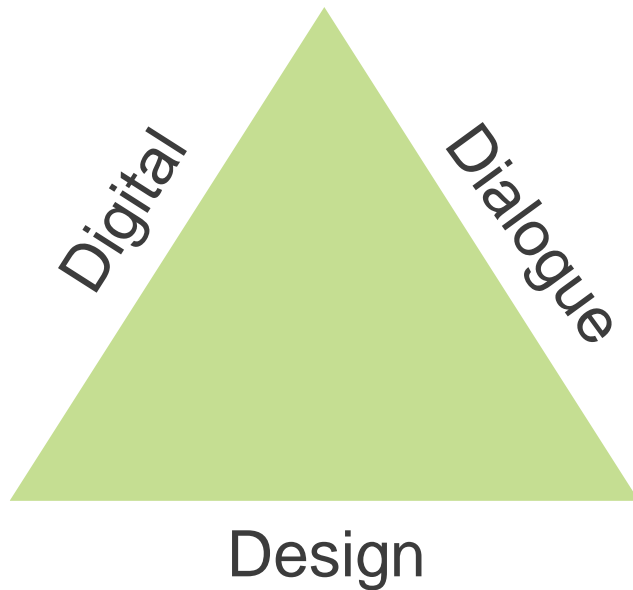


# OmaStadi participatory budgeting game

Helsinki 3D-model for change



Participation and information unit The City of Helsinki  
Hellon Service design company

# The shared principles of participation in the City of Helsinki



**Utilising  
know-how  
and expertise  
of citizens**



**Enabling  
self-motivated  
civic activity**



**Creating equal  
opportunities for  
participation**

**Helsinki**



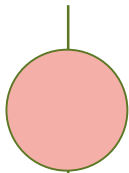
# Challenge

- ✓ to make the participatory budgeting process understandable and inclusive for all.
- ✓ to motivate larger number of different kinds of citizens to engage and deliver successful development ideas.

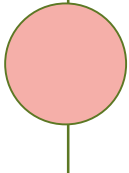
**Helsinki**



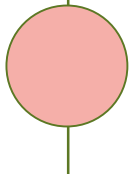
# Citizen centered development



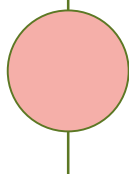
Benchmarking the existing PB initiatives globally.



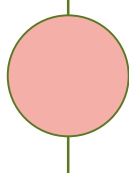
Prototyping workshop with citizens and city employees to create early game concepts



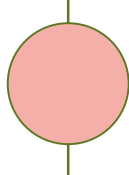
Design of the game structure, methodology and play logic.



Testing workshop together with 7 borough liasons and the participation team of Helsinki City.



Prototyping workshops with different citizen groups, eg. immigrants, the intellectually disabled and elderly.



The game has been translated into Swedish, English, and Simple Finnish.

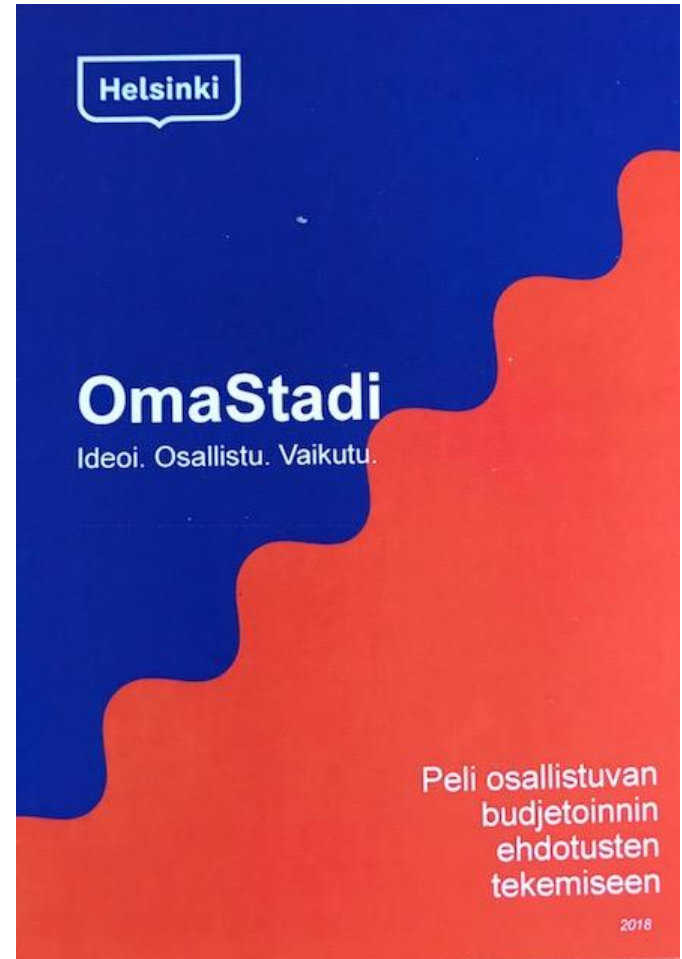


# OmaStadi participatory budgeting game

- ✓ helps citizens to co-create city development ideas through gamified approach.
- ✓ makes participatory budgeting more approachable and understandable for citizens
- ✓ enables a more democratic citizen involvement.

# The OmaStadi Game

- The game has been developed together with the service design agency Hellon.
- The development work has been carried out in cooperation with various population groups, including immigrants, the intellectually disabled, and young people at risk of social exclusion.
- The game has been translated into Swedish, English, and Simple Finnish.
- The Borough Liaisons offer training for guidance of the game to City employees as well as members of communities and resident groups, and organise participatory budgeting game events in the various neighbourhoods together with the Divisions, partner organisations, and resident groups.



# Progress of the OmaStadi brainstorming game

## 1. What kind of Helsinki do we want to build?

Which problem should be solved in the city? Which issues in the city are in clear need of improvement?

## 2. Ideas on the table

Let's join our forces to create solution proposals that make the city even more functional.

## 3. Ideas to proposals

Check whether the ideas developed fall within the limiting factors of participatory budgeting.

Select the best ideas to be developed further.

## 4. Bringing the suggestion forward

Next, it is time to present the suggestion to the City of Helsinki.



The game supports shared brainstorming. Order the game from your regional Borough Liaison or print it from the [OmaStadi.hel.fi](https://oma-stadi.hel.fi) material bank.



# Lessons

## **Ideating is not easy.**

Citizens might feel that they don't have enough knowledge and skills to make proposals. The game helps to ideate.

**Game is an efficient way to ideate.** In one hour you can create an idea.

**OmaStadi game is also a promotional material.** Helsinki city has delivered hundreds of games to different groups of people, NGOs, schools etc.

**Playing is fun!**





# Next steps

How could we make the OmaStadi game even more inclusive?

By simplifying it?

Networking better with the different groups of citizens?

How about a digital OmaStadi game?



OmaStadi game in English [omastadi.hel.fi](https://omastadi.hel.fi)

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Hel.fi

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