



Aims and Objectives

- To contribute to the dissemination of the principles of partnership and to the co-building actors-researchers approaches at the level of all selected case-studies
- To organize local and regional partnerships and to build participatory methods, implementing participatory tools and devices, like the territory game.

Methodology

Two participatory workshops were conducted. The 13th of May 2015, in Milan, 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? The 17th of November 2015, in Paris, the session dealt with the contribution of Taste Case Studies on two analysis grids. The first grid was about stakeholders rallying, the other one on stakeholders participation trajectory from the beginning of the project .

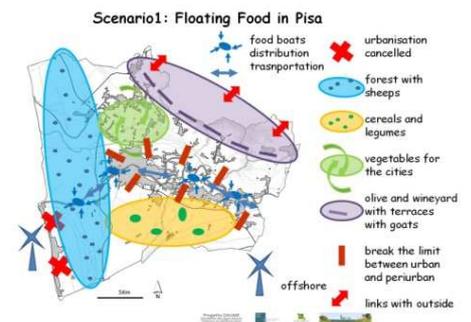
Three teams were accompanied to implement the territory game, on the basis of Pisa metropolitan area experiment. The territory game has been implemented in the Grand Clermont metropolitan area and in the Thierache rural area.

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 local actors and researchers. Finally, the efficiency of the projects is supported by intermediate actors that act on territorial dynamics.



Participatory workshops



Territory game

Results

The WP3 or WP4 Case Studies highlight three main participatory methods to be implemented during the TASTE project: communication and debate, tools construction and network activation. They show that during the project, the relations between local actors and researchers have evolved, from information providing to interactive participation. The partnership is based on long-term trust and on sharing vision, but it has been difficult to go further regarding the engineering transfert or the taste of innovation, as it has been shown in the low implementation of the territory game by the different teams.

Conclusions / Recommendations

The TASTE WP5 was conceived to involve scientific partners in participatory approaches. The participatory method is relevant at local **scale**, but difficult to rely at regional level. It facilitates interactions between actors and permits dialogue, but demands **actor's involvement**. Having reflexive debates questions about our scientific practices and our **research' position**. It needs to be anticipated in next projects and in young researchers training.

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