify the issues of the territory	2. To build prospective scenarios based on identified issues, by amplifying the dynamics in-progress (positive or worst case scenarios)	3. To propose possible courses of action to discuss/solve territorial issues

• Food, an integrative object, linking actors, activities and spaces.

•Types of adaptation: diversity of production, hybridization of supply chains, multifunctional organisation.

•Boudary object among heterogenous actors to transform current dynamics into drivers for territorial development
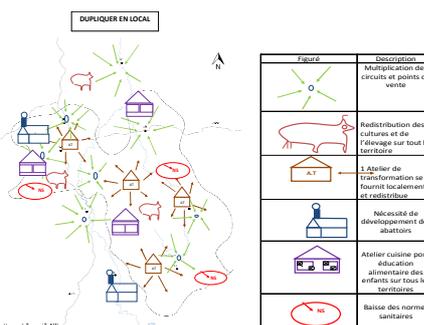

Figure n° 5. Territory game in Clermont

How to play the proximity?

To go further …

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▪ LARDON S., CORSI S., FILIPPINI R., JOHANY F., MARRACCINI E., MULLER J., TRAVERSAC J-B, WALLET F., 2016. L'hybridation des territoires ruraux et périurbains au prisme du « smart development ». Démarches participatives et gouvernance territoriale. Colloque international Journées rurales 2016 et 25 ans de Dynamiques Rurales « La renaissance rurale d'un siècle à l'autre ? », Toulouse, France, 23-26 Mai 2016.

▪ SOULARD CT., DUVERNOY I., 2017. The role of grassroot initiatives in the governance of the urban food system. Cases studies in Montpellier and Toulouse. Conference "New rural geographies in Europe: actors, processes, policies", Braunschweig, 14-16 June 2017.

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