

# Digital Technologies for Community Engagement



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Our projects are centred around...

## GEODESIGN

Rethink conventional ways of planning with geography and design!



**Geodesign for Urban Futures**  
Optimizing consensus for climate adaptation

Participatory design method that uses stakeholder input, geospatial modelling, impact simulations, and real-time feedback to facilitate planning and decision making.



**IGC Climate Challenge**  
Global Geodesign Climate Challenge

Multi-year and science-based project aiming to develop climate action plans for Europe and parts of Africa and Asia to mitigate and adapt to the negative impacts of climate change.

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We also work on projects related to...

## CITIZEN SCIENCE

Bringing together science, policy makers, and society!



**Score**  
Coastal Cities Living Labs approach

The Score (Smart Control of the Climate Resilience In European Coastal Cities) aims to promote ecosystem-based approaches within coastal cities. It provides dynamic platforms for collaborative research and knowledge exchange.



**Score Sensors Catalogue**  
Low-cost sensors for citizen science activities

Online platform with low-cost sensors. Users can easily customize searches by hazard type, monitored parameter, installation complexity, and price. It is an efficient way to find the right sensor for any need.

score-eu-project.eu

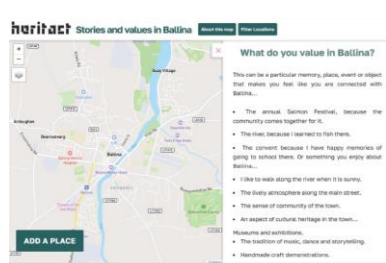
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Our projects are tailored to specific target audiences...

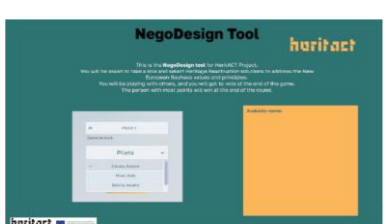
## ADULTS



**HeritAct ParticiMap | Volunteered Geographic Information Systems (VGIS)**  
Participatory mapping & community engagement



Platform that connects people with common interests for collaborative data collection and analysis. It focuses on reuse and enhancement of cultural heritage while engaging local communities through the use of advanced digital technologies.



**HeritAct NegoDesign | Geodesign Game**  
A digital opensource negotiation serious game



Emergent participative approach based on geodesign and gaming that aims to engage local stakeholders in the collaborative development of ideas and strategies for complex spatial situations through negotiation.

heritact.eu

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## YOUNG PEOPLE



**Craft-my-Street**  
Web-based platform for gamified participatory processes

An SFI OurTech Challenge project that aims to bridge the worlds of gaming, learning and participatory decision-making processes for climate action. It aims to amplify young people's voices in society.



**HERIcraft**  
Geospatial data and Minecraft for heritage reactivation

Tool that harnesses the power of Minecraft to promote the values of the New European Bauhaus among children and young adults



**EbAcraft**  
Game for climate adaptation in a coastal city

A Minecraft game that contextualises climate change challenges, presents potential solutions and promotes participation within a virtual environment.

craftmystreet.com

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