UPSIDE World Café:

Smarter City Playful Challenge

Dr. Annalisa Zuccotti

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UPSIDE partners met in Karlsruhe (Germany) on November 30th 2015 to join an exciting and creative **UPSIDE – World Café: Smarter City Playful Challenge**. The workshop focused on problems and challenges in the context of Smart Cities, having the aim to jointly develop ideas for possible solutions on an abstract level. The task was achieved with the support of the "FUTURE DECK" card game. The game's intent is to spark conversations about the emerging challenges and opportunities facing Smart Cities, and provide colourful ideas on how to solve them. It has been used in the workshops to prioritize issues, to support creativity and alternative thinking, to examine the impact of the issues on public policy, and to craft scenario narratives about the future.

The audience was welcomed by Steffen Buhl (Economic Development Department, Karlsruhe) and the workshop was introduced by Dr. Jens-Uwe Meyer, an innovation expert. Dr. Jens-Uwe Meyer warmed up the audience creativity by introducing some tools like how develop a new idea, systematic vs. creative thinking, ideas vs. innovation and alternative idea development techniques. He actively involved the +80 participants with some interesting examples of "magic" creativity and business idea development.

Figure 1: UPSIDE partners, stakeholders of the Smarter City Karlsruhe initiative, researchers, company representatives as well as citizens applying the Future Deck methodology.

CyberForum e.V. and the Economic Development Department teams moderated the "Future Deck" game at eight different tables and some of the developed ideas were presented on the stage. UPSIDE participants appreciated the *stimulating alternative creative thinking* supported by the game and left the event with the intention to implement the approach locally in their regions. Steffen Buhl was delighted about the success of the Smart City "Future Deck" and was pleased to distribute the card game among partners.

This event in Karlsruhe was also the occasion for the general assembly to meet and to present and discuss the progress of the UPSIDE activities in the different regions. In the context of the final conference organization in Bled, the project partners agreed on test again the Smart City "Future Deck" game in a workshop. Participants will be asked to develop a creative solution to a pre-defined real problem/challenge, existing in the partners' cities.

Figure 2: Dr. Annalisa Zuccotti from CyberForum presents the results her workshop group achieved.
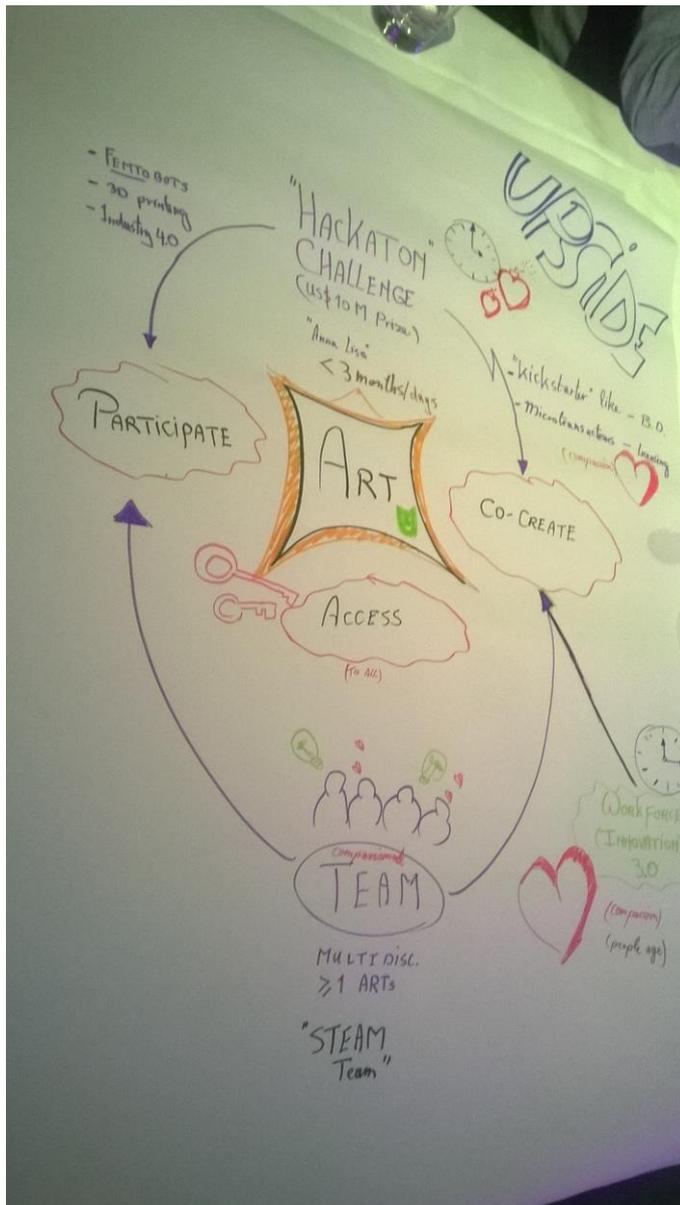
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Figure 3: Visual presentation of a solution created with the Future Deck methodology.

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