

# Stakeholder and user involvement in backcasting and how this influences follow-up and spin-off

*Jaco Quist*

*Technology Dynamics & Sustainable Development Group,  
Delft University of Technology, NL  
Faculty of Technology, Policy, Management  
j.n.quist@tudelft.nl*

*JAOCC, 8-10 June 2009, Aalborg, Denmark*

JAOCC 8-10 June 2009

1

# Today's presentation

1. <i>Backcasting approach</i>	
2. <i>Theoretical framework</i>	
3. <i>NPF case</i> <i>- NPF backcasting experiment</i> <i>- The impact after 10 years!</i>	
4. <i>Conclusions &amp; implications for governance</i>	

# 0. Users versus Stakeholders

- Different participatory traditions can be distinguished
  - User involvement in (sustainable) innovation & design
  - Stakeholder sustainability dialogues & visioning
- What can these learn from each other?
  - Systematic user involvement (citizens / public)
  - Visioning/debate with heterogeneous stakeholders
- Level of influence? Variety & debate? Consensus?

# Why Public & Stakeholder participation:

*Introduction & General*

- Reasons from 'Policy Analysis'::
  - Qualitatively better solutions
  - Support and fewer hold-ups
- From viewpoint of sustainability:
  - Stakeholder contributions necessary
- From viewpoint of public participation:
  - Viewpoint of democracy
  - Contributions from citizens & consumers important

# 1. Backcasting: *introduction*

**Backcasting:** Create a desirable *sustainable future* **first** before *looking back* from that *future* how it could have been achieved and planning initial steps how to move towards that future.

**Backcasting:** Particularly useful in case of complex 'wicked' problems that include dominant trends; when market-based solutions are insufficient; a need for a major change; long time horizons allow strong alternatives (Dreborg '96)

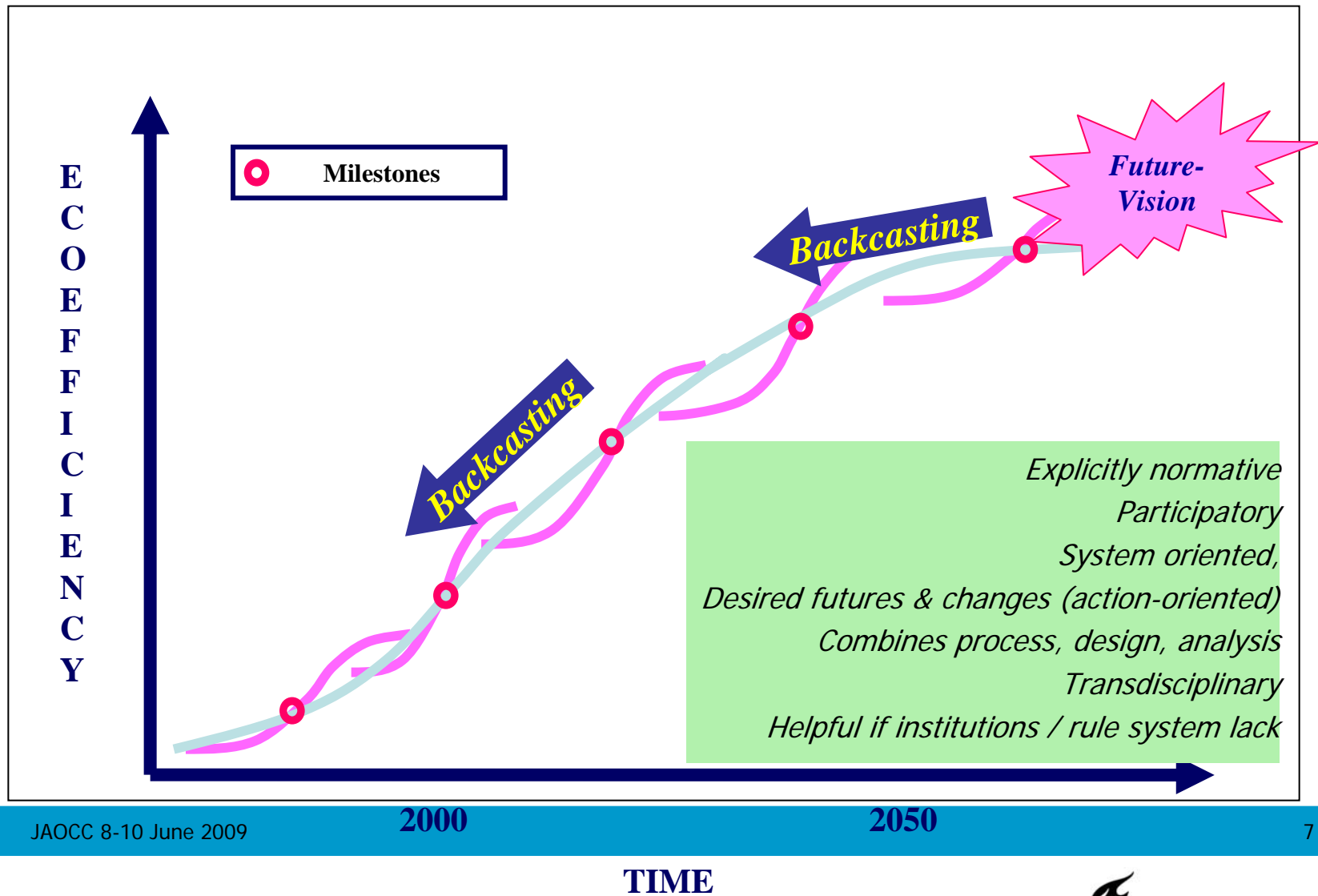
**Backcasting:** Intervention approach related to Constructive TA (Quist and Vergragt 2007), aiming at anticipation, reflexivity and learning (Schot 2001) and follow-up/spin-off/implementation and impacts/effects

# Participatory Backcasting

- ***Participatory*** processes & ***visioning*** leading to higher order learning
- Social Shaping paradigm & network theories: ***CTA-like broadening*** of design process
- ***Normative Scenarios*** and ***future visions*** as multi-actor constructions & solutions, reflecting values, opinions attitudes
- ***Enhancement of creativity*** "outside existing actor mental frameworks"
- Process and actor-network aspects

- ***'Context'*** can fight back: complex dynamics and social interactions

# Backcasting: *from vision to action*



# Backcasting: *methodological framework*

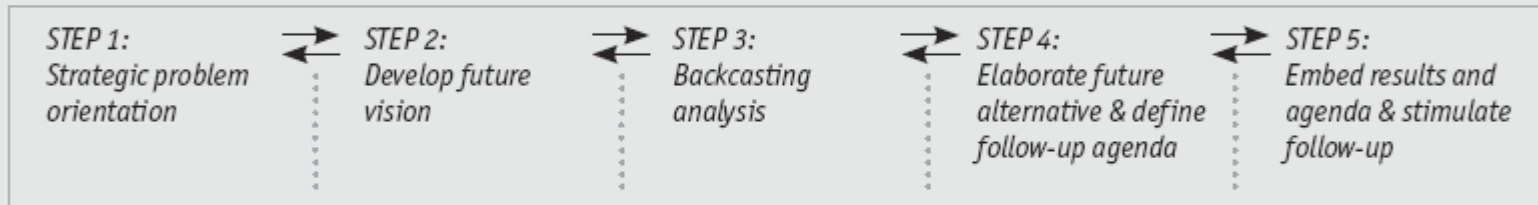
## Three types of demands:

- (1) Normative demands
- (2) Process demands
- (3) Knowledge demands

## Different goals:

- > Involvement of a wide range of stakeholders
- > Future visions and follow-up agendas
- > Awareness and learning among stakeholders
- > Commitment and follow-up by stakeholders
- > ...

## Five steps:



## Four groups of tools and methods:

- (1) Participatory/ interactive tools and methods
- (2) Design tools and methods
- (3) Analytical tools and methods
- (4) Tools and methods for management, coordination and communication



# Stakeholders

Individuals and organisations,  
that can influence developments  
*of that can be influenced by developments*

- **Not only:**

*experts*

- *Also:*

*governments*

*societal  
organisations*

*knowledge institutes*

*companies*

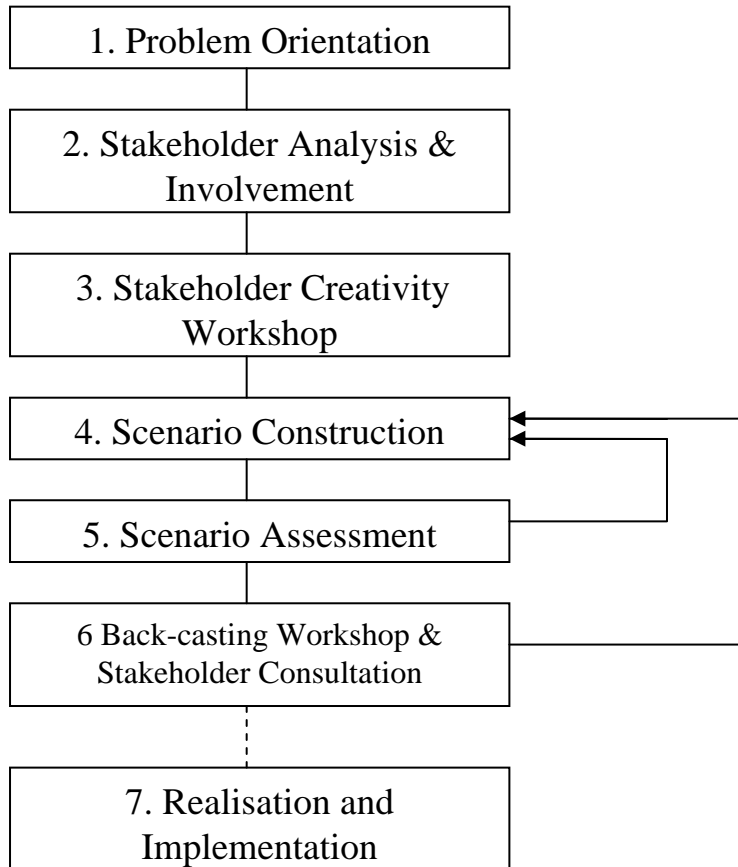
# Different degrees of participation

---

<b>Degree of participation (Vd Kerkhof 2004)</b>	<b>In policy-making (Arnstein 1969)</b>	<b>In science (Mayer 1997)</b>
<b>High</b>	<i>Stakeholder control Delegated power Partnership</i>	<i>Mutual learning Co-production of knowledge Coordination</i>
<b>Moderate</b>	<i>Placation Consultation</i>	<i>Mediation Anticipation Consultation</i>
<b>Low</b>	<i>Information Therapy Manipulation</i>	<i>Information</i>

---

## 2. Backcasting in SusHouse project



- 1998-2000
- 5 countries, 6 groups
- 10 fte capacity
- (1) Shelter, (2) Clothing Care, (3) Shopping, Cooking & Eating

# SusHouse stakeholder workshops

## WORKSHOP 1 (1 day, 20 pers)

- Plenary brainstorm “How can we eat sustainably in 2050?”
- Individual clustering
- 5 proto scenarios in 5 groups
- Final discussion & social event

## WORKSHOP 2 (1 day, 25 persons)

- Plenary presentation & evaluation of three scenarios (I/P/N/M/Int)
- Three groups: elaboration & backcasting of each scenario and particular proposals
- Final discussion & social event

# SusHouse project: *Sustainable SCE*

## 1 Local & Green

*autarkic, local, natural, organic, seasonal*

## 2. High-tech eating (ICS in NL)

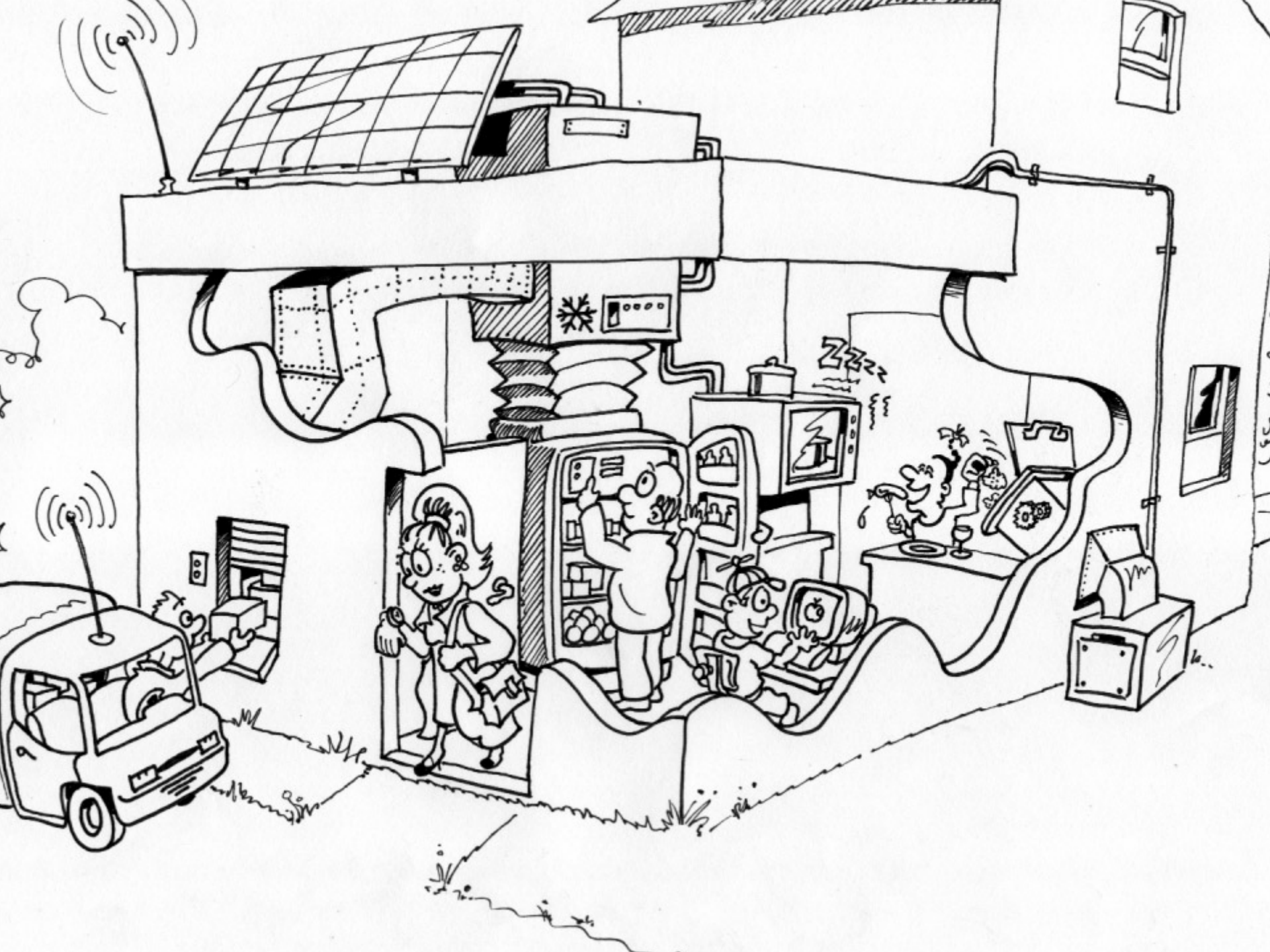
*high-tech, IT, fast, convenience, eco-efficient*

## 3. Super-Rant (neighbourhood food centre)

*eating out together, city, no kitchen*

**N.B.** Design Orienting Scenarios consist of:

- Vision, story board, proposals
- Optional: images, backcast, preliminary assessments



# Backcasting: *ICS scenario I*

## Necessary changes (preliminary backcasting analysis)

- > Technological: novel kitchen technology and appliances (including a huge efficiency increase), new ICT for kitchen systems and production chain management, plastic chips, biodegradable packaging, cascade usage for water and energy, sustainable transportation, distribution and delivery systems.
- > Cultural/ behavioural: sustainability is taken for granted, further shift towards ready-mades and convenience, acceptance of new technologies, shift towards more sustainable substitutes (e.g. vegetable based Novel Protein Foods in stead of meat), shift towards services.
- > Structural/ Organisational: the role of supermarkets will change due to large-scale delivery and a shift towards food management services, kitchen manufacturers deliver complete automated systems that communicate in stead of single kitchens and single appliances, close co-operation and joint management throughout the complete production chain plus making information available to consumers; sustainable food production (regional or efficient large scale production where this can most environmentally efficient).

# Backcasting: *ICS scenario II*

## Stakeholder panorama

Key stakeholders in this scenario are consumers, retailers, food processors, packaging producers, kitchen equipment and appliances producers and government.

## Environmental profit stems from:

- > Sustainably grown ingredients (inclusive new ingredients take over the function of unsustainable ingredients like novel protein foods);
- > System optimisation (through integrated approach to the kitchen, waste reduction);
- > Re-use of heat and water (cascade usage) in the household;
- > Waste composting and biodegradable packaging.



# Scenario Assessments

	<b>SCE-NL Assessment Results</b>		
	<i>Consumer</i>	<i>Econ.Change</i>	<i>Env.Reduction</i>
<b>DOS 1</b> <i>ICS</i>	+ -	Moderate	High
<b>DOS 2</b> <i>SR</i>	-	Moderate	Low
<b>DOS 3</b> <i>L&amp;G</i>	++	High	High

(1) Consumer focus groups; (2) Economic aspects questionnaire;  
(3) Environmental system analysis

# Public Participation:

*Consumer Acceptance SCE-NL & UK*

1. Consumer Focus Groups  
*Dynamic --> Designers (NL)*  
*Green --> Ecoteam (NL)*  
*Mainstream --> Country Woman (NL)*
2. Questionnaires
3. Support of story boards & visualisations

# 3: backcasting and impact



# Key concepts in backcasting & impact

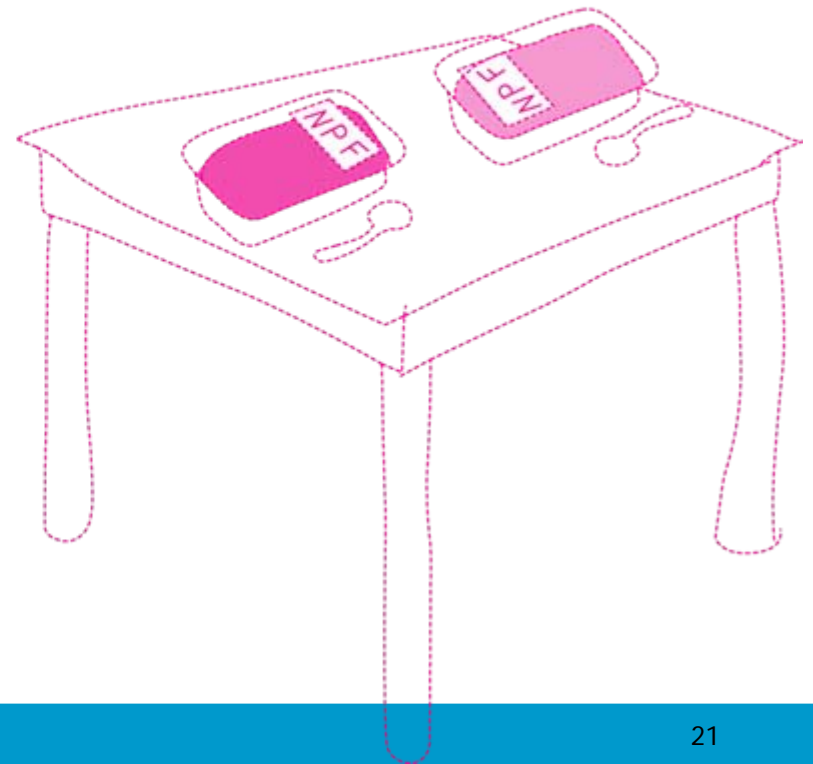
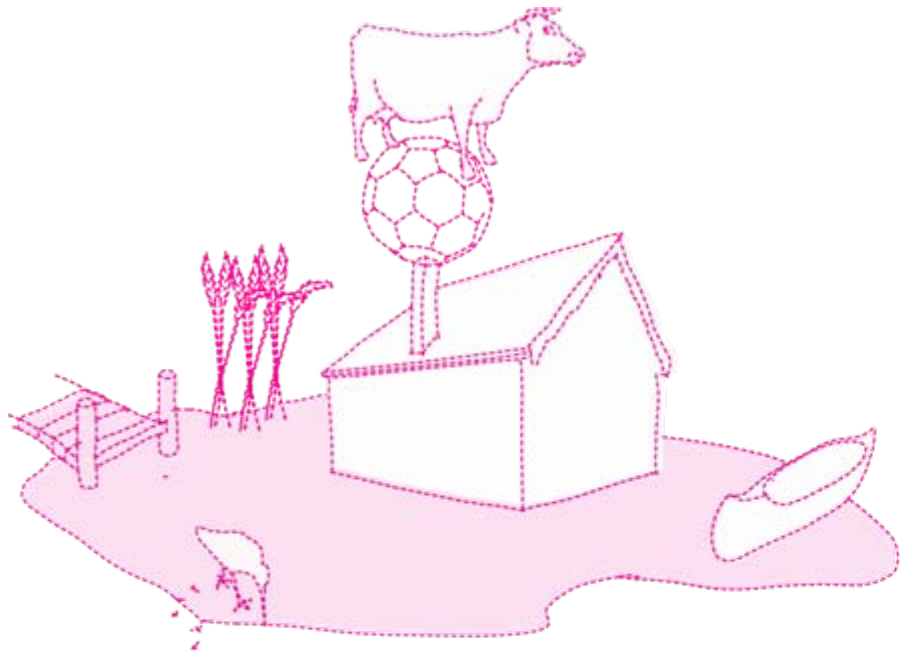
## Backcasting experiment

- Visions  
*(Leitbild: guidance/orientation)*
- Stakeholders  
*(influence, variety, involvement)*
- Learning  
*(1<sup>st</sup> + higher order, actor & group level)*

## Spin-off & follow-up

- Vision  
*(Leitbild: guidance/orientation)*
- Networks  
*(industrial network theory)*
- Institutionalisation  
*(institutional theory)*

# Backcasting: *evaluation 3x nutrition*



# Backcasting cases: *3x nutrition & food*

<b><i>Case and origin</i></b>	<b><i>When</i></b>	<b><i>Type of system</i></b>
<b>1. Novel Protein Foods (NPF) case (STD programme)</b>	<b>1993 - 1996</b>	<b>Production and consumption system involving companies and consumers</b>
<b>2. Household nutrition (SHN) case (SusHouse project)</b>	<b>1998 - 2000</b>	<b>Household consumption system</b>
<b>3. Multiple Sustainable Land-use (MSL) case (STD programme)</b>	<b>1994 - 1997</b>	<b>Spatial rural system involving agriculture and other functions like water, nature, leisure</b>

# Spin-off analyzed: *3x nutrition & food*

	<b><i>NPF</i></b>	<b><i>SHN</i></b>	<b><i>MSL</i></b>
<b>1. Networks: activities, actors, resources</b>	Clusters in all four domains	Very limited, attempts not granted	MSL program, replication in other areas, no NL network
<b>2. Vision: guidance, orientation, competition</b>	Core guides, but decentralised adjustments	Visions faded away	Vision lives on in the area, new visions elsewh.
<b>3. Institutionalisation</b>	Is starting	No	Is starting
<b>4. External factors (case specific)</b>	Important	Not important	Important

# Backcasting analyzed: *3x nutrition & food*

	<b><i>NPF</i></b>	<b><i>SHN</i></b>	<b><i>MSL</i></b>
<b>1. Participation</b>	Broad, also co-funding, large influence for small group	Broad, only participation, all had influence on content	Broad, also co-funding, large influence for small group
<b>2. Vision: guidance, orientation, competition</b>	1 vision, gradual development	3 visions	1 nested vision
<b>3. Higher order learning</b>	Single & group	Only single	Single & group
<b>4A Method aspects</b>	Good match	Good match	Good match
<b>4B Project settings</b>	2 vision champs Inst protect focus impact	No champ Focus on acad. meth. develop	Two vision ch. Inst protect Focus impact



## 4. Empirical conclusions I

- All three backcasting experiments *successful* in broad participation, visions, higher order learning and follow-up agendas.
- This does *not* guarantee *follow-up* and *spin-off*; the extent of follow-up and spin-off depends on various internal and external factors.
- Follow-up and spin-off materializes in *networks* consisting of *activities*, *actors*, and *resources*; it involves old and new actors.
- Future visions are important in follow-up and spin-off; they provide *guidance* (where to go) and *orientation* (what to do)
- Future visions show both *stability* and *flexibility*, which relates to entries, clusters, domains. (visions <--> network)
- Some *institutionalization*, but also institutional resistance
- Follow-up and spin-off is on a niche level: *seeds for change*.

# Empirical conclusions II

<i>Enabling internal factors</i>	<i>Constraining internal factors</i>
High degree of stakeholder involvement & <b>**small groups much influence</b>	-
Diversity in types of stakeholder involvement	-
Single vision backcasting experiment	Multiple visions backcasting experiment
High degrees of guidance and orientation of the future vision	-
Institutional protection	-
Presence of vision champions	-
Strong focus on follow-up and implementation	Strong focus on academic achievements
Joint and congruent learning	-

# Do's & Don'ts for organisers of BCE

- > Give influence to committed key stakeholders
- > Stimulate other types of stakeholder involvement besides 'workshop attendance', such as co-funding, substantial capacity and expertise
- > Focus on a single future vision with its 'own' group of stakeholders involved
- > Stimulate institutional protection at top management levels of involved stakeholders
- > Stimulate high degrees of stakeholder involvement
- > Involve or stimulate the emergence of (potential) vision champions that can become 'brokers' in relevant networks
- > Focus strongly on follow-up of the backcasting experiment, as well as implementation and usability of its outcomes
- > Do not keep several visions within a single backcasting experiment

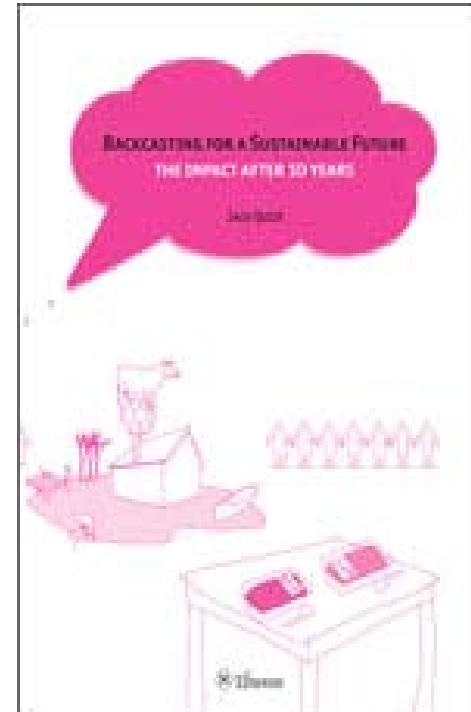
# Policy relevance: *some suggestions*

- Comparison with *transition management* possible
- *Institutional protection* important
- *Experimentation in niches* with visions and new rule systems useful and helpful (learning)
- *Process facilitation* of backcasting important
- Stakeholder enthusiasm and *opportunities* crucial
- 'Related' policies are important for follow-up
- *Long-term process*: after 10 years still niches
- External developments sometimes *crucial*

# Closing remark

## Based on dissertation:

- [Repository.tudelft.nl](http://Repository.tudelft.nl)
- [www.eburon.nl](http://www.eburon.nl)
- ERSCP 2010, 25-29 October in Delft
- European Roundtable on Sustainable Consumption & Prod
- Focus: knowledge cooperation & learning for sustainable innovation



# Methodological conclusions /reflections

- Cases match well with methodological framework.
- Iteration of steps 1-3 takes place.
- Broader applicability (complex problems).
- Backcasting step less well elaborated in terms of methods.
- Stakeholder communication throughout all steps.

# Further comparison

- 3 visions (SHN) vs 1 vision (NPF & MSL)
- Explicit overall approach (SHN & MSL) vs not (NPF)
- Explicit backcasting (SHN) vs implicit (NPF & MSL)
- Higher-Order learning at individual level (All three)
- HO' learning group level: **no** (SHN) vs **yes** (NPF & MSL)
- High degree involvement: **no** (SHN) vs **yes** (NPF & MSL)
- Co-funding & capacity: **no** (SHN) vs **yes** (NPF & MSL)

# Comparing methodological aspects

	NPF case	SHN case	MSL case
Backcasting framework:			
> Inter-disciplinarity	<i>Yes</i>	<i>Yes</i>	<i>Yes</i>
> Framework steps	<i>Yes, but iteration</i>	<i>Yes, but iteration</i>	<i>Yes, but iteration</i>
> Four types of methods	<i>Yes</i>	<i>Yes</i>	<i>Yes</i>
> Three types of demands	<i>Yes</i>	<i>Yes</i>	<i>Yes</i>
Settings:			
> Mobilised budget	<i>€ 2 Million</i>	<i>€ 200,000</i>	<i>€ 2 Million</i>
> Institutional protection	<i>Yes</i>	<i>No</i>	<i>Yes</i>
> Vision champion	<i>Yes (2)</i>	<i>No</i>	<i>Yes (2)</i>
> Main focus	<i>Implementation &amp; follow-up</i>	<i>Academic achievements, methodology development</i>	<i>Implementation &amp; follow-up</i>
> Type of management	<i>Project management</i>	<i>Process management</i>	<i>Project management &amp; process management</i>



# Backcasting: *methodological framework*

*Step 1* Strategic Problem orientation *Analysis*

*Step 2* Normative future image *Vision*

*Step 3* Backcasting *Wat is necessary?*

*Step 4* Elaboration, analysis *Action agenda*

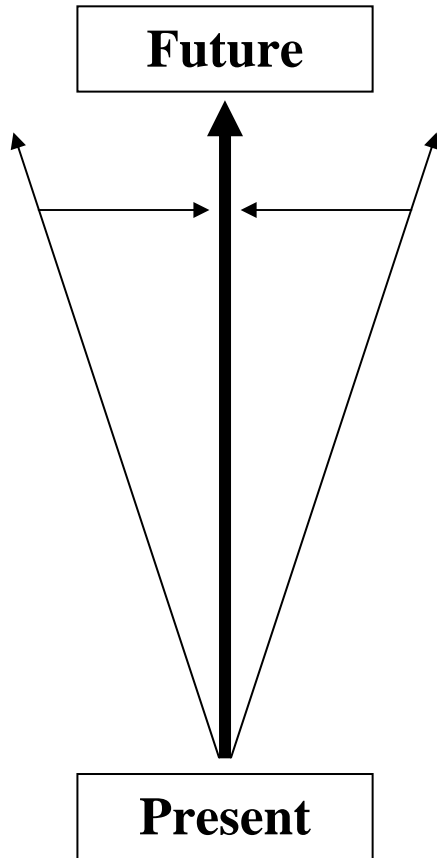
*Step 5* Embedding, 'implementation' *Follow-up*

**Methods:** *I Analysis, II Design, III Interaction, IV Management*

**Demands:** *i Normative, ii Process, iii Knowledge*

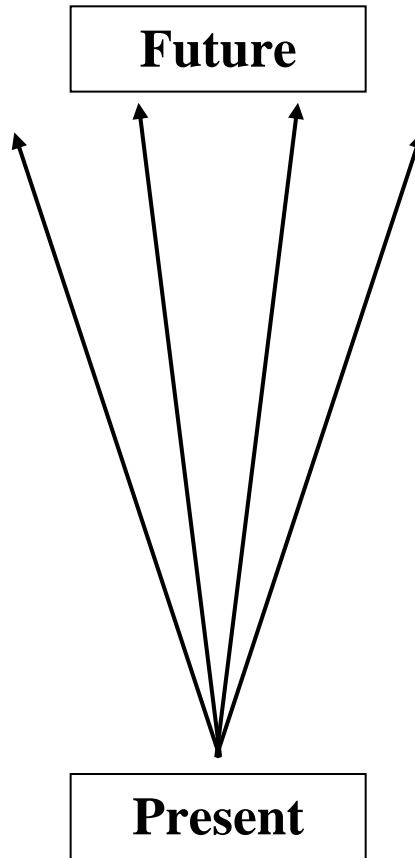
# Forecasting

**Predict most likely future**



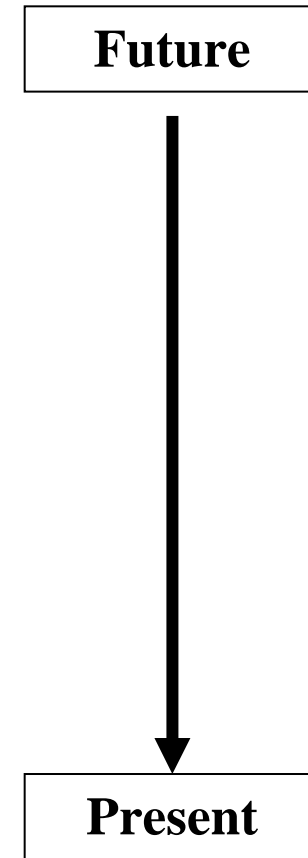
# Scenarios

**Explore alternative alternative futures**



# Backcasting

**Assess feasibility of of desirable future**



# Review backcasting: *findings*

- Considerable variety in elaboration, participation, methods, number of steps, goals, types of problems addressed
- Core feature is normative / desirable future vision; part of family of related approaches (like TM & roadmapping)
- An overall methodological framework can be determined, using Robinson (1990), TNS (Holmberg '98), STD, SusHouse
- Framework combines orientation, analysis, design, process. It is multi- / trans-disciplinary.

# Tools & methods: *SusHouse backcasting*

- Problem and Actor *analysis*
- **Stakeholder** creativity *workshops* and creativity tools (concepting, reversing, images, etc)
- **Design** tools:
  - proto-scenarios (by stakeholders from different social groups)
  - morphological methods
  - design orienting scenarios (creating variety, contrasting)
- **Analytical** tools: backcasting, env, econ, consumer
- Design Orienting Scenarios enables study of **rebounds** + *interactions of technology & behaviour*
- Regular tools for designing products & services