ITEA3

Project Profile

CityStory

Empowering storytellers in the smart city

The ITEA project CityStory (Citizen Storytelling) facilitates an intelligent storytelling environment in which a co-creation and design platform stimulates collaboration and bottom-up initiatives in smart cities. Innovations in public interfaces, media recognition, data analytics and deep learning will enable citizens to participate and turn their stories into valuable ideas for solutions to the challenges their city faces.

ADDRESSING THE CHALLENGE

Citizens have a personal relationship with their city, based on the experiences they have in their daily lives. Those experiences are told as stories that enable other citizens to experience the information instead of just consuming it. However, many potential citizens do not have the expertise and resources to tell their (sometimes complex) story. Stories shared on social media are usually limited to a bubble, so local initiatives rarely get the attention they need to gain support and identify potential change. Likewise, municipalities are increasingly open to citizen involvement, but top-down initiatives also struggle to make meaningful connections. To become truly smart, cities need to find a way to connect with a more informed and participative population.

PROPOSED SOLUTIONS

CityStory revolves around a dynamic collaborative storytelling platform in which a distributed, privacy-by-design software architecture merges experimental technologies to support story development. Various applications are being developed on the platform, each with a focus on specific target groups, so that as many citizens as possible can participate in bringing stories from their city or neighborhood together. In this way, city developers and cities gain an insight into what is happening in the city and can therefore more easily provide
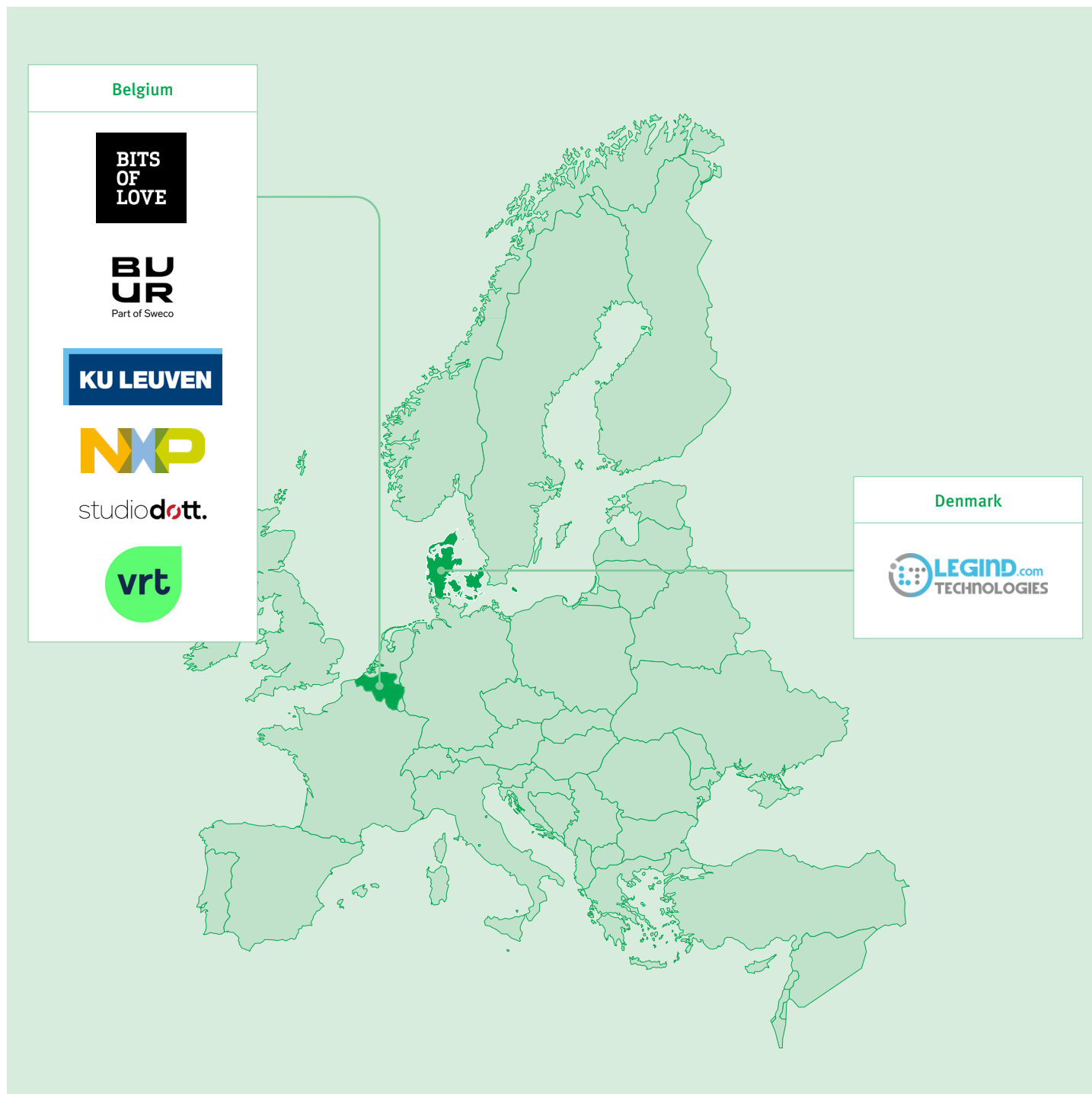
supported solutions. New innovations include a scalable discussion and synthesis application, interactive and physical tools, a mobile application for young people, a prototype mobile media fablab and tools for media makers.

PROJECTED RESULTS AND IMPACT

CityStory's primary outcome will be bottom-up storytelling as a participative medium, bringing together different stakeholders and making their viewpoints heard for future civic actions or decision-making. The result is a positive feedback loop in which intensive use of personal stories produces more localised

information, leading to more engagement from the citizen and empowering them to effect change.

One of the project's key benefits is its applicability to diverse population sizes and contexts, including mobility, healthcare, sustainability and tourism. From a business perspective, it will also offer opportunities in markets such as deep learning and cloud infrastructure, collectively part of a smart city market worth € 587 billion in 2020 and is projected to reach € 5,48 trillion by 2030.

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Belgium

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Project start
September 2019

Project end
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ITEA is a transnational and industry-driven R&D&I programme in the domain of software innovation. ITEA is a EUREKA Cluster programme, enabling a global and knowledgeable community of large industry, SMEs, start-ups, academia and customer organisations, to collaborate in funded projects that turn innovative ideas into new businesses, jobs, economic growth and benefits for society.

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