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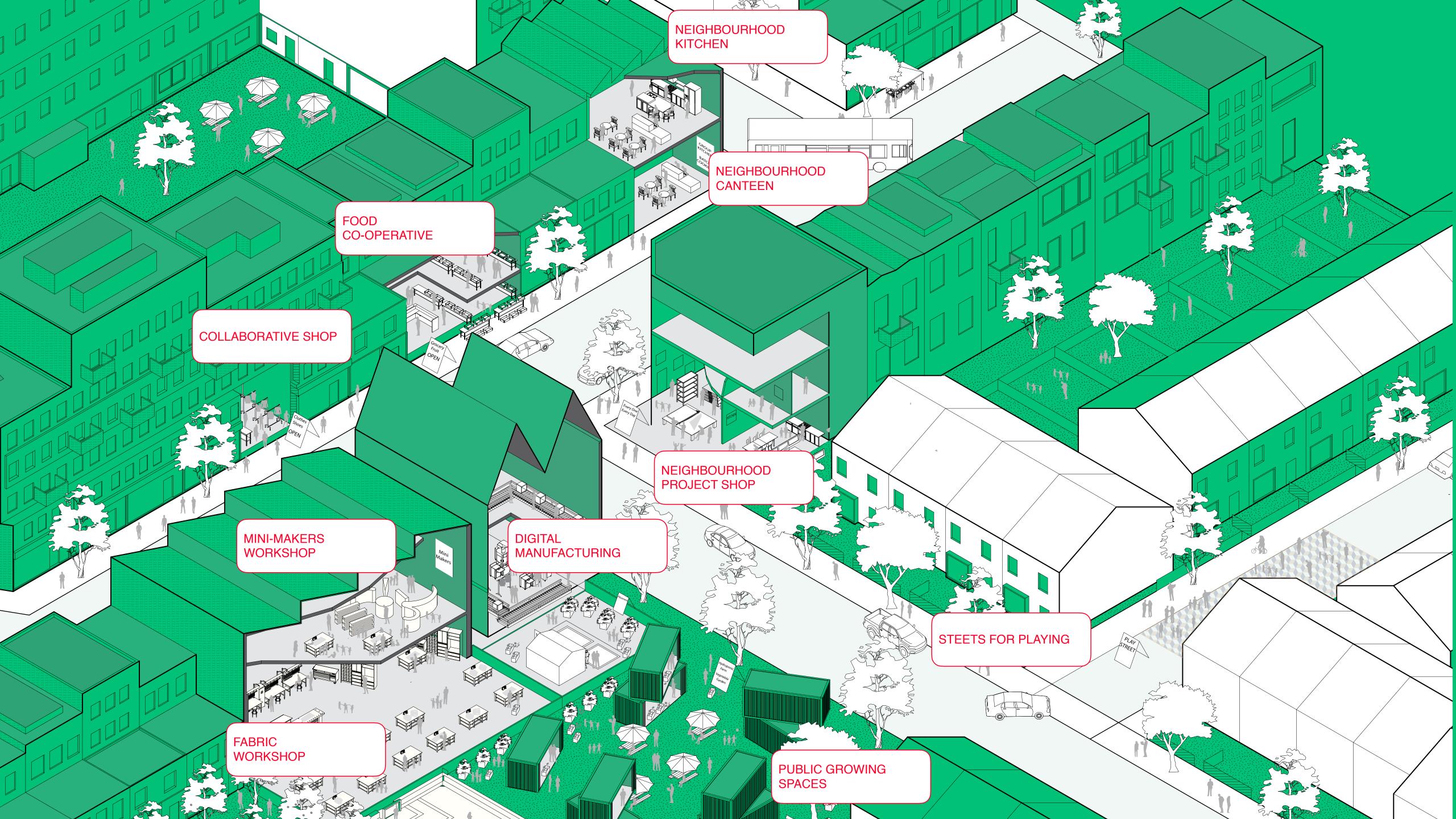






"A CORE GOAL OF PUBLIC POLICY SHOULD BE TO FACILITATE THE DEVELOPMENT OF **INSTITUTIONS THAT** BRING OUT THE BEST IN HUMANS."

ELINOR OSTROM



PARTICIPATORY ECOSYSTEM

A collection of many and varied practical 'participatory culture' projects and opportunities



Makes it easier for many people to participate regularly in practical projects that fit with their everyday life.

Co-production process

SUPPORT PLATFORM

A collection of co-ordinated shared infrastructure

Makes it easier to support, maintain and grow collections of projects.



Operations & Logistics

Network of shops & warehouse

BUILDING 2 INTERCONNECTED SYSTEMS

PARTICIPATORY ECOSYSTEM

CONCEPTUALLY THE PARTICIPATORY ECOSYSTEM IS A LIVING, BREATHING ECOLOGY, IN WHICH PROJECT IDEAS AND ACTIVITIES ARE CONTINUOUSLY BEING DESIGNED, TESTED, GROWN, PAUSED, DISCARDED OR REPLICATED.





6000+ PARTICIPANTS

146 PROJECTS

14,000 ATTENDANCES

1,065 INDIVIDUAL SESSIONS

PERCEIVED IMPACT OF MANY **PROJECTS & LOTS OF ACTIVITY**

IENDS FROM DIFFERENT BACKGROUNDS for experiencing friendship and social connectio



RUST IN NEIGHBOURS verage score of perception of increased people's trust in

SENSE OF SAFETY Average score of perception of increased people's sense of safety in Barking and Dagenham.

8

VIBRANCY Average score of perception of increased attractiveness and vibrancy of Barking and Dagenham as a place to live.

EVERY ONE EVERY DAY IN NUMBERS

Every One Every Day is a unique large-scale research project to see if it is possible to build practical participation into the fabric of everyday life. In the 26 months since Every One Every Day launched with it's first shops in Ripple Road and Church Elm Lane the creativity and energy has

If we live differently, share more of our time, spaces, learning and ideas, then together can we can co-create the wonderful neighbourhoods we dream of to grow up in and grow old in? These two pages show some of the statistics from the project to give you a sense of the impact that 6,000+ people working together

Youhave to build the projects, activities, relationships and networks in order to measure the impact of this much practical activity.

can create.

"My confidence was the major thing that I notice, my confidence and not being afraid to mix with people that don't look like me, don't cook like me, don't speak the same language as me, don't believe the same faith and breaking down those barriers and being able to communicate and get to know each other.

I found that we didn't even speak about our differences, the more we spoke, we kept meeting each other in "the things that we were similar to. And as we go along, we're realising that we're meeting up back at the same place." - Participant





COLLECTIVE DECISION MAKING age score of perception of increa



SPOND COLLECTIVELY

score of perception of increased community collectively to social, economic



EASIER TO START PROJECTS

erage score of perception of making it easier for the nity to start new projects using existing local nities and resources.







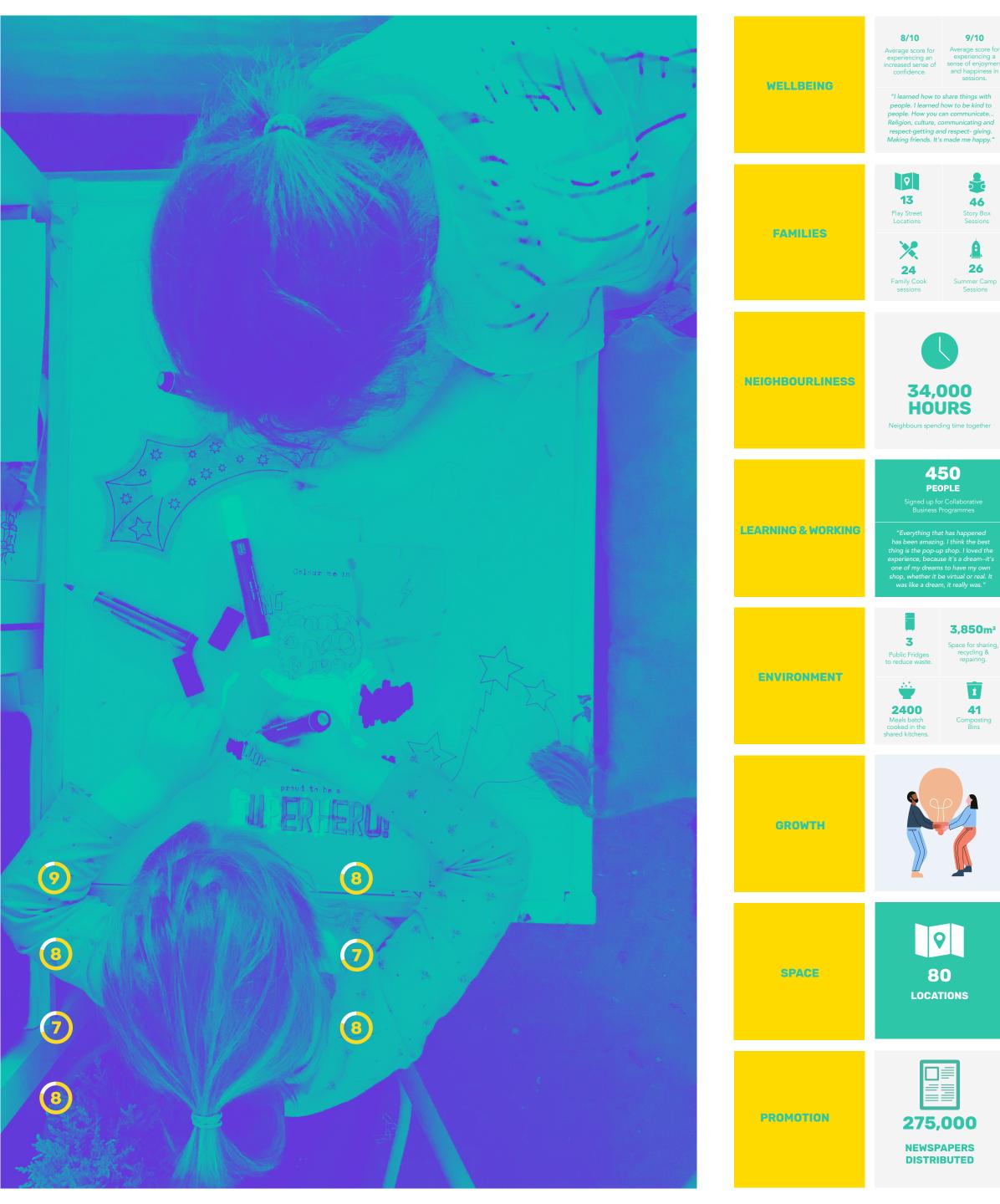
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a 24,000 AATICIPATION ADDOCTOUNITIES Nephoces speeding true dons pacted lings togeths:	Image: Wild WalksImage: Wild Walks	
1200+ CHILDREN CHILDREN DARTICIPATING Whidren have forged their place in forgy One Every Day as equals, not ijst by accompanying their parents, but by by accompanying their parents, but by by accompanying their parents, but by but ing Trade School session, distributing the spaces, looking the spaces, looking after chickens, and becoming fully fedged mini-makers themselves.		98% of all sessions welcome children Yes a whole generation. Those kids down there right now they all know each other They will impact the community because of those values that they have. They are being mentored by other parents I think that's made an impact, I have seen a change in my son personally,"
Average number of people spoken to during an individual session from different cultures and backgrounds.	9/10 Average spars for expension primoting and social connection at sectors.	
	Image: box of the sector of	QImage: Description of the Shops.Keyholders of the Shops.Keyholders of The Warehouse.Image: Description of the Shops.Image: Description of the Shop
6,300m² Biblic gram spaces under calization43 43 Frank meas biblic biblic frank meas biblic 		650,000 New bee residents
600 600 600 600 600 600 600 600 600 600	"I feel like I'm having ideas all the time, knowing that there's a structure there and there's physical things where you can just come to the Warehouse and try things out is really good."	
	5 PROJECT START-UP SHOPS 20,000 SHOP VISITS	Aquare metres of public collaborative business space
2 AWARDS	60,000 UNIQUE WEBSITE VISTORS	

PARTICIPATORY ECOSYSTEM

PARTICIPATORY SYSTEM DEVELOPS ORGANICALLY, IS UNPREDICTABLE IN FORM, AND IS ROOTED IN THE SHIFTING INTERRELATIONSHIPS OF MANY DIVERSE AND DISTINCT PARTS (MULTIPLE RESIDENTS JOINING AND LEAVING, AND PROJECTS EMERGING, THRIVING, REPLICATING AND STOPPING ON A CONSTANT BASIS).



































Residents entry points through the participatory ecosystem



Professional Accompanying Helping to introduce residents to activity and gaining confidence to navigate independently.

3

Signing up



commitment Less time &



2

Social Media Interacting through Facebook, Twitter, Instagram etc.

Popping into shops and The Warehouse

4

Passing by and popping into the shops to have a cup of tea and to find out more.



Registering with the project for communication and research.



5



Hosting a session Hosting a session of an existing project such as Trade School or Great Cook.

7



6



Participating in activities Attending sessions, programmes and festivals.

Hosting and Collaborating Working with others to organise and host existing projects.





Replicating Replicating a project that is tried and tested already, making it quicker and easier to start.

9

8

Specialist business workshops

Regular workshop on topics from business set up to specialist food making, designed to stimulate interest in different ways of creating new businesses.



11



Collaborative Brands programmes 11 collaborative brands programmes across food, childcare, clothing, ceramics, growing, media for designing, prototyping, making and test trading.

12

Co-op School 2 day programmes to stimulate interest in developing co-ops in Barking and Dagenham.



Start a Project Explore ideas for new projects starting from

scratch.

10



3 Year programme

Exploring the potential of a 'team academy' model degree course based in The Warehouse.





14

Participatory

15



Co-operatives Developing models of 'participatory co-ops' around food, energy, ceramics, media and clothing - extending out from the 'collaborative brands'.



Independent co-ops and businesses Spin out businesses and co-operatives form the business development programmes and collaborative brands.



ORGANISATIONAL MEMBERS

