

# Actor Engagement and co-creation Action Group

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# Main Actions (as per Action Plan)

1. Promotion and development of Digital techniques (Serious Gaming, Augmented reality, Virtual reality) for stakeholder engagement, education and policy making for the water sector
2. Raise awareness and involve stakeholders in the design of digital solutions for the water sector , considering cross-actor interactions (managing authorities, decision makers, water professionals, entrepreneurs, managers, operators, consumers, citizens, etc.).
3. Involve actively citizens in data collection (citizen science initiatives), citizen observatories and crowd sourcing for the water sector

# Updated digital action plan 1/3

Action 1	Activities	Timeline	Instruments
<p>Promotion and development of Digital techniques (Serious Gaming, Augmented reality, Virtual reality) for stakeholder engagement, education and policy making for the water sector</p>	<p><u>Activity 1</u></p>	<p>2022-2025</p>	<ul style="list-style-type: none"> <li>● Horizon Europe and following Funding Schemas</li> <li>● Current funded activities</li> <li>● Synergies among currently funded projects</li> <li>● Synergies with smart and intelligent systems AG</li> <li>● Stakeholders engagement based on the Water-Oriented Living Labs approach.</li> </ul>
	<p>Promotion and utilisation of Serious Gaming (Digital) for education, stakeholder engagement and policy making</p>		
	<p><u>Activity 2</u></p>	<p>2022-2026</p>	
	<p>Promotion and adoption of augmented reality for education and engagement</p>		
<p><u>Activity 3</u></p>		<p>2023-2028</p>	
<p>Promotion and deployment Virtual reality for citizen awareness, stakeholder engagement and training</p>			
<p><u>Activity 4</u></p>		<p>2026-2032</p>	
<p>Development of Augmented Reality applications for the maintenance of the water infrastructure</p>			

# Updated digital action plan 2/3

Action 2	Activities	Timeline	Instruments
<p>Raise awareness and involve stakeholders in the design of digital solutions for the water sector , considering cross-actor interactions (managing authorities, decision makers, water professionals, entrepreneurs, managers, operators, consumers, citizens, etc.).</p>	<p><u>Activity 1</u> Promote and boost the active participation of stakeholders and citizens in the development of digital solutions for the water sector</p> <p><u>Activity 2</u> Engage stakeholders from other sectors (e.g. energy, agriculture, navigation, biodiversity, health) for the design and validation of digital solutions (nexus activities)</p> <p><u>Activity 3</u> Efficient use of social media for raising awareness for digital water, climate change adaptation, health and climate risks and water use and consumption.</p>	<p>2022-2026</p> <p>2026-2032</p> <p>2026-2032</p>	<ul style="list-style-type: none"> <li>● Horizon Europe and following Funding Schemas</li> <li>● Current funded activities</li> <li>● Synergies among currently funded projects</li> <li>● Cross-synergies with other sectors</li> <li>● Water-Oriented Living Labs for inclusive decision-making process</li> </ul>

# Updated digital action plan 3/3

Action 3	Activities	Timeline	Instruments
Involve actively citizens in data collection (citizen science initiatives), citizen observatories and crowd sourcing for the water sector	<u>Activity 1</u> Promote citizen science projects for data collection and validation for the water sector, with a focus on the benefit for citizens	2022-2026	<ul style="list-style-type: none"><li>● Horizon Europe and following Funding Schemas</li><li>● Current funded activities</li><li>● Links with existing citizen science observatories for the water domain.</li><li>● Water-Oriented Living Labs for citizens inclusive engagement.</li></ul>
	<u>Activity 2</u> Promote the use of crowdsourcing techniques (including social media crawling) for data collection to use in alerts and emergencies of water hazards (e.g. flooding, pollution of water sources etc).	2024-2032	

# Challenges/Topics of relevance

- 1. Citizen engagement and awareness through new means for the Water sector: How can we best take advantage of Smart Phones, Virtual and Augmented Reality (e.g at local/municipality, country, European level)?**
- 2. Citizen empowerment for water system monitoring and awareness: The role of citizen science and social media: What are the challenges and ‘low hanging fruits? (e.g. online “treasure” hunt)**

# Projects



(Nature Based Solutions)



(Climate resilience)



SIM4NEXUS

(Nexus of Water-Energy-  
Land-Food and Climate)



(Extended-reality Water  
Emulative Centres)



(Circular Economy for  
Water)



(Circular Economy for  
Water)

**Thank you!**

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