Budget Cuts and the Reality of Digital Platforms

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INTRODUCTION

- Innovation and Institutional changes

- Transition time

- Uncertainty and Rationality

- Long term and short term interventions

- The implication of innovations for small towns

INNOVATION AND INSTITUTIONAL REFORM

- Innovations are crucial for the improvements and future of societies

- However it is challenging in a sense that it is not exactly clear how it would fit into previous models – the clash of traditional and new models

- The transition times are crucial

> "*new digital media are not external agents that come to disrupt an unsuspecting culture. They emerge from within cultural contexts, and they refashion other media, which are embedded in the same or similar context*" (Bolter & Grusin, 2000, p. 17).

- Understanding the past, present and future of it is important
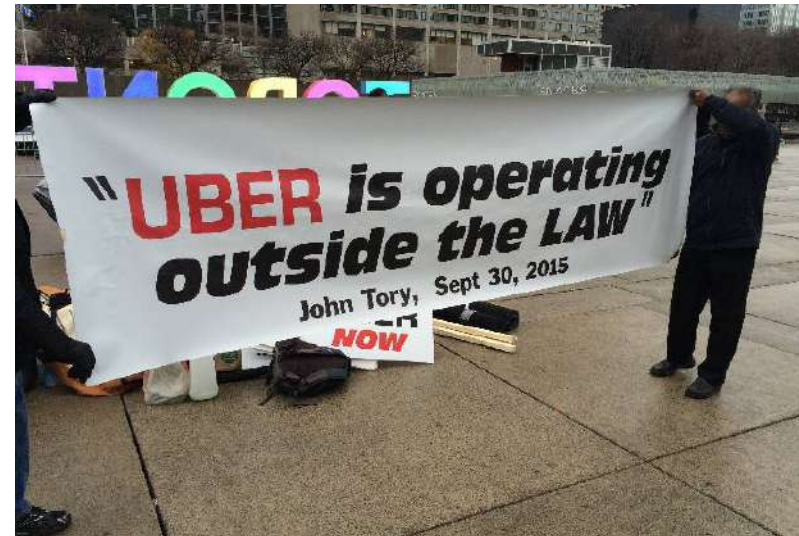
INNOVATION AND INSTITUTIONAL REFORM

Marshall McLuhan (1964)

The effects of media technologies would be mostly visible at a time when 'new technologies' are still 'new', that is when the discontinuities that they introduce in culture are still perceivable and they haven't really yet slipped into the background as pure perceptual and sensory habits

INNOVATION AND INSTITUTIONAL REFORM

- *So would you change the institutional design to improve and open innovation (specially disruptive ones?)*

- *Or you would stick to the existing laws and regulations and stop certain innovations because they don't fit into the narrative of previous design*

INNOVATION AND INSTITUTIONAL REFORM

- *The good interventions need understanding:*

  - *The current institutional characteristics – clear rules of games from the host)-this includes understanding the driving forces behind the use of such systems.*

  - *The idea behind it (when it's a model coming from other countries) – again clear rules are important.*
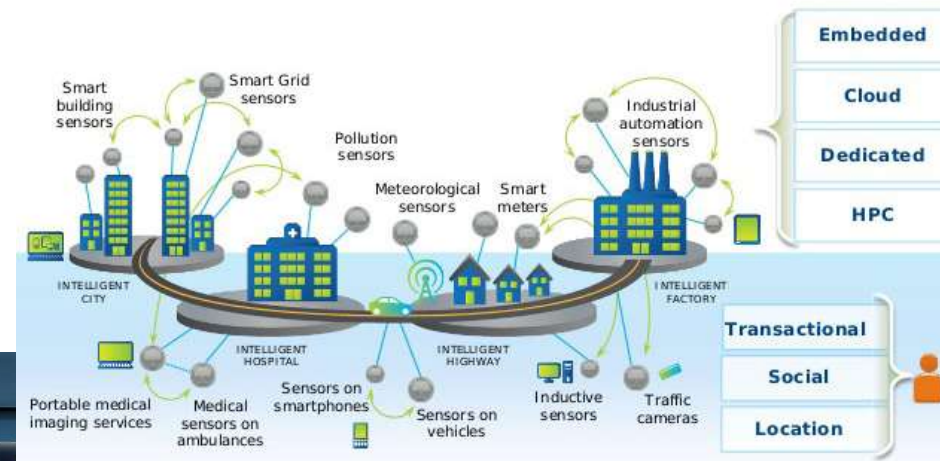
This lecture focuses on smart cities and platforms

Technological innovations

Two categories of innovations:

- The infrastructural ones (purely technical ones)

Technological innovations

Two categories of innovations:

▪ The ones that are institutional and social in nature

The categories are not mutually exclusive (the institutional changes generally require technological advances)

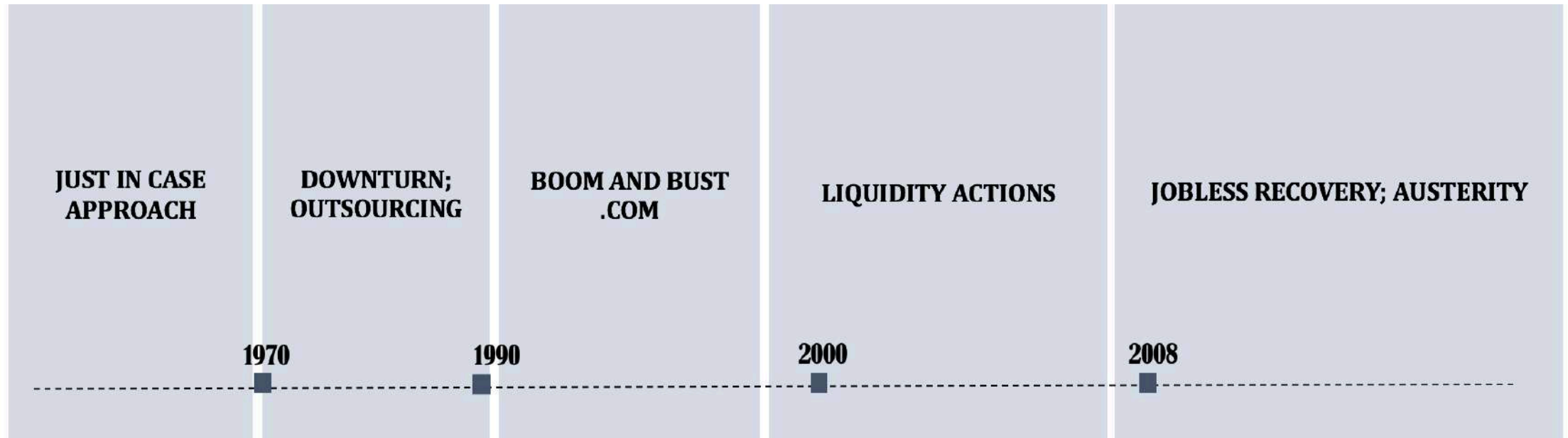# Technological Innovations & Spatial Elements

TECHNOLOGIES AND INSTITUTIONS HAVE HISTORIES

- Understanding future of institutions would not be possible without taking into account its past and its context.

- Putting into context the new technological advances and economy

- Capitalism and technology

- Or for example the Four Future book, talks about the values of work and why there is a resistance to automation

TECHNOLOGIES AND INSTITUTIONS HAVE HISTORIES

JUST IN CASE APPROACH	DOWNTURN; OUTSOURCING	BOOM AND BUST .COM	LIQUIDITY ACTIONS	JOBLESS RECOVERY; AUSTERITY
1970	1990		2000	2008

Platforms & Platform Urbanism

- Bullet points Platforms as new businesses play a crucial role in the new digital economy. Platforms are formed as multi-sided businesses that rely on network effects and bring together providers of services and users without the need for themselves to purchase or sell any assets.

- platform positions itself "1) between users, and 2) as the ground upon which their activities occur which thus gives it [the platform] privileged access to record them." (Srnicek, 2016, p. 44)
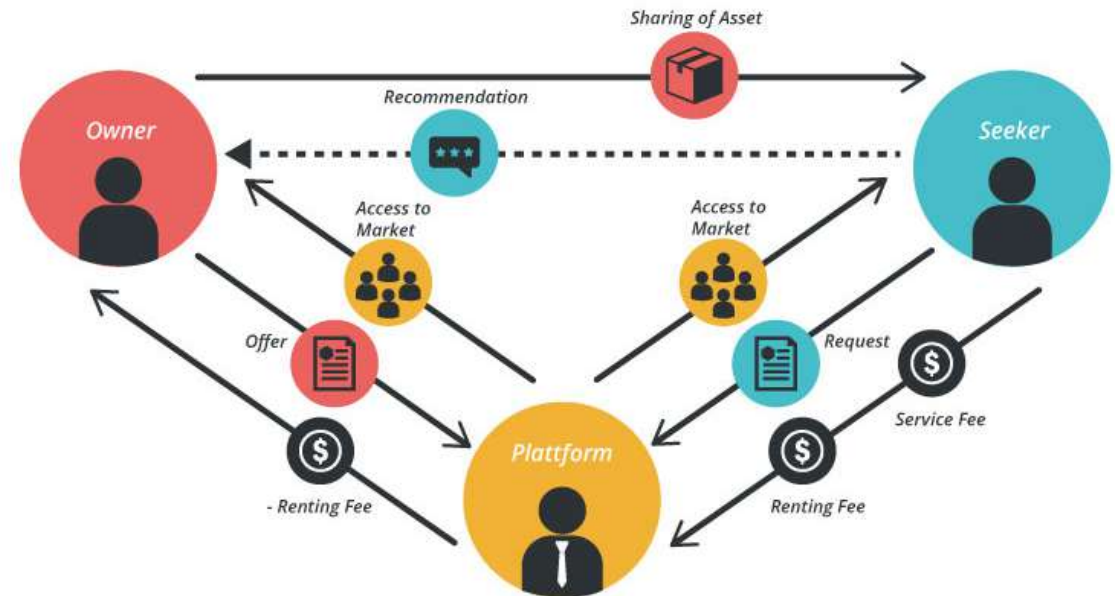
Digital Innovations & Spatial Planning

- What effects it has and how governments and spatial planning is responding

    - Government as platform: example of Mobility as a service in Finland
    - Urban experiments (living labs) – short term plans, testing new ideas
    - DIY urbanism (neighborhood plans and the role of technology)

GOVERNMENT AS PLATFORM

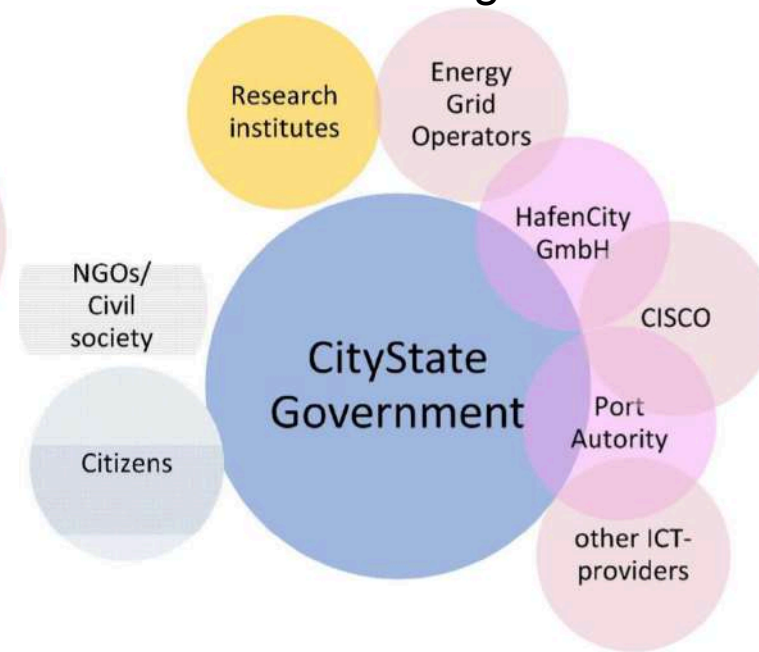- Government as platform: example of Mobility as a service in Finland
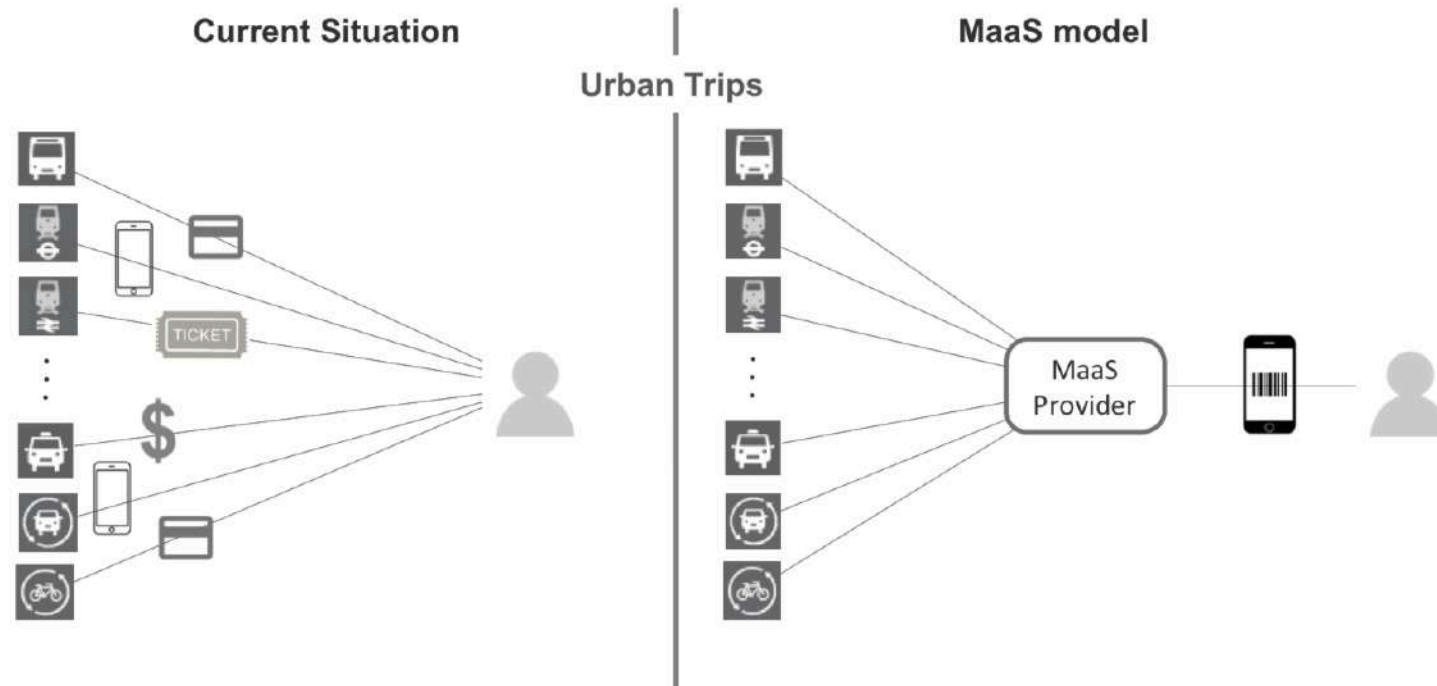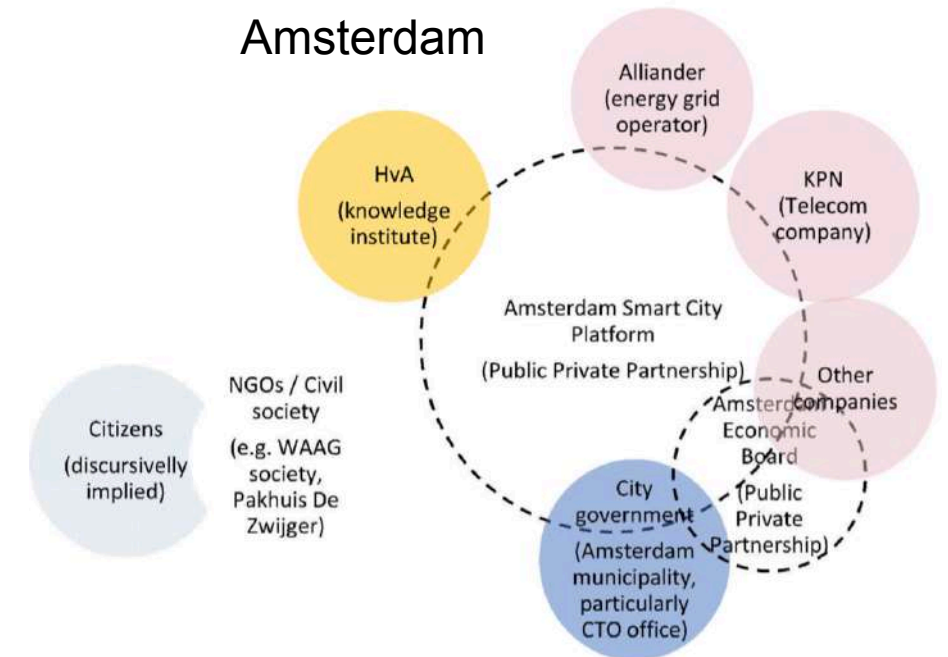
URBAN EXPERIEMTNS (LIVING LABS)

Ningbo

Hamburg

Amsterdam

PUBLIC PARTICIAPTION AND DIY URBANISM
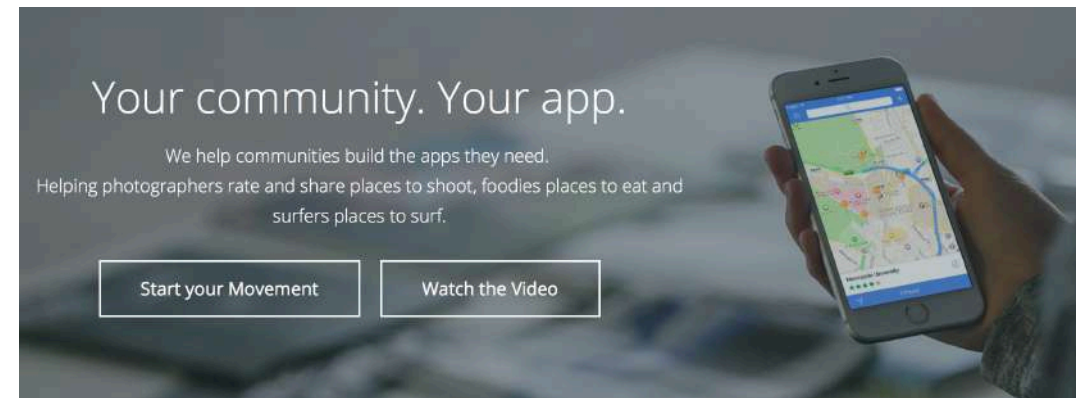
CAMPAIGN LIMERICKS

CAMPAIGN LIMERICKS is an event based project party where participants remix presidential candidates' speeches into limericks. We call these "quantitative political poetry parties" or QPPPs.

civic media project

CIVIC MEDIA PROJECT is a collection of over 100 case studies from around the world that explore the intersection of media, technology, and engagement in civic life

civic seed

CIVIC SEED is a multi-player RPG that harnesses the power of online social play to teach and certify students to civically engage with partner communities.

Your community. Your app.

We help communities build the apps they need.
Helping photographers rate and share places to shoot, foodies places to eat and surfers places to surf.

Start your Movement   Watch the Video

communityplanit

COMMUNITY PLANIT is an online game platform designed to make engaging the public in civic planning processes more inclusive, fun, and rewarding.

data BASIC.io

DATABASIC is a suite of easy-to-use web tools for beginners that introduce concepts of working with data.

Digital Crossroads: Civic Media and Migration

DIGITAL CROSSROADS: MEDIA LITERACY AND MIGRATION The Migration Experience in the Digital Age
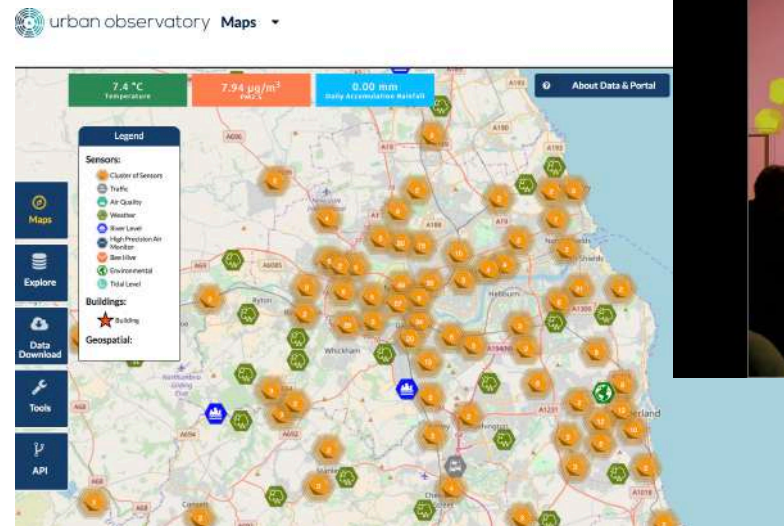
TRANSITION TIME AND HARNESSING ADVANTAGES

- Standards
- National Regulations
- Local powers
- Investments
- The competition between cities and nations

TRANSITION TIME AND HARNESSING ADVANTAGES

- Newcastle and digital industry
- Changing the actors involved in spatial planning

CONCLUSION

- While the new technologies have their own benefits, they pose certain challenges to existing institutions

- The importance of local deals in the age of short-term projects and plans

- The unequal capacities and opportunities

- The complexity of defining the goodness or badness of technologies