

*Still boukers,
more good!*

Update on Streamline work in Scotland
exemplar



STREAMLINE

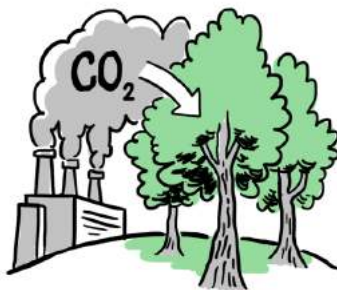
a bespoke scientific interview format
enabling public participation in
policy, planning and research.



“Empowering people to exert control and resolve problems is a good thing in its own right: improving governance, deepening democracy and rebuilding trust.”

- Institute for Public Policy Research





“Generally consultations are a page text, question 1a, part 1, and you just think: Ugh! Kill me now!”



How can we engage with people who want to be heard, but won't speak up?



Start where they are



STREAMLINE

Series of laminated, A3 canvasses set in the future



PART 1: MY HOME

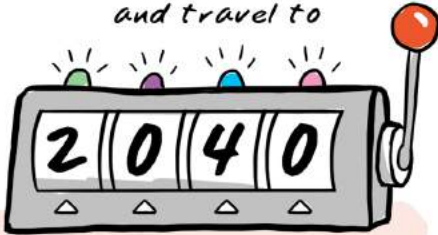


HELLO & WELCOME!

to a graphic novel where
YOU write the story of the

FUTURE!

So step into the
time-machine
and travel to



Tadaaaa!

Now tell me:
what does it
look like?

in 2040!

Q1 Who is in your household?

Q2

What kind of area
do you live in?



Q3 Where do
you live?

- Inner Forth
- Cities in central belt
(Glasgow, Edinburgh, Stirling)
- Village/countryside in central
belt
- Elsewhere in Scotland
- Elsewhere in UK
- Abroad

Q4 What type of home
do you live in?

Q5

What is the most
important feature
of your home?

And now, off to work!



PART 1: MY HOME

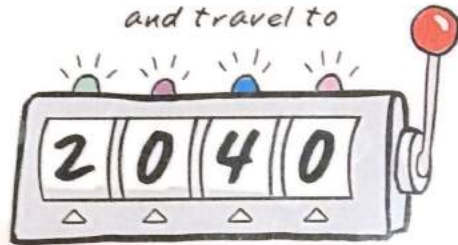


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Q4 What type of home do you live in?

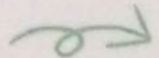


Q5

What is the most important feature of your home?



work!



PART III: ACTIVITIES & USES

in 2040!



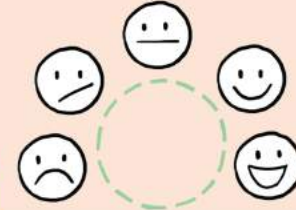
Q3

Does the
landscape
help you to...

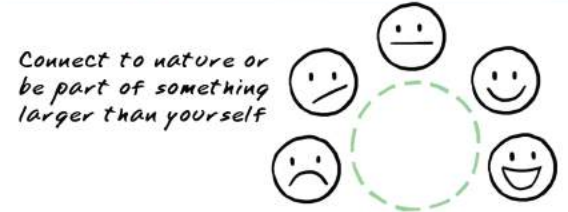
Q1 What do you do in the landscape?

Q2 What does the landscape do for you?

Get a sense of
belonging or identity



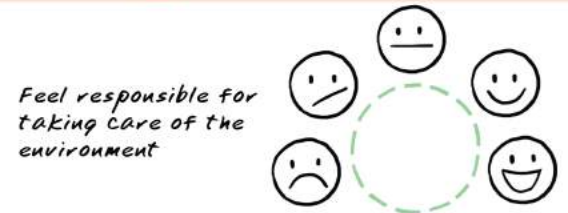
Gain perspective &
a sense of freedom



Connect to nature or
be part of something
larger than yourself



Strengthen community
and social ties



Feel responsible for
taking care of the
environment

And now, on to my aims!



PART III: ACTIVITIES

in 2040!

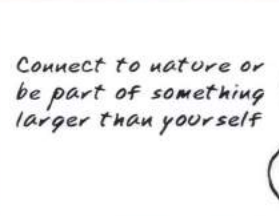


Q3 Does the landscape help you to...

Get a sense of belonging or identity



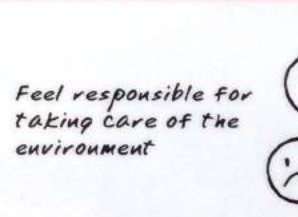
Gain perspective & a sense of freedom



Connect to nature or be part of something larger than yourself



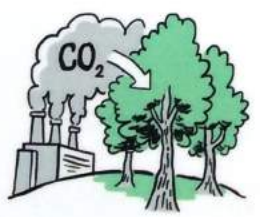
Strengthen community and social ties



Feel responsible for taking care of the environment



Q2 What does the landscape do for you?



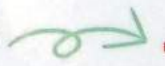
30

20

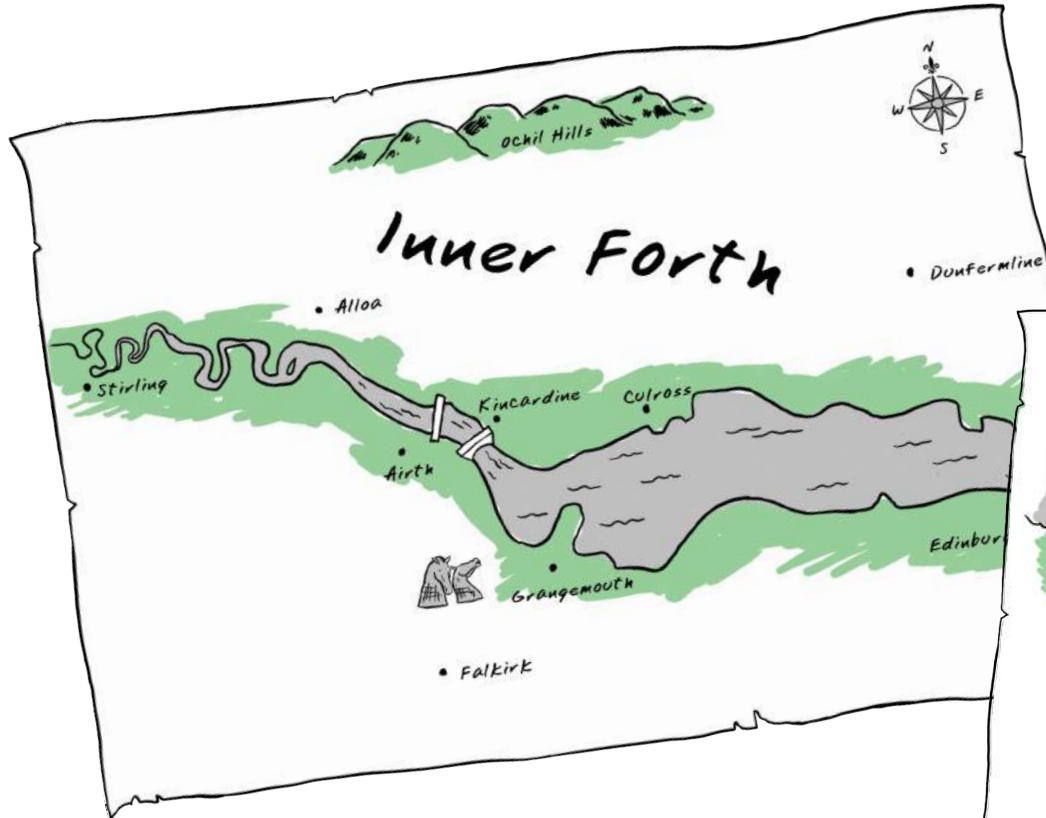
20

30

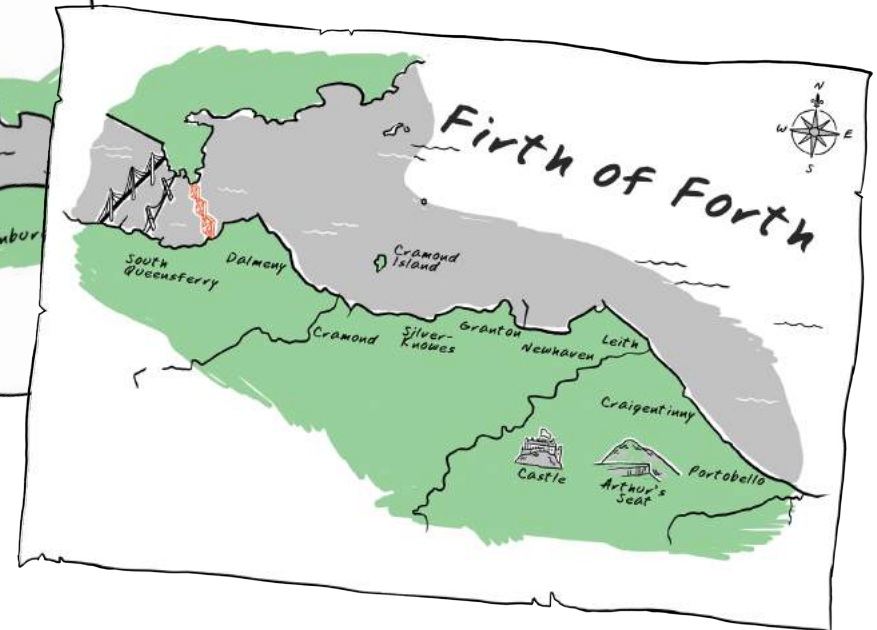
And now, on to my aims!



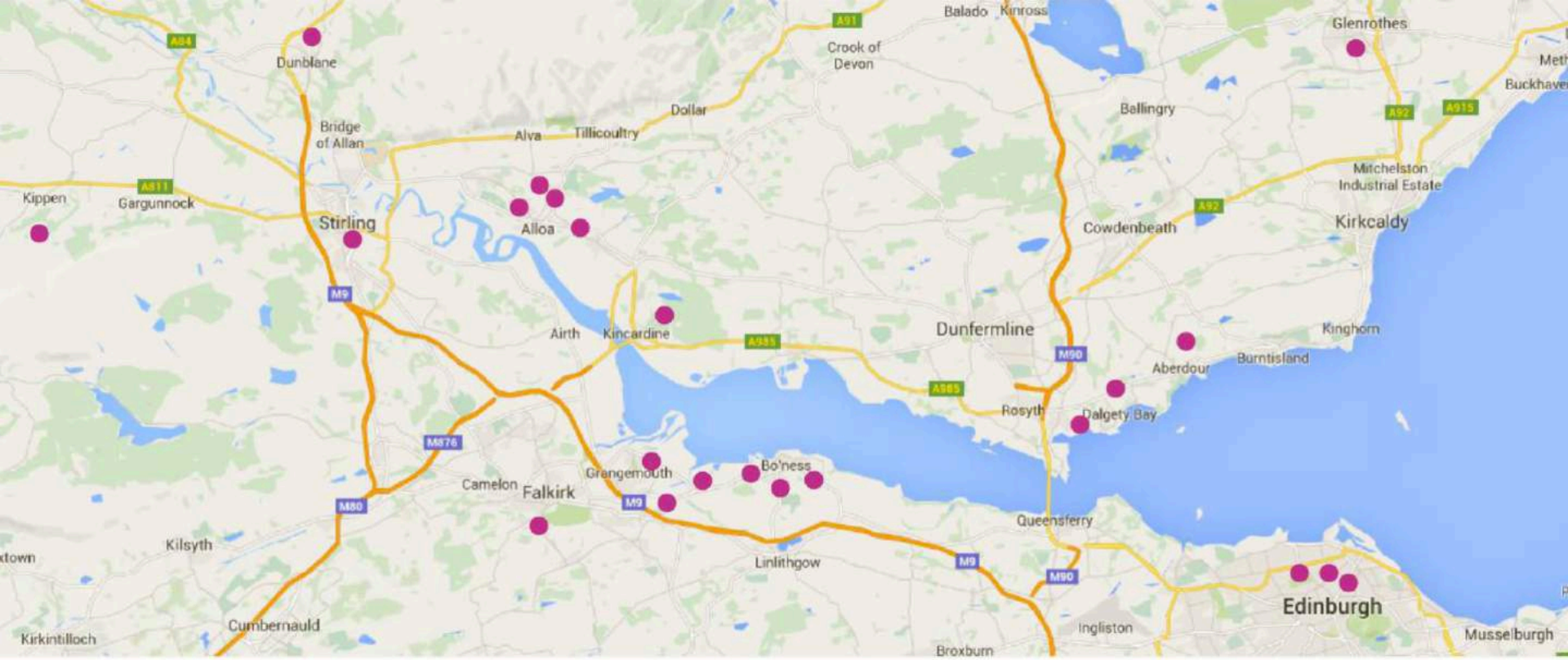
Two Case-studies



Inner Forth
(2016)



Edinburgh Shoreline
(2017)



20 Interviews



27

70+



8



14



PART III: ACTIVITIES & USES

in 2040!



Q3

Does the landscape help you to...

Q1 What do you do in the landscape?



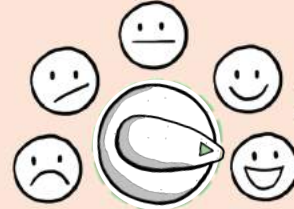
Q2 What does the landscape do for you?



Get a sense of belonging or identity



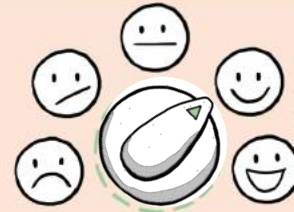
Gain perspective & a sense of freedom



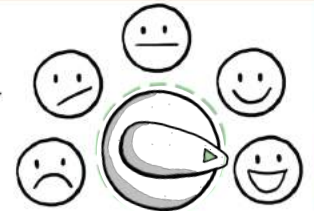
Connect to nature or be part of something larger than yourself



Strengthen community and social ties



Feel responsible for taking care of the environment



And now, on to my aims!



Land use patterns (map)	Uses landscape (uses & act)	Uses landscape (uses & act)	Uses landscape (uses & act)	Uses landscape (uses & act)	Uses landscape (uses & act)	
<i>Condense to centres of population</i>						
R001	Clean En	Habwild	Waste & Recycl	Floodpro		
R006	Hab wild =	Recspace =	Clean Energy *	Floodpro *		
R009	Floodpro	Habwild =	Carbon =	Foodtimb *	Jobs*	
R012	Habwild	Foodtimb=	Tourism=	Floodpro *	Clean wair *	
R015	Clean En	Foodtimb=	Floodpro=	Clean wair*	Inspi*	
T001	Habwild	Floodpro*	Jobs =	Recspace=		
T003	Carbon"	Floodpro"	Waste"	Inspi"	Tourism"	Habwiid"
						Clean Energy"
<i>BAU</i>						
R008	Foodtimb	Foss Fuels =	Floodpro (hard) =	Jobs =		
R014	FossFuels + CCS	Foodtimb	Recspace			
R013	Transport	Habwild=	Tourism=	Waste*	Industry*	
R005	Jobs	Floodpro	Tourism	Inspi		
R016	Jobs	Clean en *	Habwiid*	Clean wair *	Recspace*	
R003	Clean wair =	Inspi =	Recspace=			
R007	Clean En =	Carbon =	Habwild =	FloodPro =		
R011	Floodpro"	Recspace"	Habwiid"	Foodtimb"	Inspi"	
<i>Mixed & Integrated</i>						
R004	Habwild*	Floodpro*	Jobs*	Recspace*		
R010	Jobs	Clean wair=	Recspace=	Habwild*	Carbon*	
R017	Habwild	Jobs	Tourism	Recspace	Qual. Life	
R018	Clean EN=	Recspace=	Habwild *	Carbon*	Industry	
R002	Clean wair	Habwild =	Jobs =	Inspi*	Recspace*	

"= " weighted equal high
 "**" weighted equal low
 " no weighting, order as stuck

Regulating
Provisioning
Cultural
Grey infra/space
Biodiversity

Controlbox 1

Aggregated (assuming that biodiversity is a provisioning and industry or transport CES)

Aggregated (assuming that biodiversity is a regulating and industry or transport CES)

	Absolute	%			
Clust 1	13	38,2	38,2	58,8	
	7	20,6	38,2	38,2	
	6	17,6			
	8	23,5	23,5	23,5	
	0	0,0			
Clust 2	7	21,2	21,2	33,3	
	5	15,2	27,3	15,2	
	4	12,1			
	12	36,4	51,5	51,5	
	5	15,2			
Clust 3	5	20,8	20,8	41,7	
	1	4,2	25,0	25,0	
	5	20,8			
	12	50,0	54,2	54,2	
	1	4,2			

Schwartz Values



Benevolence



Universalism



Self Direction



Conformity



Stimulation



Tradition



Hedonism

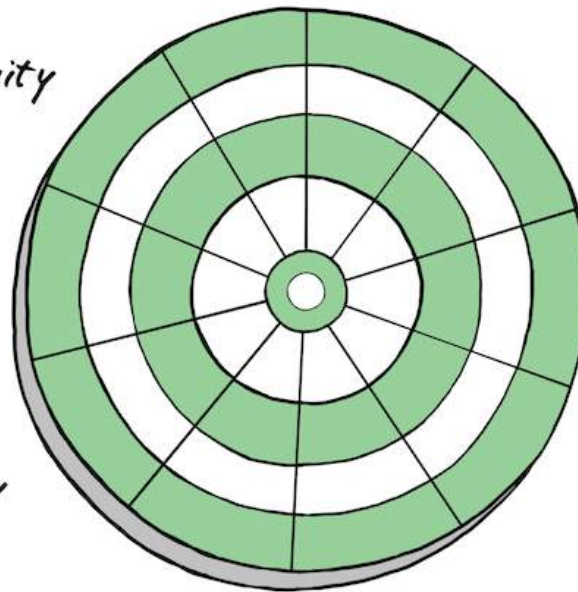


Security



Power

Achievement



Schwartz Values



Benevolence



Universalism



Self Direction



Stimulation



Hedonism



Achievement



Power



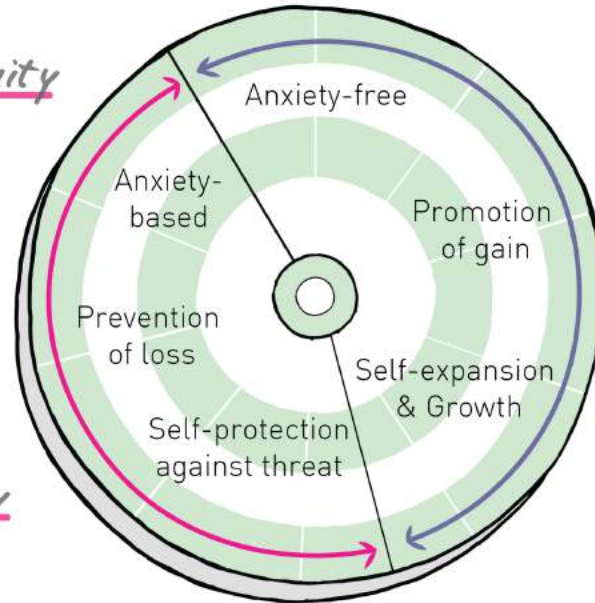
Security



Tradition



Conformity



Anxiety-free

Anxiety-based

Promotion of gain

Prevention of loss

Self-expansion & Growth

Self-protection against threat

Schwartz Values



Benevolence



Universalism



Self Direction



Stimulation



Hedonism



Achievement



Power



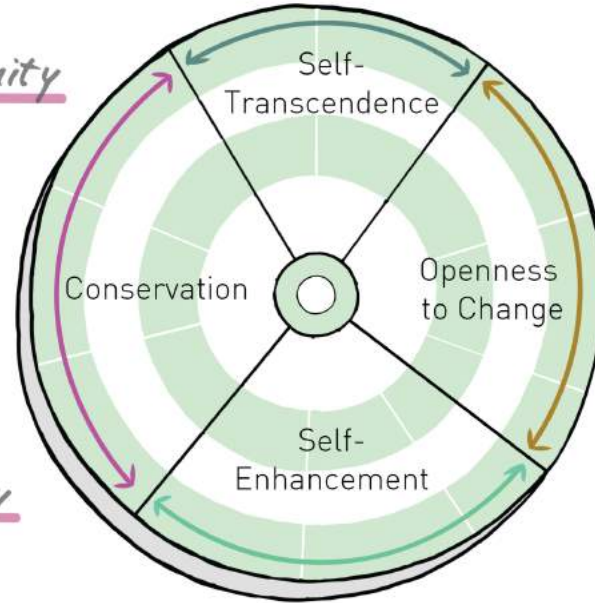
Security



Tradition



Conformity



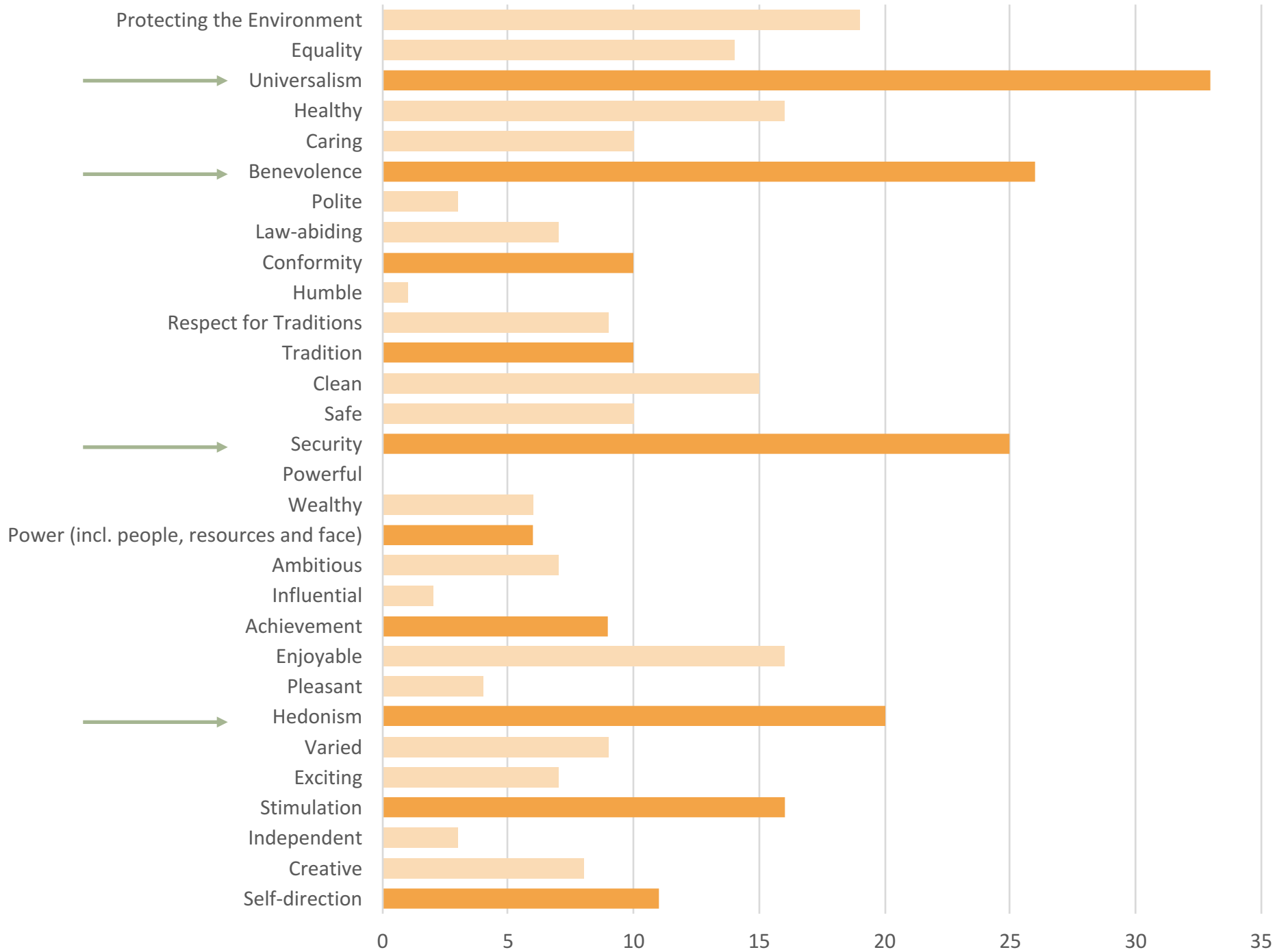
Schwartz Values

	Picked	Weighed	W:P Ratio
Universalism	15	36	2.4
Self-direction	11	26	2.4
Benevolence	9	17	1.9
Stimulation	9	16	1.8
Security	4	6	1.5
Tradition	4	6	1.5
Conformity	3	5	1.7
Hedonism	2	4	2.0
Achievement	2	3	1.5
Power	0	0	0

How does the landscape matter to you?

What should be the guiding values in the landscape governance?

	Picked	Weighed	P Ranked	W Ranked	W:P Ratio
Universalism	18	46	1	1	2.6
Benevolence	12	23	2	2	1.9
Conformity	6	13	3	3	2.2
Achievement	4	9	6	4	2.3
Self-direction	6	8	3	5	1.3
Tradition	4	8	6	5	2.0
Security	5	7	5	7	1.4
Stimulation	4	5	6	8	1.3
Hedonism	1	1	9	9	1.0
Power	0	0	10	10	0



Vision

ES

Change?

Values

Green
Revolution



Regulating &
Biodiversity

*"Completely back off
from the river"*

High



Universalism,
Protecting the
Environment

Protect
and
Provide



Cultural (Recreation)
and Grey

*"We have a lot
of good space,
and I'd like
to keep that!"*

Low



Traditions &
Security

Mixed and
Varied



Cultural, Quality of Life

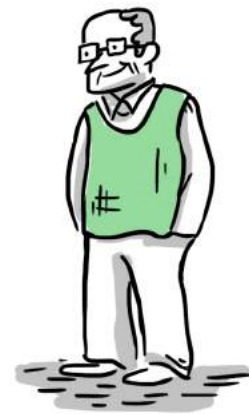
*"We want
everyone to have
a little bit
of everything"*

Medium



Benevolence

“Bonkers but Good!”

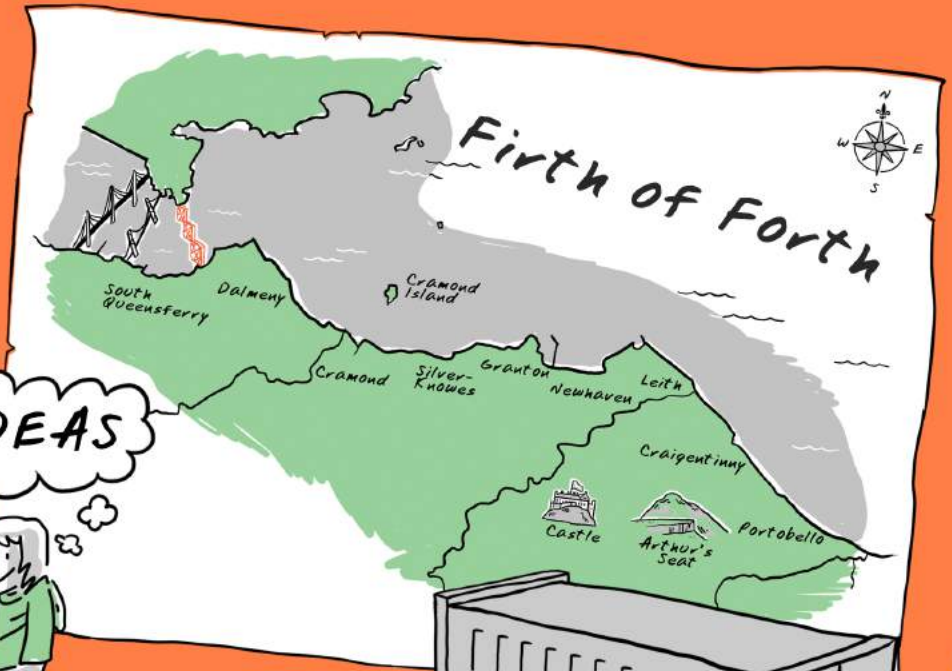


What are
your

HOPES

DREAMS

IDEAS

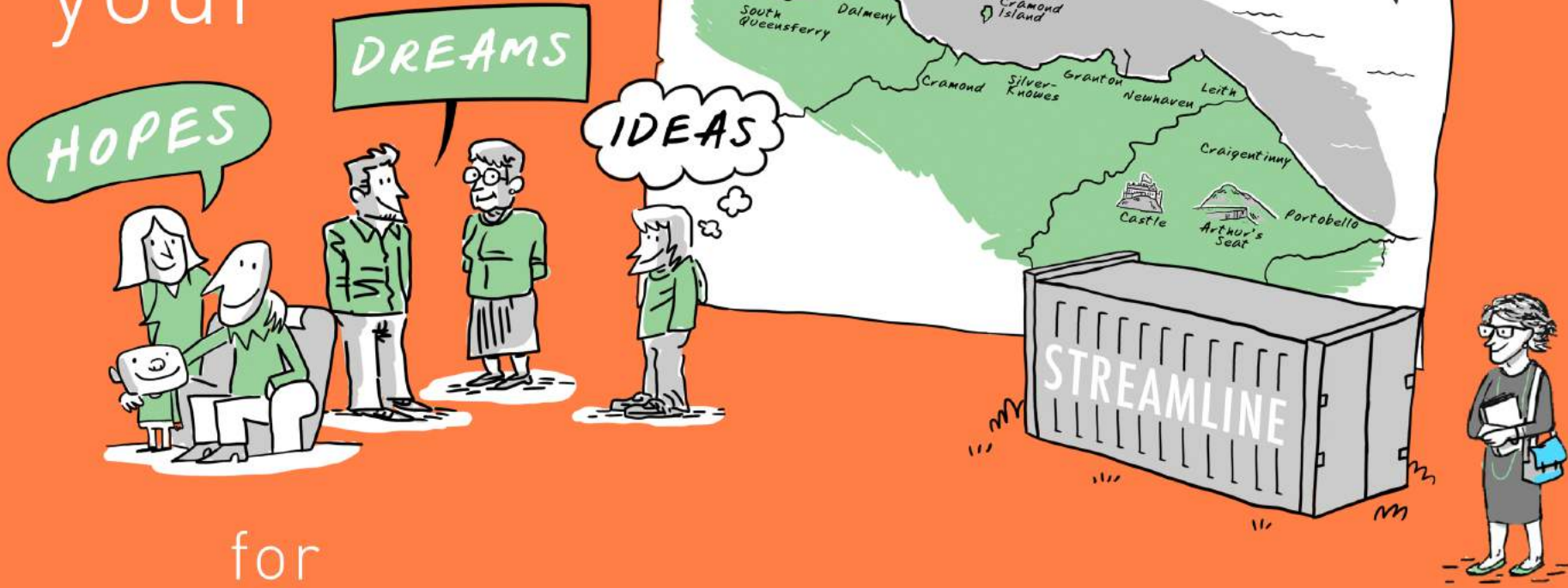


STREAMLINE

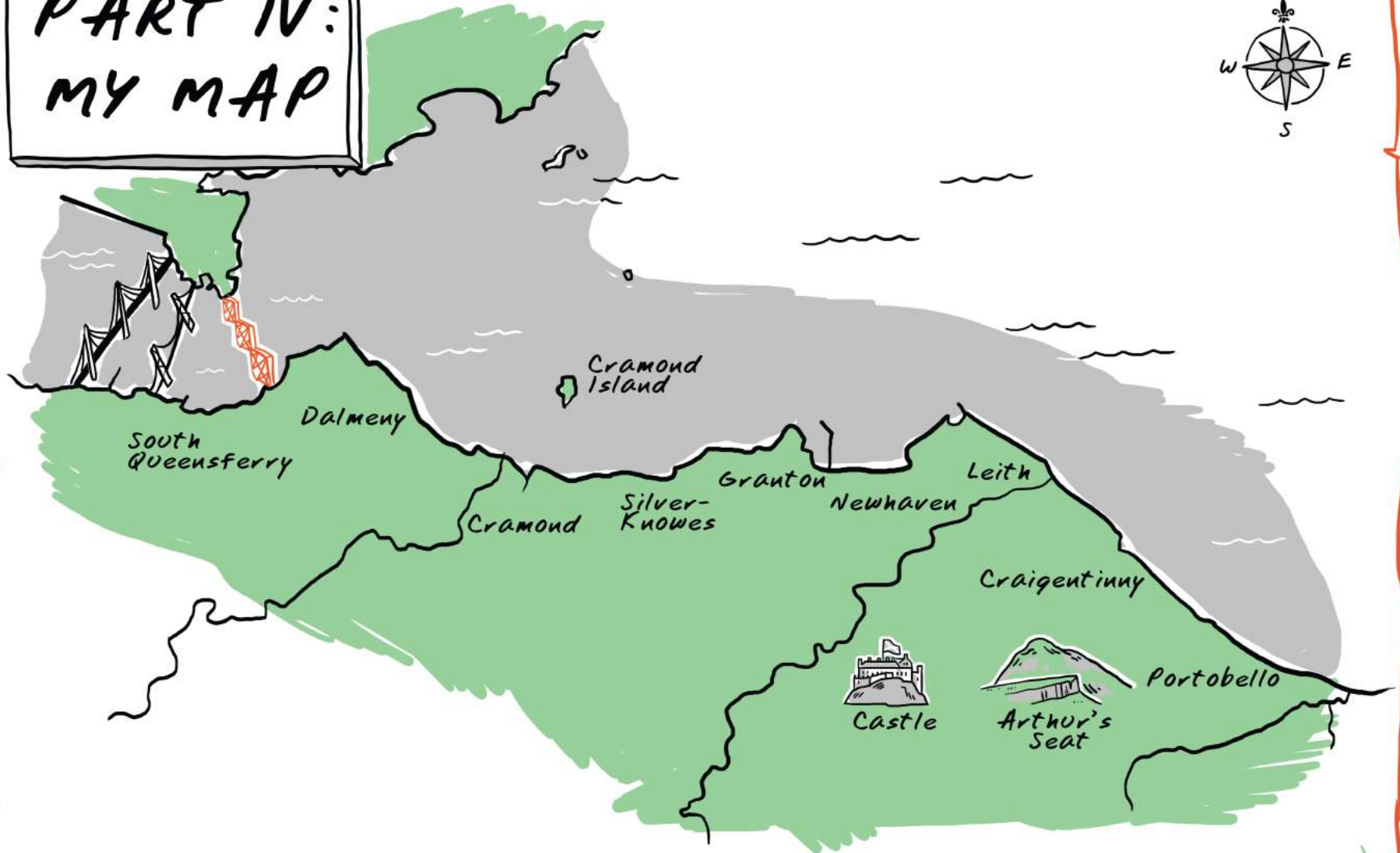
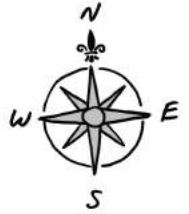
for

Edinburgh's Shoreline?

by 2050!



PART IV: MY MAP



And now, let's have a closer look!



STREAMLINE Design

By Aster de Vries Lentsch

Spring 2017

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[XX]

Introduction

STREAMLINE is a new tool for community engagement and participatory research. It is a bespoke scientific interview format that can be tailored to the needs of individual research projects. In this section of the user guide we explain how to get started with STREAMLINE for your own project.

How it Works

Format

STREAMLINE is made up of a series of colourful laminated, A3 canvasses. The canvasses are set in the future, and throughout the interview they invite the participant to step into a time-machine, travel to a year in the future and imagine what their life would ideally be like. Each canvas explores a different aspect your participant's vision for the future.



Interview structure

A STREAMLINE interview takes your interviewees through a narrative arc. It starts with something small and easy to imagine such as their home and living arrangements in the future, which will ease them into the visioning exercise. Then it gradually moves out to more abstract topics such as ideal uses and activities

Hi!
My name is Aster, and I'm the founder of STREAMLINE. This is Part 1 of our user guide, focusing on how to adapt our format to your own project



in the study area, values attached to the local landscape and preferred governance arrangements. Finally, there are "Legacy" and "Info" canvasses, bringing the interview to an intuitively logical conclusion.

This formula of starting small and slowly moving out into discussions around the wider society has been tried and proved successful in STREAMLINE projects as well as its online predecessor, the VOLANTE crowdsourcing tool [ref].

Questions

Each canvas features three different types of questions or tasks:

- **Tile:** sticking on image tiles depicting answering options
- **Tick:** choosing options from a list (often geographical) on the canvas;
- **Tell:** open-answer questions for the participant to talk about and write keywords down to illustrate their points.

For 'tile' and 'tick' question participants can choose more than one option, or write and draw their own answers if they want something you hadn't thought of yet (these are the best).

In addition to the questions depicted on the canvas, you will be asking **follow-up questions** as the participants are setting out their vision, to prompt further explanations of motivations, or for example comparisons to their current situations. It is the combination of on-canvas and follow-up questions that enables Streamline users to gather such a great deal of in-depth data, while still having a workable structure for comparison between stories (in other words, it combines the benefits of

Spreading beyond OPERAs

Third case-study:
Berwickshire Coast Voluntary
Marine Reserve

STREAMLINE Minis:
Teenagers, greenspace on
campus

Forth of Clyde work: More
teenagers

PhD

← User guide



RELEASE DATE:

2017

www.streamline-research.com