

DCitizens Fostering Digital Civics Research and Innovation in Lisbon

DELIVERABLE 7.3: Dissemination and Exploitation Plan

DCitizens has received funding from the European Union's Horizon Europe Framework Programme, project call HORIZON-WIDERA-2021-ACCESS-03, grant agreement 101079116

D7.3: Dissemination and Exploitation Plan

Project Information

Grant Agreement	101079116
Title	Fostering Digital Civics Research and Innovation in Lisbon
Acronym	DCitizens
Funding Scheme	Twinning
Start date	01/12/2022
Duration	36 months
Call	HORIZON-WIDERA-2021-ACCESS-03
Website	https://dcitizens.eu/

Deliverable Information

ID	D7.3
Title	Dissemination and exploitation plan
WP	7
WP Leader	IST-ID
Contributing Partners	-
Nature	R: Document
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Deadline	M6 (31/05/2023)

Dissemination Level

PU	Public	<input checked="" type="checkbox"/>
PP	Restricted to other programme participants	<input type="checkbox"/>
RE	Restricted to a group specified by the consortium	<input type="checkbox"/>
CO	Confidential, only for members of the consortium	<input type="checkbox"/>

Document Log

Version	Date	Author	Description of Change
1	11/05/2023	Daniel Ribeiro	First release
2	30/05/2023	Hugo Nicolau	Revision to sections 2 and 3
3	31/05/2023	Hugo Nicolau	Final version
4	01/07/2024	Hugo Nicolau	Changes requested in midterm review: <ul style="list-style-type: none">- Added further details to section 2.3 about timeline, publications, contribution, type of contribution, venue, and contributors
4.1	08/7/2024	Hugo Nicolau	Quality control

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Executive Summary

This deliverable outlines the communication, dissemination, and exploitation plan of the DCitizens project. It provides guidance to project partners on how to promote and make concrete use of research activities and results. DCitizens adopts a clear strategy for engaging with citizens, spreading excellence through dissemination activities, and fostering the adoption of digital technologies by target communities beyond the lifetime of the project.

The deliverable is organised into three main sections: 1) Communication - describes the target audiences, key messages, and a communication strategy, which is aligned with the project activities; 2) Dissemination - details the main goals and strategy for disseminating scientific results within the academic community alongside a timeline and key performance indicators; and 3) Exploitation - describes the foreseen key exploitable results, main stakeholders, and possible exploitation routes.

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1 Communication

The Communication section of the D7.3 aims to set up a structured and well-defined plan to help carry out DCitizens' communication actions to achieve the greatest impact possible. Below we define the target audiences to which we want to communicate. Defining to whom we want to communicate will help us tailor the message and use the most efficient channels to convey our message. We will also define what we believe is important for our target audiences to know about the project, how the work is being developed and how it will impact citizens' lives.

Concerning the strategy, we define the communication tools used during the project and the events in which DCitizens will be represented. We also detail when all the actions will occur. Lastly, to assess the success of the communication actions, we set up specific evaluation methods and KPIs we aim to reach.

DCitizens has a dedicated Communication Manager responsible for the monitoring and implementation of the communication plan.

1.1 Target Audiences

DCitizens consortium is highly committed to actively communicating the project results to all major stakeholders. We identify the following audiences as the most strategic to reach: 1) the academic community, and 2) the local community of Lisbon, i.e., local government, NGOs, and private sector.

1.2 Key Messages

The project's communication will highlight that DCitizens is establishing a leading pole of excellence in Digital Civics in Europe. Considering the target audiences, we have set the following messages as vital to communicate:

- 1) DCitizens is aiming to close the Research and Innovation gap in Portugal, better preparing the research community to develop solutions that will allow more active citizen participation in shaping research agendas.
- 2) DCitizens is committed to fostering social inclusion through the digital economy, particularly the least engaged and vulnerable categories of the population, such as people with disabilities, migrants or citizens in low socio-economic situations.

1.3 Communication Strategy

In this section, we define how the project plans to achieve the communications goals, namely demonstrating the importance of DCitizens for developing a strong research infrastructure in the city of Lisbon, which will, in turn, allow us to push for the adoption of Digital Civics and empowering citizens to take action.

1.3.1 Communication Channels

DCitizens project has started its communication activities by defining its brand identity (Deliverable 6.1), which will be used throughout the project on its multiple outcomes. Inspired by democratisation, participation, and co-creation concepts, the brand kit includes a logo, a colour palette, and typography (Figure 1).

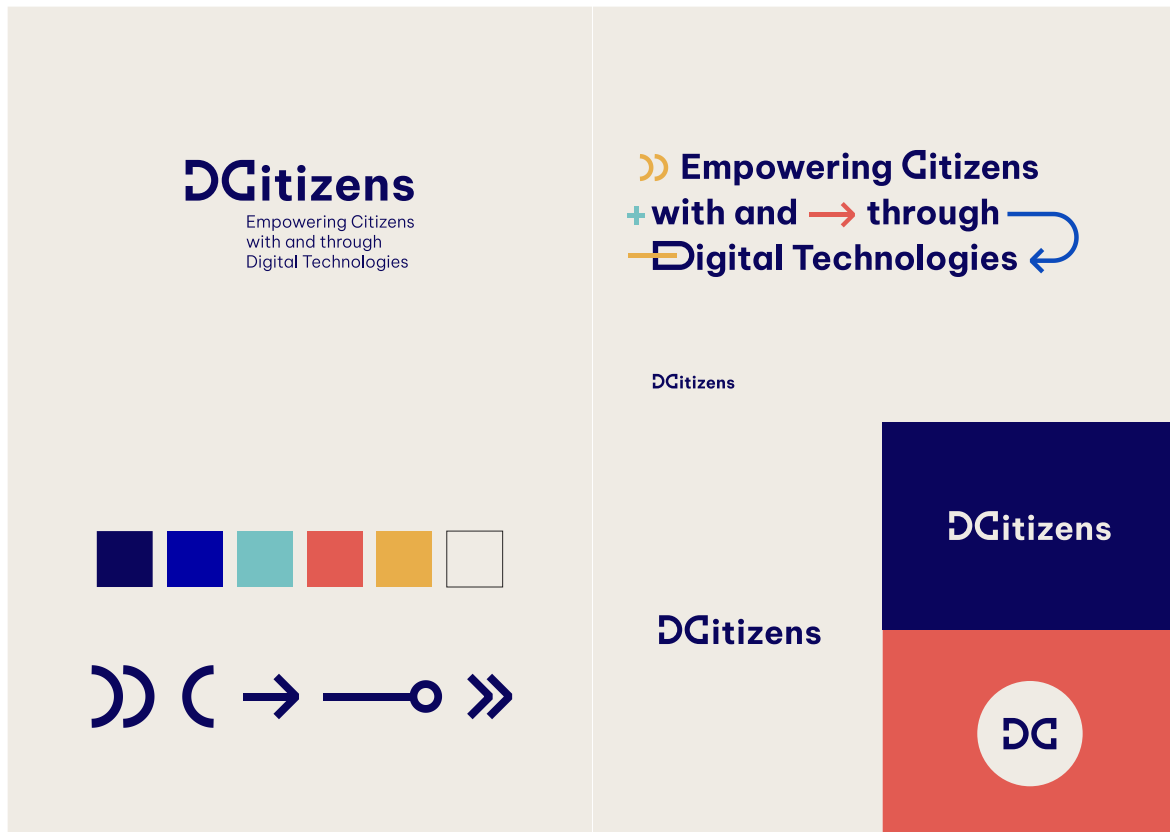


Figure 1. DCitizens Brand Kit sample.

Using the brand identity, we created the project's website at www.dcitizens.eu. On this website, we feature information about the project, its goals and plans, as well as the involved partners. The website is the main repository of information for the general audiences, where we share news about the project development, relevant upcoming events, and materials such as public deliverables, publications, and others such as produced software, civic engagement methods and activities. We plan on maintaining the website online even after the project ends, continuing to make the resources produced over the years available. In addition, posters, leaflets, and other materials will be produced and used to communicate the project and its activities to the scientific, local community, the general public, and each twinning partner's networks.

The project is also boosting the reach of this information through social media platforms. We are using [Facebook](https://www.facebook.com) and [Instagram](https://www.instagram.com) to connect with local citizens in Lisbon and [Twitter](https://www.twitter.com) to connect with the academic audience and policymakers. We

usually communicate in English on most of our communication tools, except for Facebook and Instagram, in which we use Portuguese to provide accessible content to the local communities of Lisbon. Researchers, staff, and PIs in all work packages are encouraged to use social media to engage in discussions related to Digital Civics and promote DCitizens' outcomes. These communication activities will reach a broad audience, including the scientific community, non-scientific staff engaged in research and education, companies, and the general public. Moreover, they will contribute to students' awareness of Digital Civics as a discipline.

We have also produced a video that more evidently displays DCitizens' goals and research plans. It features multiple project members, also demonstrating examples of small research projects currently being developed by IST-ID, which DCitizens supports. We also plan to produce other communication materials, such as leaflets and brochures, that will sum up the project's activity in a physical tool we can use to boost the project's impact in live events.

It is our plan to release a yearly newsletter that will group the project's latest developments. The newsletter will circulate among the interested parties who subscribe to the newsletter on the website. These will be informed about recent events in which the project has participated, published scientific publications, and resources.

1.3.2 Events

Considering the project's potentially strong impact on the local community, we are confident it is important to bring the project close to society through public events. We are committed to representing the project in high-attendance events such as the European Researchers' Night and our University's Open Day – Técnico Open Day.

These are free events that have received hundreds of visitors from diverse age groups and backgrounds in past years, which will be a great tool to help raise awareness of DCitizen's mission on Digital Civics. We also aim to organise round-table discussions, allowing citizens and interested parties to learn how the project is tackling Digital Civics. The first round-table event was held during the project kick-off meeting in January.

1.3.3 Press

Involving national and local press in our communication strategy is necessary to reach a broad audience. Our contact with the media will be done when the project development reaches important milestones that have increased mediatic relevance. The result of a co-creation relationship with local NGOs, which we anticipate being a service or product that will help citizens play a more active role in society, is an example of a project outcome with considerable mediatic value. Portuguese media

we consider for increasing the impact of DCitizens include Público, Expresso and Visão, which frequently cover science and technology news in Portugal.

Additionally, we are committed to further increasing the project’s impact by proposing DCitizens as a discussion topic for science podcasts, such as 90 Segundos de Ciência (bite-size episodes by Antena 1 Radio, which has been on the air for years), 45 Graus (independent interview-style podcast), or Fricção Científica (3-minute episodes by Antena 3 Radio).

We have access to an international science news dissemination service (Alpha Galileo), and we intend to use the platform to raise international awareness of the project, specifically concerning scientific outputs such as publications. Lastly, we will feature DCitizens in European Commission’s communication tools, such as [Research and Innovation success stories](#), [CORDIS](#) and [Horizon Magazine](#).

1.3.4 Communication Timeline

The Communication calendar of the DCitizens project will be closely related to the other activities being planned for the course of the project. The communication efforts will highlight activities such as staff exchanges and the invited lecture series. The timelines of these activities have been defined in deliverables D1.1 and D2.1, respectively. The project has also planned to participate in key science outreach events in Lisbon. Below, we list an overview of the communication activities planned for the project.

Table 1. Communication timeline for DCitizens (W=website, SM=Social Media, N=Newsletter, P=Press, E=Event)

Month (M)	Project activity	Communication channel				
		W	SM	N	P	E
M1	Kick-off event and Civic Workshop	X	X	X	X	X
M6	Staff Exchange: ITI to IIT		X	X		
M7	Invited Lecture Series: Jonathan Hook	X	X	X		
M7	Summer School	X	X	X		X
M8	Staff Exchange: IST to UNN		X	X		
M9	Invited Lecture Series: Arlene Astell	X	X	X		
M9	European Researchers’ Night	X	X	X	X	X
M10	GoodIT’23 conference Special Track	X	X	X		
M12	Staff Exchange: IST/IIT/UNN to USI		X	X		

M12	Invited Lecture Series: Bill Gaver	X	X	X		
M15	Invited Lecture Series: John Vines	X	X	X		
M17	IST Open Day	X	X	X	X	X
M18	Staff Exchange: IST to USI		X	X		
M19	Staff Exchange: IST to UNN		X	X		
M20	Staff Exchange: IIT/UNN/USI to IST		X	X		
M20	Summer School	X	X	X		X
M20	Invited Lecture Series: Ann Light	X	X	X		
M21	European Researchers' Night	X	X	X	X	X
M23	Invited Lecture Series: Clara Crivellaro	X	X	X		
M24	Staff Exchange: IST/USI/UNN to IIT		X	X		
M26	Invited Lecture Series: Vasilis Vlachokyriakos	X	X	X		
M29	IST Open Day	X	X	X	X	X
M30	Staff Exchange: IST to IIT		X	X		
M31	Staff Exchange: IST to USI		X	X		
M31	Summer School	X	X	X		X
M31	Invited Lecture Series: Jayne Wallace	X	X	X		
M32	Staff Exchange: IIT/UNN/USI to IST		X	X		
M33	European Researchers' Night	X	X	X	X	X
M35	Invited Lecture Series: Lizzie Coles-Kamp	X	X	X		
M36	Staff Exchange: IST/USI/IIT to UNN		X	X		

On top of the communication activities listed above, the project will communicate scientific activities resulting from the project on the website, social media, newsletter, and press. The timeline of expected scientific dissemination activities is described in Section 2.3.

1.3.5 Evaluation

To evaluate the impact of our communication, we defined specific KPIs for each communication tool used during the project. We are evaluating the performance of each tool every year. We are comparing the results in each tool with the pre-defined KPIs to assess the need to adapt the communication strategy.

Table 2. Key performance indicators for each communication tool.

Communication tool	Indicator	Y1	Y2	Y3	Y3+
Social Media	Reach	1000	1000	1500	2000
	Updates	10	20	30	40
Website	Visitors	200	500	900	1200
	Updates	10	20	30	40
Press	Press releases sent	1	2	3	4
	Published articles or podcast episodes	5	10	15	20
Public events	Number of events	1	2	3	4
	Audience reached	300	600	900	1500
Newsletter	Receiving contacts	50	60	70	90
Promotional materials	Number of materials	4	5	6	6

1.3.6 Conclusion

The DCitizens Project has high communication potential due to its community engagement and co-creation nature. Above, we have listed our plan for the course of the project, which highlights the main communication moments and how we are going to communicate them. However, the project is wider than this defined strategy. If further relevant communication opportunities arise, we are ready to embrace and act on them.

2 Dissemination

In this section, we outline the main goals and strategy for disseminating scientific results within the academic community. Moreover, we describe the activities that will take place throughout DCitizens lifetime. The plan includes a timeline for the different activities and key performance indicators, which will enable us to monitor and evaluate progress.

2.1 Dissemination Goals

The main goal of the DCitizen's is three-fold: 1) communicate the scientific results of the project to the academic community; 2) foster the uptake and application of scientific outcomes; and 3) increase awareness and understanding of the scientific results.

2.2 Dissemination Strategy and Activities

The dissemination strategy and proposed activities are designed to achieve the dissemination goals (i.e., communicate, foster uptake, and increase awareness). The overall dissemination strategy is grounded on excellence and open access.

The strategy will be implemented through three main activities: 1) publish results from work package 4 (joint research) in premier journals and conferences; 2) deliver academic presentations through DCitizens' consortium partner network and at top conferences; 3) organise joint scientific events such as summer schools, invited lecture series, and workshops.

When applicable, we will also leverage European Commission tools to disseminate research results, such as publishing Research and Innovation Success Stories and publishing in CORDIS and Horizon Results Platform.

2.2.1 Publish at Premier Journals and Conferences

Publishing research work in premier venues is a key strategy for disseminating DCitizens results to increase its visibility and impact. This is increasingly important to enhance the research profile of IST-ID. Premier venues, such as high-impact factor journals or prestigious conferences, attract a large and diverse audience of researchers and practitioners who are interested in the latest advances in Digital Civics. By publishing research papers in these venues, we can reach a wider audience and increase the likelihood that our work will be cited and built upon by other researchers. Furthermore, publishing in premier venues increases the perceived quality and legitimacy of the research, which can, in turn, increase the uptake and application of the research results by our peers.

We will aim to publish in venues related to the field of Human-Computer Interaction, such as ACM CHI Conference on Human Factors in Computing Systems (CHI, CORE ranking: A*), International Journal of Human-Computer Studies (Scimago Q1), ACM Conference on Computer-Supported Cooperative Work & Social Computing (CORE ranking: A), Behaviour & Information Technology (Scimago Q1).

Another important dissemination strategy for DCitizens is to publish with open access. All open access publications are freely available, which provides a wider audience for the research. This can further increase the visibility and impact of our research. Additionally, open access publications often have more lenient copyright restrictions, which can allow for greater reuse and repurposing of the research.

Moreover, we will publish pre-prints of all research papers to further disseminate results. Pre-prints are manuscripts that have not yet undergone peer review but are publicly available for others to read and provide feedback on. Pre-prints will be uploaded to repositories such as arXiv.

2.2.2 Attending and Presenting at Conferences

Attending and presenting at premier scientific conferences is an essential component of disseminating research results and increasing their visibility and impact. Conferences such as CHI attract a diverse audience of researchers and practitioners who are interested in Human-Computer Interaction, namely Digital Civics, which provides an excellent opportunity to share our work and receive feedback from others in the field. Moreover, it is a great opportunity to build relationships and extend our network in the field. Attending these venues can help IST-ID build its reputation and establish itself as expert in the field of Digital Civics, which can lead to more opportunities for collaboration, funding, and recognition in the future.

2.2.3 Organise Joint Events

Organizing joint events between the consortium partners is another strategy to disseminate results within DCitizens partner networks and the scientific community. Moreover, it contributes to establishing IST-ID as a leading pole of research in Digital Civics.

For instance, we plan to organise two workshops at a premier conference to discuss the challenges and opportunities in the field, disseminate results, raise the international profile of IST-ID, and promote collaborations with other researchers.

We will also organise four Summer Schools within the lifetime of the project, providing Early-Stage Researchers (ESR) to disseminate their work and engage in discussions with experts in the field. Our goal is to bring together researchers and students from different institutions and backgrounds to foster collaboration and knowledge exchange, which can lead to new research directions and partnerships.

Finally, we will jointly organise a lecture series by inviting experts in the field to deliver lectures about Digital Civics. This activity aims to raise the coordinator institution's research profile and disseminate DCitizens research efforts through key actors and leading institutions in Digital Civics.

2.3 Dissemination Timeline and Key Performance Indicators

Table 3 illustrates the expected dissemination key performance indicators throughout DCitizens lifetime.

Table 3. Dissemination timeline and key performance indicators (Y = Year).

KPI	Y1	Y2	Y3	Y3+
Joint journal papers	0	1	2	5+
Joint conference papers	1	2	3	10+
Organisation of summer schools	1	1	2	-
Organisation of international scientific workshops	-	1	1	-
Conference and workshop participation	10	10	10	-
Invited lectures by experts in Digital Civics	3	3	3	-

Table 4 provides a detailed view of the consortium’s joint papers and scientific workshops, including their contribution, type of publication, and partners involved. Contributions are mostly related to the commissioning model being implemented in Lisbon and resulting case-studies (see D4.1 – Ethics Framework, and D4.2 – Case-Study Portfolio).

Table 4. Details of joint publications.

Publication	Type	Venue	Submission Year	Contributors
Frameworking a Community-led Feminist Ethics	Workshop paper	ACM CSCW	2023	IST-ID, UNN
Introduction of a relational perspective on ethics within the context of Feminist Digital Civics and community-led design. Ethics work in HCI has primarily focused on prescriptive machine ethics and bioethics principles rather than people. In response, we advocate for a community-led, processual approach to ethics, acknowledging power dynamics and local contexts. We thus propose a multidimensional adaptive model for ethics in HCI design, integrating an intersectional feminist ethical lens.				
DCitizens Roles Unveiled: SIG Navigating Identities in Digital Civics and the Spectrum of Societal Impact	Special Interest Group	ACM CHI	2023	IST-ID, UNN, USi, IIT
The DCitizens Special Interest Group aims to navigate ethical dimensions in forthcoming Digital Civics projects, ensuring enduring benefits and community resilience. Additionally, it seeks to shape the future landscape of digital civics for ethical and sustainable				

interventions. The commitment is to ensure future outcomes align with genuine community needs and address the ethical imperative of a considerate departure strategy. This dialogue encourages future researchers and practitioners to integrate ethical considerations and community-centric principles, fostering a more sustainable and responsible approach to technology-driven interventions in future urban regeneration and beyond.

Infrastructuring Access to Public Services: The Formation of a Network of Neighbourhood Walk-in Services in Socio-Economic Deprivation Contexts	Full paper (conference)	ACM CHI	2024	IST-ID
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This will be a publication related to the 2023 commissioned project by the Intercultural European Club and Aga Khan Foundation. In this paper, we explore the challenges and opportunities for digital technologies to support and foster the creation of a grassroots project that aims to facilitate access to public services through a neighbourhood walk-in service. Additionally, we will report on the process of designing, developing, and deploying a socio-technical system to manage and coordinate a network of walk-in services throughout the city of Lisbon.

Crafting a Community-led Feminist Ethics Toolkit	Full paper (conference)	ACM CHI	2024	IST-ID, UNN
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This work aims to develop an ethics toolkit for Digital Civics projects. Contributions include a fusion of care ethics with embedded research (community-led/digital civics); development of a novel and open source (copyleft) toolkit for academic and community use; empirical evidence of the impact of community ethics discussions on Digital Civics research; exploratory findings regarding the application of care ethics to community-led projects; and design considerations for the development of a toolkit intended for community use.

A Critical Review of Inclusive Urban Technologies	Full paper (journal)	TACCESS	2024	IST-ID, UNN
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The main contribution of this work is to explore prior research on urban technologies and create a strong theoretical foundation for the development of truly inclusive smart cities. We will analyse three main research topics: how HCI is involved in the design of public spaces and the inclusion of people with disabilities; methods used to co-design public space technologies; and methods used to co-design with people with disabilities.

Fostering Feminist Community-Led Ethics: Building Tools and Connections	Workshop	ACM DIS	2024	IST-ID, UNN, USi
<p>We aim to build the groundwork for the development of a meta-toolkit for community-led ethics. In so doing, we hope to offer the formulation of heuristics and design guidelines for future toolkits to promote effective and <i>care-full</i> practices for community-led research practices. In the process, we wish to establish and nurture a research community interested in ethics or community-led/embedded research through collaboration and knowledge exchange.</p>				
Human-Ethics Interaction: The adoption, appropriation, and impact of a Feminist Ethics Toolkit	Full paper	ACM CHI	2025	IST-ID, UNN
<p>This paper will describe how community-based organisation use, adopt, and appropriate the DCitizens' ethics toolkit. Based on our commissioned projects, we aim to provide insights on how the toolkit serves and is re-purposed to suit users' needs. Moreover, the paper will propose that the interactions between ethics and people warrants a new topic of study: Human-Ethics Interaction. The paper will discuss how Human-Ethics Interaction is processual in its nature, highly situated in time and place, and sit at the intersection of multiple disciplines, including sociology, psychology, ethics, computer science, human-computer interaction, and political science. We will expose the challenges and opportunities that Human-Ethics Interaction raises and present an agenda to open a dialog for those interested in participatory and community-led research.</p>				
Understanding the Lifecycle and Sustainability of Digital Civics Projects	Full paper (conference)	ACM CHI	2025	IST-ID, UNN, USi, IIT
<p>This submission will explore the lack of a framework for conducting sustainable digital civics projects, including considerations for community engagement, running projects, and exit strategies. We aim to answer three main research questions: How can digital civics research effectively collaborate with diverse stakeholders such as government, NGOs, citizens, other academics, and the private sector who have varying needs and perspectives within communities? How can digital civics projects establish protocols for addressing unexpected challenges and obstacles as they arise? What are effective strategies for concluding digital civics projects sustainably?</p>				
Infrastructuring a Community Sponsorship Program for Refugees	Full paper (conference)	ACM C&T	2025	IST-ID, UNN, USi

This submission will be the result of one of the commissioned projects in WP4. The work focuses on the collaboration between DCitizens and the Portuguese Council for Refugees. It will explore how digital technologies can support the Portuguese Community Sponsorship program. Contributions include understanding the challenges and opportunities of the community sponsorship program, co-designing a socio-technical infrastructure, and mixed-methods real-world evaluation of its impact.

Strategies, Tactics and Challenges of Civic Universities in Empowering Local Communities	Full paper (journal)	ACM TOCHI	2025	IST-ID, UNN, USi, IIT
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This submission will focus on local initiatives fostering collaboration and empowerment between universities and citizens. We aim to compare initiatives with similar efforts in Lisbon, Newcastle, Siegen, and Genova, shedding light on the challenges emerging from conducting embedded research. Moreover, we use these cases to exemplify effective strategies and tactics resulting from working with various local communities.

Empowering People with Severe Physical, Speech, and Visual Disabilities	Full paper (journal)	ACM TACCESS	2025	IST-ID, UNN
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This journal submission is related to the 2024 commissioned case-study. Assistive technologies are built to cater to common types of disabilities. In this submission, we will explore the opportunities and challenges of designing a bespoke assistive technology to meet the unique needs of a co-designer with severe physical, speech, and visual disabilities to access their mobile device. This process will last 12 months and involve iterative prototyping within a non-verbal co-creation process. Through reflective practice, we will provide an account of the practical, pragmatic, and ethical considerations that apply when developing bespoken technologies with people having severe intersecting impairments and their caregivers.

Envisioning Collaborative Futures: Advancing the Frontiers of Embedded Research	Workshop	ACM PDC	2025	IST-ID, UNN, USi
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Digital civics research aims to create positive social change using a variety of digital technologies. These research projects commonly adopt various embedded processes, such as commissioning models. Despite the adoption of this process within a range of domains, there isn't currently a framework for best practices and accountability procedures to ensure we engage with citizens ethically and ensure the sustainability of our projects. This workshop aims to provide a space to start collaboratively constructing a dynamic framework of best practices, laying the groundwork for the future of sustainable embedded research processes. The overarching goal is to foster discussions and share insights that

contribute to developing effective practices, ensuring the longevity and impact of participatory digital civics projects.

3 Exploitation

The purpose of the exploitation plan is to provide a roadmap for maximising the potential of DCitizens' results. The plan describes the key exploitable results, key stakeholders, exploitation routes and activities, potential barriers to exploitation, and managing intellectual property rights.

3.1 Key Exploitable Results

In this section, we identify Key Exploitable Results (KER), which correspond the most promising outcomes of DCitizens, which have the greatest potential generating positive social impact. These results include new digital technologies and services, data, and innovative research models.

The KER are tightly related to the joint research project of DCitizens, which aims change the research paradigm at IST-ID by allowing local communities define priorities and research agendas. We will develop and deploy a commissioning platform alongside civic events to interface with community-based organisations, local government, and industry. Overall, we intend to redefine the research-citizens power structure and support different citizen-led research projects on a yearly basis.

Table 5 summarises the expected KER, which will help the consortium to focus its efforts on developing the most valuable outcomes of the project to generate positive social change. KER are grouped in three categories: prototypes, datasets, models, and policy brief.

Table 5. Description of key exploitable results.

Type	KER	Description
Model	Commissioning Model	DCitizens will design, implement, and test a citizen-led commissioning model of service provision to support the development of the local networks and relationships between university, government, industry, and community groups.
Prototype	Citizen-led Digital Technologies	Annually, we will support a limited set of citizen-led research projects that aim to provide a positive social change through

		digital technologies. All prototypes will have a TRL between 5-7 as they will be deployed in the real-world.
Dataset	Community-led Design Data	We will generate a dataset that consists of local communities' needs, challenges, goals, expectations, and assets.
Policy Brief	Digital Civics Research and Innovation Agenda	In the final year, we will produce the Digital Civics Research and Innovation Agenda informed by the analysis and synthesis of the commissioned Case Studies

3.2 Mapping of Stakeholders

The identification of target stakeholders is crucial to successfully exploit the KER in the short- and long-term. In this section, we describe the main potential stakeholders of DCitizens and their relationship with each KER.

The main potential stakeholders identified are the following:

- Community-based organisations.
- Individual citizens supported by community organisations.
- Local government and policymakers.
- Information and communication technologies (ICT) industry.
- Scientific and academic community.
- Related research projects.

Table 6 relates each KER with its potential stakeholders.

Table 6. Key exploitable results and potential stakeholders.

KER	Potential Stakeholders
Commissioning Model	Scientific and academic community; Related research projects.
Citizen-led Digital Technologies	Community-based organisations; Individual citizens; ICT) industry; Scientific and academic community; Related research projects; Local government and policymakers
Community-led Design Data	Related research projects; Scientific and academic community; Community-based organisations; Local government and policymakers.

Digital Civics Research and Innovation Agenda	Local government and policymakers.
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3.3 Exploitation Routes and Activities

Following the identification of KER and potential stakeholders, we define possible exploitation routes. The exploitation routes can have many shapes and forms, but typically include:

- The use for further research
- Developing and selling new products/services
- Spin-off activities
- Cooperation agreement/Joint Ventures
- Selling IP rights/Selling IP-related business
- Licensing IP rights
- Standardization activities

The proposed exploitation routes of DCitizens KER are detailed in Table 7.

Table 7. Key exploitable results and exploitation routes.

KER	Exploitation Routes
Commissioning Model	<ul style="list-style-type: none"> - Creation of a sustainable citizen-led model of research. - Adoption by other research units within IST.
Citizen-led Digital Technologies	<ul style="list-style-type: none"> - Spin-off for providing digital services to vulnerable communities. - Consulting services, deployment, maintenance, and training services provided by partners. - Cooperation agreement with community-based organisations and/or local government.
Community-led Design Data	<ul style="list-style-type: none"> - Further research by project partners and others in the fields of Digital Civics and social sciences. - Creation of novel social interventions by community-based organisations and local government.

Digital Civics Research and Innovation Agenda	- Uptake by local government in future policymaking.
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3.4 Potential Barriers

In this section, we highlight the main potential barriers to exploit the KER.

Lack of commitment and available resources from partners after the project finishes represents one of the main obstacles to achieving the impact envisioned by the consortium. Continuing developing, disseminating, and maintaining digital technologies with higher TLR (i.e., > 7) will require financial and human resources. Being aware of this obstacle, DCitizens partners must plan for new funding opportunities directed at research to market projects. Regarding dissemination, it is crucial to leverage existing regional and national networks of stakeholders and plan a variety of activities to stimulate interest and involvement in KERs.

Another major potential barrier to exploit the project's results, namely the DCitizens digital technologies is the lack of added value to stakeholders and difficulties with technology adoption. We have been addressing these issues through a citizen-led research approach, which focus on understanding communities' needs, involving them in the design and development of prototypes, and studying the main obstacles, motivations, and enablers when deploying the prototypes in the real world.

3.5 Knowledge, Data, and IPR Management

All development and dissemination activities are in accordance with the project's proposal and follow (by default) an open access approach.

Partners will ensure that knowledge resulting from DCitizens activities will be disseminated as swiftly as possible within the scientific community through peer-reviewed publications (see Section 2 – Dissemination). All publications will be made available on the project's website (<https://dcitizens.eu/>) and published under an open access licence.

Datasets will also be made publicly available as described in the Data Management Plan (Deliverable 7.2), so further research can leverage them.

We will strive to make prototypes developed throughout the project open-source. These deliverables will be available on the project's website and other repositories (e.g., Github) to maximize dissemination and uptake by potential stakeholders. Exploitation of these deliverables will be possible through consulting services, deployment, personalization, maintenance, and training services.

4 Conclusion

This deliverable outlines DCitizen's communication, dissemination, and exploitation plan, which provides the basis to help the consortium understand how to 1) engage

with target audiences, 2) disseminate results within the academic community, and 3) identify exploitable results and possible exploitation activities. It should be used as a tool throughout the project lifetime and after the project finishes. The goal is to open opportunities for new research endeavours as well as to capitalize on existing results.