Collect_finale

Prototype development of a public service to manage emergency situation

Definition

"collect – 1. verb [transitive]: bring or gather together (a number of things); systematically seek and acquire (items of a particular kind) as a hobby; ask for and receive (charitable donations); collect data/evidence/information – 2. verb [transitive, figurative]: concentrate (one's thoughts) – 3. verb [intransitive]: to gradually obtain more and more of something in a place – 4. verb [oneself, idiom]: regain control of oneself, typically after a shock.

finale [emilia] – [dialect, *Finàl*] Village of 15,962 inhabitants in Modena district, 15 meter above sea level, actually now 12 m meter above sea level, after earthquake on 20th May 2012."

It was not the only reaction that has been caused, but a sequence of questions, doubts and questions.

How will Finale Emilia be able to manage the emergency situation? How to tackle new problems, new needs, arose with earthquake? How many and what resources are provisions for the recovery of the country? How will they be handled?

What are the priorities, hierarchies for intervention? According to which reason for action?

How all this information will be disseminated? Through which channels and schedule?



Concept

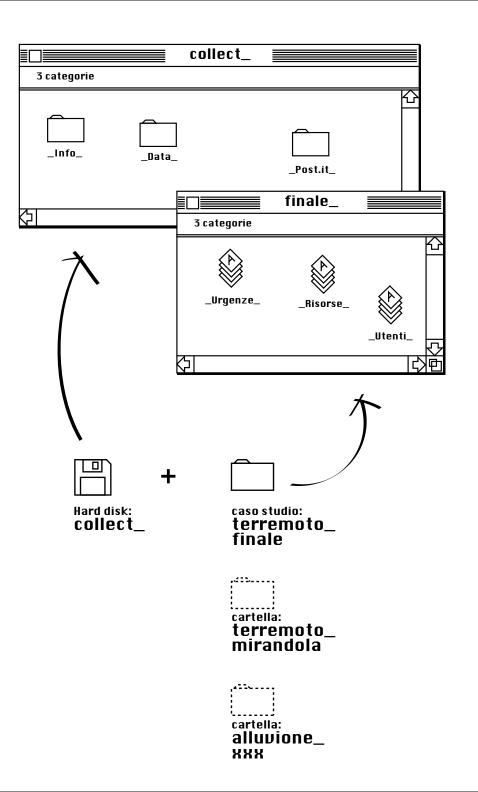
To encourage stackeholders (such as public institutions, private citiziens, artisans, sellers, farmers) and all agents involved in the management of emergency situation, to give a clearer answer to these questions and spread the answers as quickly as possible:

Collect_finale: an open and ever-changing platform to attract requests and knowledges from stakeholders and agents involved in a state of emergency and to increase communication between institutions and citizens.

The goal is to enable public local authorities to dial with emergency situations and facilitate the dissemination of information (OpenData), using, as main tools, graphics visualizations and the web.

Collect_: HARD DRIVE of the platform. For its meaning, is the best word to summarize the principle of the prototype, allowing even non-experts to immediately get the message: to collect public data.

Finale: CASE STUDY. It 's the laboratory where to test the prototype and develop a first aid essential kit tool in case of emergency. It will become an opensource software that could be apply in other context and for other types of emergencies.



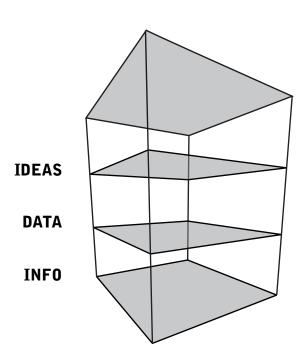
Collect_finale: 2012

First proactive phase:

Collect_finale Collect_finale is an interactive multimedia platform with the aim to inform and to connect all stakeholders involved in the emergency situation in Finale Emilia.

It uses a **blog** [www.collectfinale.it], structured into three main sections, in response to different problems, and each of them varying in form and content, according to new requirements.

collect_info
collect_data
collect_ideas



Call No. 1

call for democratization and opendata.

[which consequences will affect infrastructures, commercial activities, manufacturing,residential buildings]

[which new agents are operating in the area and how do]

[which institutional projects, or other forms of spontaneous intervention will be realized]

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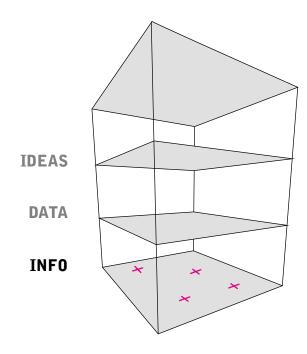


Feedback to No 1

Collect_Info: it gathers and spreads information.

It provides a "first aid kit" of information during a state of emergency; it is the main tool to make citizens aware of what is going on for what it concerns roads and commercial activities conditions, government initiatives, fundraising activity, etc. ...

Continued cooperation among private citizens, local authorities and government agencies will keep the website up to date.



Call No 2

 ${\it call for } \ transparency \ in \ rebuilding \ process.$

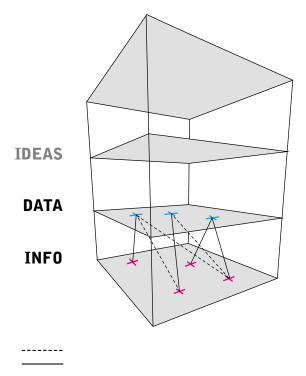
[which is the amount of funds and donations collected, the extent of damage, all bureaucratic procedures, priorities in regeneration process, hierarchies in the allocation of funds]



Feedback to No 2

Collect_Data: it collects and returns data.

Constantly monitoring the state of emergency will generate a short and long term effect: in first case a complete overview on management of emergency situation, speeding the achievement of objectives up. In long term will allow the creation of a database that documents the process of urban and rural development. The critical analysis and data processing will lead primarily to avoid as much mistakes as possible and secondly to get the right tools for strategic and effective plans and projects.



stakeholders agents

Call No 3

call for participation in rebuilding process, cutting down barriers between individuals and between individuals and institutions.

[ideas, suggestions, proposals, coming from stakeholders and agents involved, but also from external forces]

...

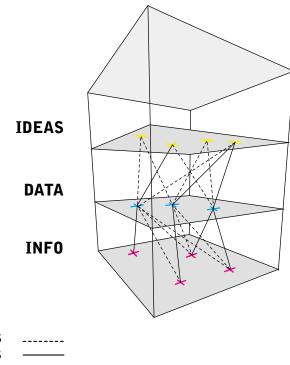


Feedback No 3

Collect_Idea: it gathers and spreads ideas.

It is the main tool to activate users participation in the recovery process.

It allows real-time communication between citizens, traders, entrepreneurs and local institutions, about institutional initiatives, suggestions and ideas and expectations for the future of the village.



stakeholders agents

Collect_finale

Tool for the active participation of local users in the process of rebirth, as it allows a real-time communication between citizens, traders, entrepreneurs and institutions, giving the opportunity to spread private initiatives and institutional projects.



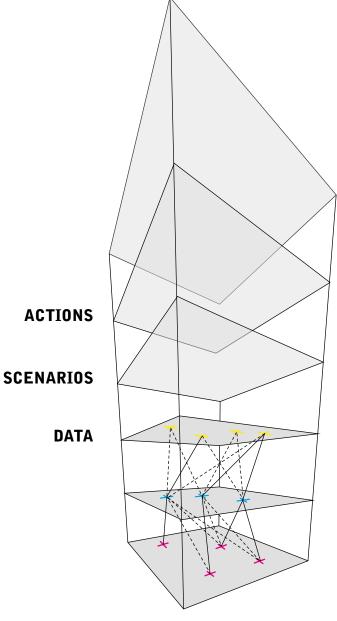
Collect_finale: 2015

Second active phase:

Collect_finale: It will be a dynamic tool to guide, monitor and document transformation and reconstruction processes, in order to be transparent and accessible to everybody.

Through this process of information mobility (digitizalization and opendata), Finale Emilia will be able to organize and restructure itself for innovation, sustainable development and culture ("Smart Village"). An open-source database to be aware of social, economic, institutional factors and to program a sustainable development, a better accessibility and quality of life.

collect_data
collect_scenarios
collect_actions



stakeholdersagents ———

Collect_finale: 2016

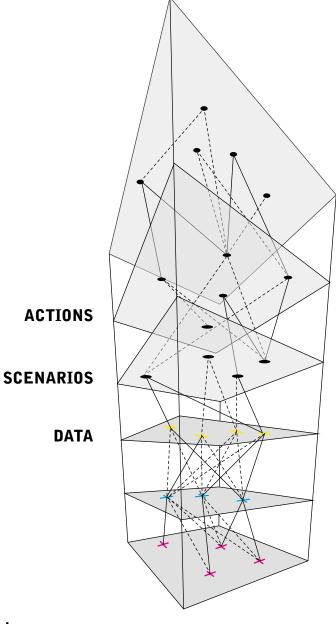
Collect_Data: it gathers together, re-edits and integrates all data collected during the emergency phase.

An ATLAS OF THE TERRITORY OF FINALE EMILIA, to return a global knowledge framework, in order to be aware of one's own responsibilities and each one's roles, allowing more effective decisions.

Collect_Scenarios: it is suggestions for possible scenarios.

Based on the database, different and brand-new contributions can come in the form of proposals, plans, and intentions through participation and comparison of all those involved in the recovery process.

Collect_Actions: more then just intentions.



stakeholdersagents ———

Collect_finale turns to

public and local authorities, asking them for a total open access and processing of data regarding emergency situation (always respecting people privacy).

At the same time it asks for maximum of visibility and promotion, using tools at its disposal.

Collect_finale calls for

Support to development this opensource project for gathering, processing and sharing data made available by local authorities and by individuals in order to manage the first emergency situation and, subsequently, their territory resources.

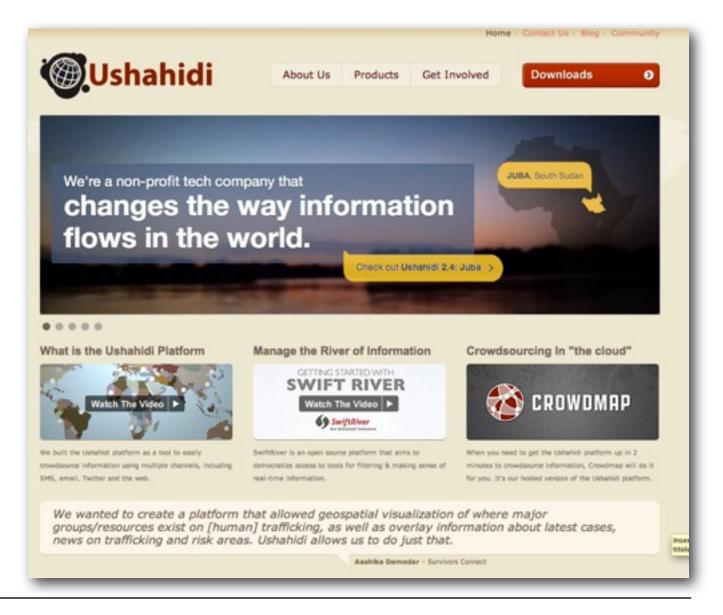
Fundamental is the collaboration between institutions and private developers of software for the development of the project, in order to create a dynamic instrument, capable of responding to immediate needs and to the changes in actions.

support to realize its own plan:

- to organize a research **team**, with figures from different fields and with different skills and knowledges
- to better **analyze** of urgencies of case study area and to respond more effectively
- to step on **monitoring** and verification of prototype effectiveness, based on the reaction of involved users
- to maintain local authorities and the private sector in updating and maintaining the platform, through action to promote the project at all levels of the urban scale.

Collect_finale: prototyping process

	PHASES	ACTIVITIES	
20th May 2012	INPUT		
	Earthquake in Emilia Romagna, Italy / Development of a prototype to help emergency situation management and to facilitate country recovery process.	SET-UP a. identify emergencies b. identify target users c. identify tools: blog and graphic visualizations d. collect and ri-edit data	
PHASE 1	START UP Collectfinale.it		
	First set of prototype	CHECK-IN a. promotion of proof of prototype b. test prototype c. observe and gain feedback d. evaluate test and feedback	
PHASE 2	RI-EDITING Collectfinale.it		
	New set of prototype	CHANGES a. refine the prototype on feedback and new calls b. evaluate prototype impact	FUND-RAISING
PHASE 3	PROTOTYPE PLANNING		
	Feasibility study	ANALYSIS	FUND-RAISING
	a. build a team	 a. more specific analysis on claims and target users b. collect and ri-edit data c. new set of prototype according new skills and new knowledges d. get regular feedback 	
PHASE 4	PROTOTYPE PRODUCTION AND MESURE OF IMPACT		



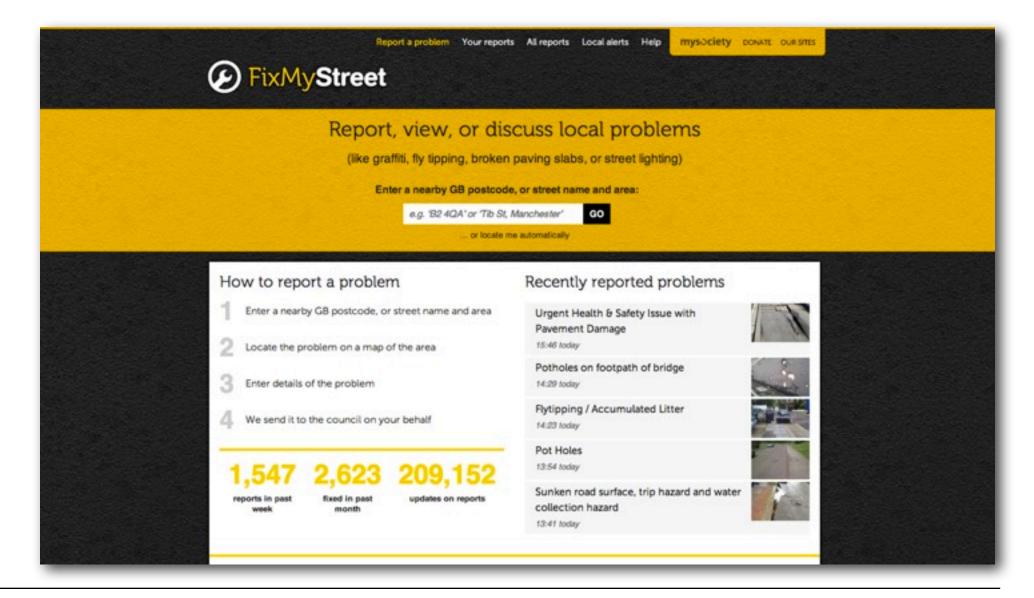
Ushahidi [http://ushahidi.com/] — Opensource and interactive platform to share, visualize and map information. An online tool for democratizing information, increasing transparency and lowering the barriers for individuals to share their stories.



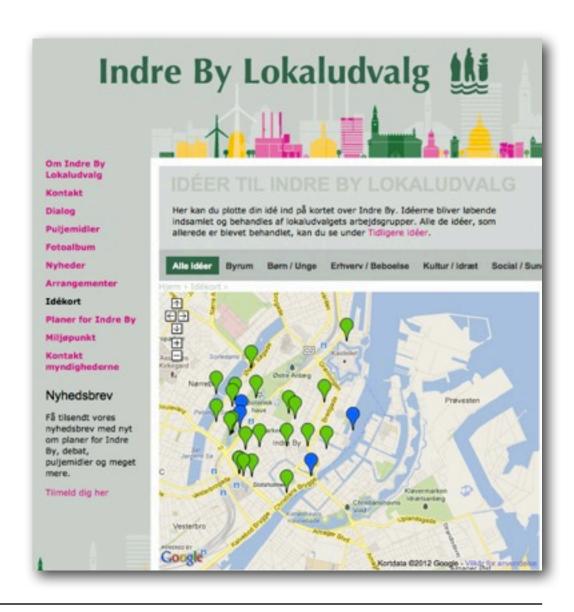
Birmingham City Dashboard [http://civicdashboard.org.uk/] – The Birmingham Civic Dashboard receives a report of the requests that come in from members of the public for services from Birmingham City Council each day. It then produces a number of visualisations of that data, such as showing them on a map The original aim was to make public, data relating to what issues people are reporting to the council. The dashboard was conceived in response to NESTA's (the National Endowment for Science Technology and the Arts) Make It Local call out in 2010. Nesta wanted local authorities to team up with local developers to produce discrete open data projects with some of their data. Birmingham-based Mudlark took the basic idea for the dashboard to the council's Digital Birmingham arm, and they embraced it.



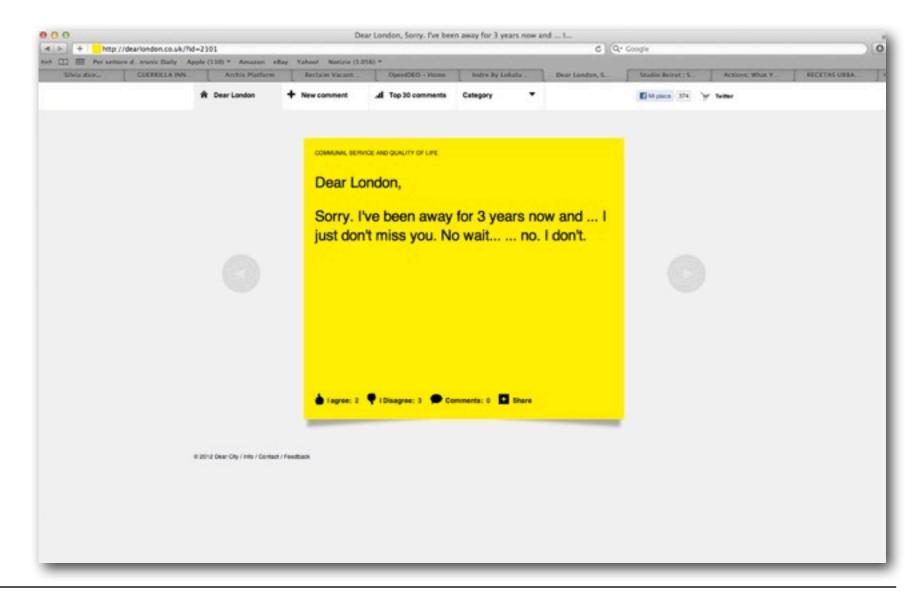
Change by Us NYC [http://nyc.changeby.us] – Online platform where to share ideas, create projects, discover resources, and make a city a better place to live in. There is even an action section, where to join a project or start a new one.



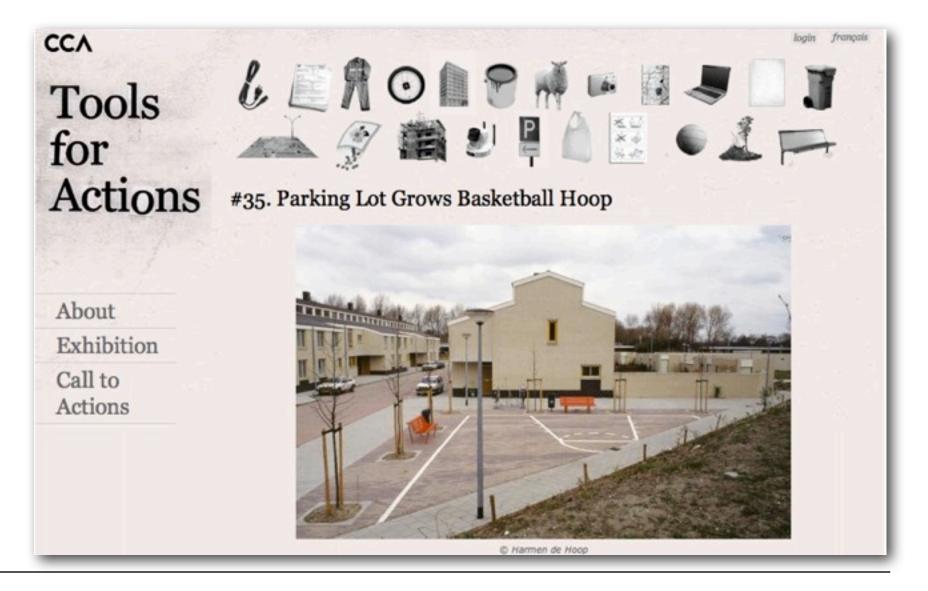
Fix my Street http://www.fixmystreet.com/] – Online platform to allow citiziens to report, view or discuss local problems (like graffiti, fly tipping, broken paving slabs, or street lighting) with aothorities, simply mapping them.



Idea Map [http://indrebylokaludvalg.kk.dk/ideer] – The municipality of Copenhagen has a created an online platform, which allows citizens to share their visions for the city. users can submit ideas in different categories and add them to a visual 'Idea Map'. Great tool to generate input and democratize the political process.



Dear London [http://dearlondon.co.uk] – Virtual platform with with micro-politic purpose, allowing people to leave a message for London city. Messages are visualized through virtual post.it, with different colors according different categories: all of them starting with "Dear London..."



Tools for Actions [www.cca-actions.org] – The Canadian Centre for Architecture (CCA) presents Actions: What You Can Do With the City, an exhibition with 99 actions that instigate positive change in contemporary cities around the world. Seemingly common activities such as walking, playing, recycling, and gardening are pushed beyond their usual definition by the international architects, artists, and collectives featured in the exhibition. The website presents a section where users can upload their propose of action.



Meipi [http://meipi.org/] – A collaborative space where users can upload information and content around a map. Each meipi has a particular context, which can be local (when the entries are related to a specific area), or thematic (when the content is associated with a particular idea). A meipi allows a group of users to share information around a place or a topic. It can be very useful for collaborative dynamics, workshops,



Wikimapa [http://wikimapa.org.br/ – Wikimapa is a Geocoded (location based) map collaboratively built containing information regarding local offered services in Brazil and all over the world, with focus on mapping streets, points of interest (POI) and services within slums and low-income communities from Brazil.

www.collectfinale.it

