European Commission

What to learn from the Re.Cri.Re project?

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New Organisational Structures

What did I learn from Re.Cri.Re?

- *Insights !*
  - ➢ *affective sense-making to internalize the systemic features of social life / lives*
  - ➢ *shaping group-perception in terms of symbolic universe(s) using semiotic resource(s)*

- *Prospect ?*
  - ➢ *the concepts 'symbolic universe' and 'semiotic resource' may offer operational substitutes to notions like values / cultures / contexts*

…RE.CRI.RE **embedded into:** *smart regional specialization, urban/rural development, small-scale fisheries, other socio-environmental systems, mitigation of climate change, theory of mind and evolution of culture, etc.*

…for the following: the notions <u>wicked</u>* & <u>tame</u> *describe different categories of problems / solutions that need different handling strategies (games) to address them.*

See: 1) Alford J. and Brian W. H. (2017). Wicked and Less Wicked Problems: A Typology and a Contingency Framework. Policy and Society 36 (3). Routledge: 397–413; 2) Hämäläinen, T. J. (2015). Governance Solutions for Wicked Problems: Metropolitan Innovation Ecosystems as Frontrunners to Sustainable Well-Being. Technology Innovation Management Review, 5(10), 31–41; 3) Termeer, C. J. A. M., Dewulf, A., Breeman, G., & Stiller, S. J. (2015). Governance Capabilities for Dealing Wisely With Wicked Problems. Administration & Society, 47(6), 680–710; 4) Kowarsch, M., Garard, J., Riousset, P., Lenzi, D., Dorsch, M. J., Knopf, B., … Edenhofer, O. (2016). Scientific assessments to facilitate deliberative policy learning. Palgrave Communications, 2, 16092.
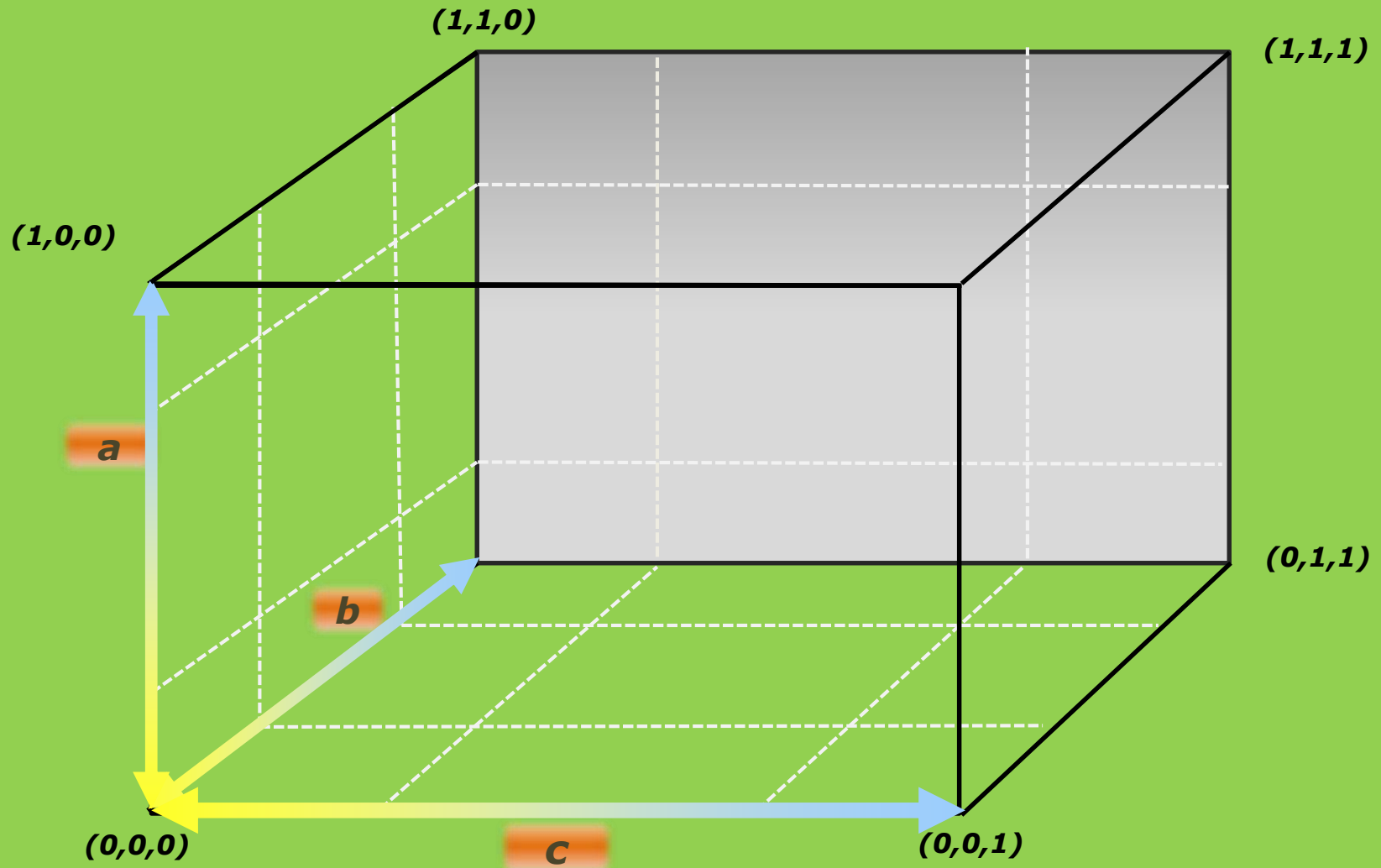** also called by some: « complex adaptive systems »*

Conceptual Embedding of some findings of Re.Cri.Re

- **Re.Cri.Re: Affective Sense-Making internalises the systemic features of social life / lives**

  ➢ **Better understanding of processes and system behaviour through the concepts 'symbolic universes' and 'semiotic resources'**

- **Adaptive fitness (of a group) depends on the smoothness of the Cultural Landscape(s) and the fidelity of the transmission of Cultural Heritage(s)**

  ➢ **Re.Cri.Re: smoothness of the <u>symbolic</u> Landscape(s) and the fidelity of the transmission of <u>semiotic</u> Heritage(s) tune the adaptive fitness**

- **Re.Cri.Re: Opacity & hyper-connectivity are drivers of 'paranoid belongingness'**

  ➢ <u>**Causing**</u> **an increased counter-intuitive system behaviour** *[beyond what already is caused by i) 'incoming' societal change & ii) intrinsic non-linear system dynamics**]**;*

  ➢ <u>**More**</u> **'wicked Games'** *[as opposed to conventional 'tame Games']*

My initial take: *Likely, improved governability of wicked Games through engaging actors (citizen, institutions) into co-shaping (affective sense-making, participatory processes) of 'semiotic resources' and 'symbolic universes'*

(1) To schematise 'dimensions' of a feature, problem...

Didactic statement: The dimensions (a, b, c), a cube is used to show 'ideal types' (in the corners) and 'real world' (in the volume).
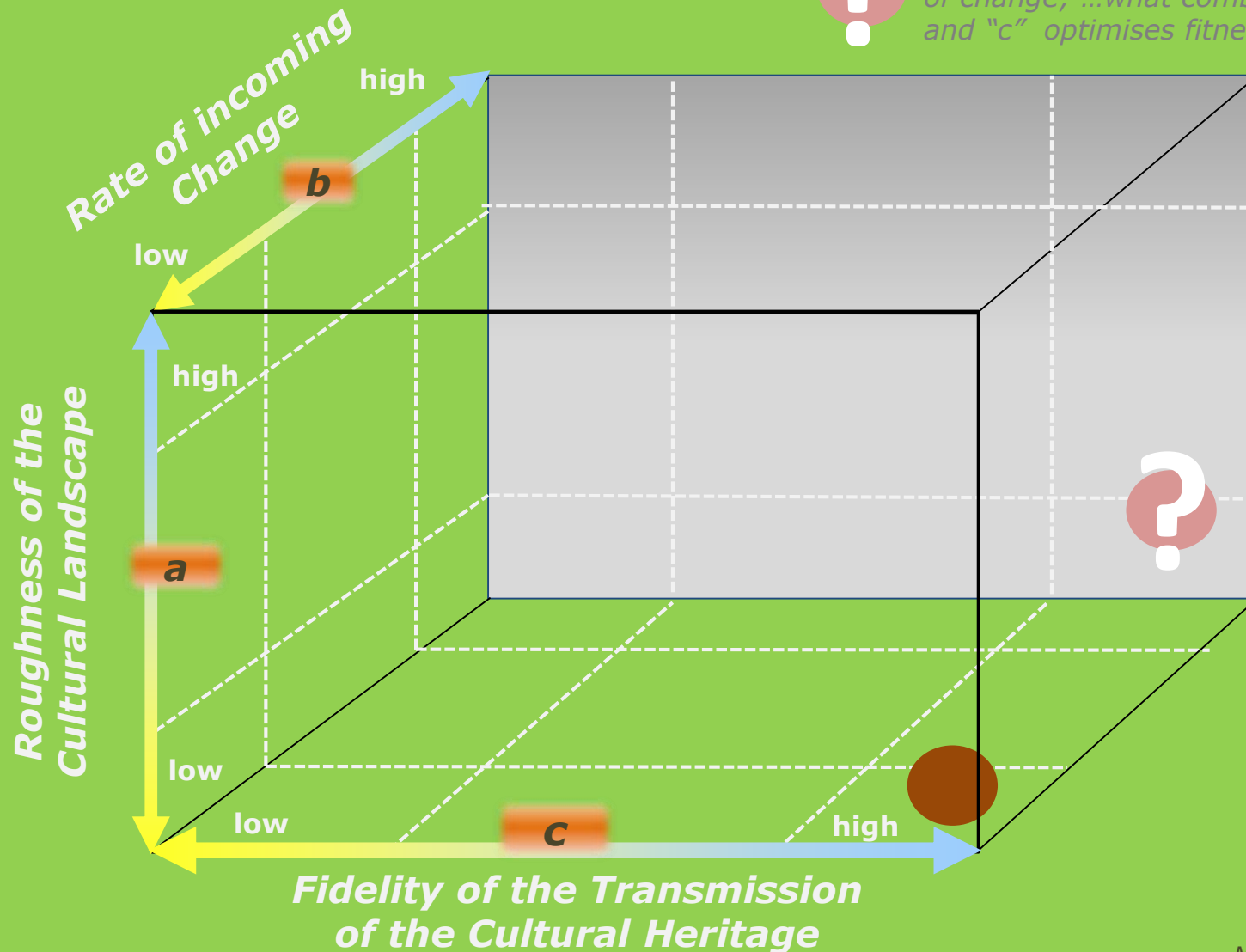
= homogenous culture, little incoming change, trustworthy transmission of cultural heritage
>> "a homogenous, conservative, stable culture"

? ...high fidelity conflicts with high rate of change; ...what combination of "a" and "c" optimises fitness?

Rate of incoming Change

high

b

low

high

a

low

Roughness of the Cultural Landscape

?

low

c high

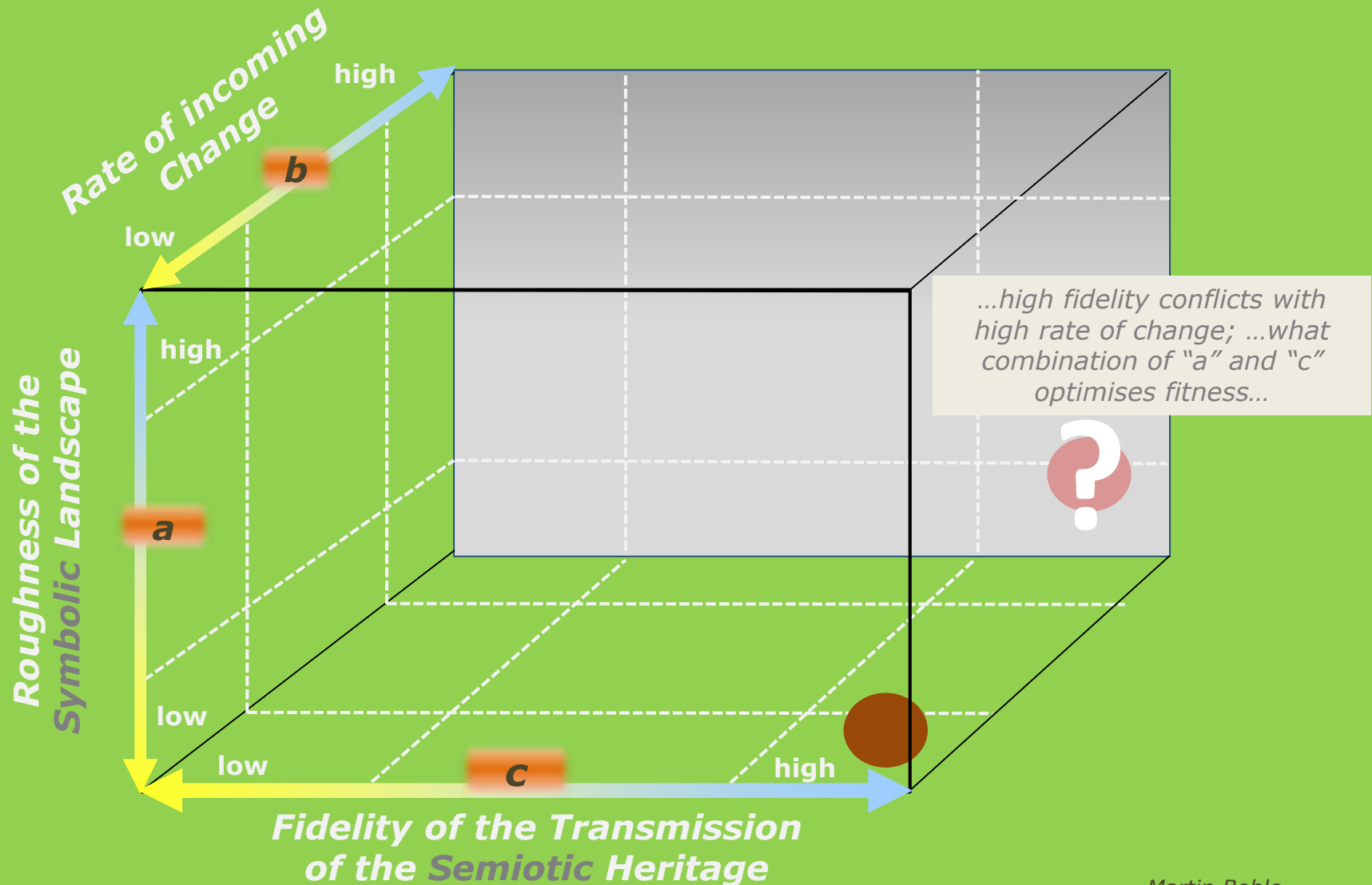**Fidelity of the Transmission of the Cultural Heritage**

Inspired by: Dennet, D.C. 2017. *From Bacteria to Bach and Back - The Evolution of Mind.* W.W. Norton & Company

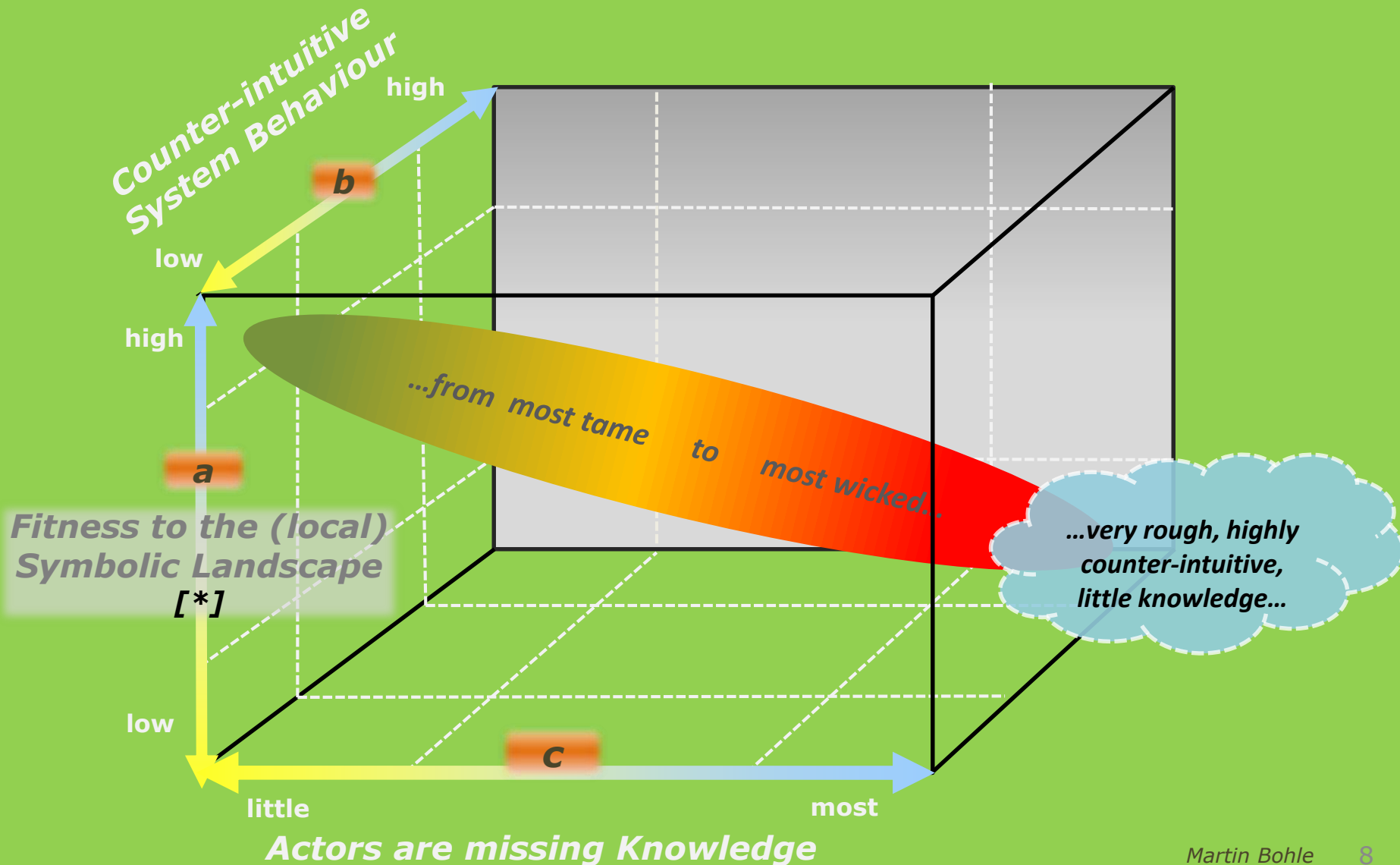# A) *post-Re.Cri.Re:* Symbolic Universe, Semiotic Resource, Rate of Change and.... Fitness ? *(2/2)*

= similar symbolic universes, little incoming change, trustworthy transmission of semiotic heritage >> "a homogenous, conservative, stable society"

Rate of incoming Change

high

low

b

Roughness of the Symbolic Landscape

high

low

a

...high fidelity conflicts with high rate of change; ...what combination of "a" and "c" optimises fitness...

low   high

c

Fidelity of the Transmission of the Semiotic Heritage

[*] *pre-Re.Cri.Re: I would have used notions like "divergence of cultures, values…"*

Counter-intuitive System Behaviour

high

b

low

high

a

Fitness to the (local) Symbolic Landscape **[*]**

low

c

little

most

Actors are missing Knowledge

…from most tame to most wicked…

…very rough, highly counter-intuitive, little knowledge…

B) What Kind of Game to master ? (2/3)

...path-depend development, recurrent issues, no stable solution...

Wicked Games

Tame Games

Engineering, Blue Prints... *for tame games, only.*

Counter-intuitive System Behaviour

high

low

Actors have part...

...of the Knowledge

Actors have most...

Symbolic Landscape

rough

smooth
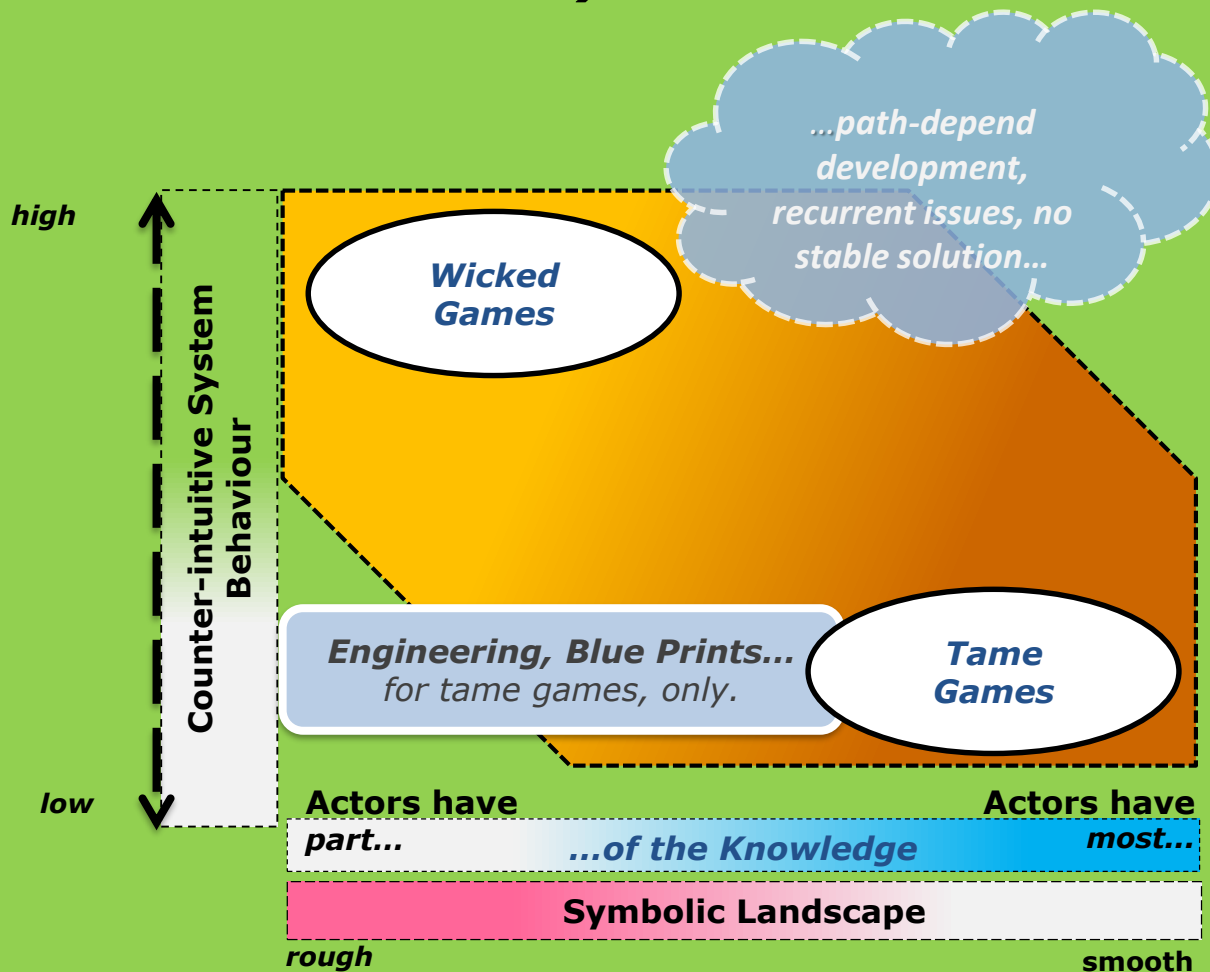
...wicked problems require innovative, comprehensive solutions that can be modified in the light of experience and on-the-ground feedback. All of the above can pose challenges to traditional approaches to policy making and programme implementation...

L. Briggs (2012) – former Australien Public Service Commissionner -

Didactic statement: Often the 'cube' can be approximated by a (truncated) 'surface' because 'lack of knowledge' and 'roughness of symbolic landscape' correlate in practice.
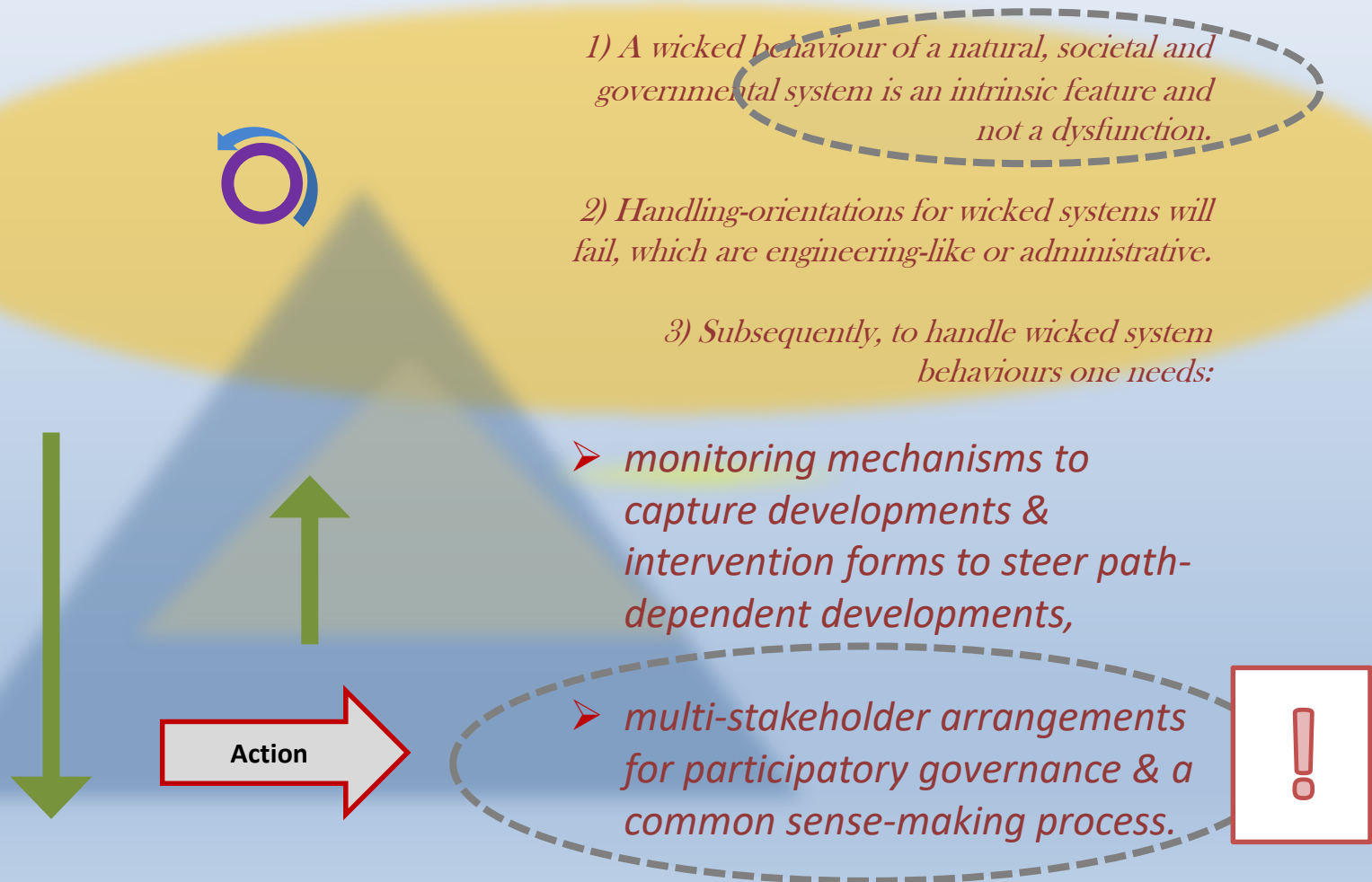
to expect: *…sudden changes, irreducible uncertainty, unlimited concerns, change over time, unproductive interactions, stagnations, scale interactions…*
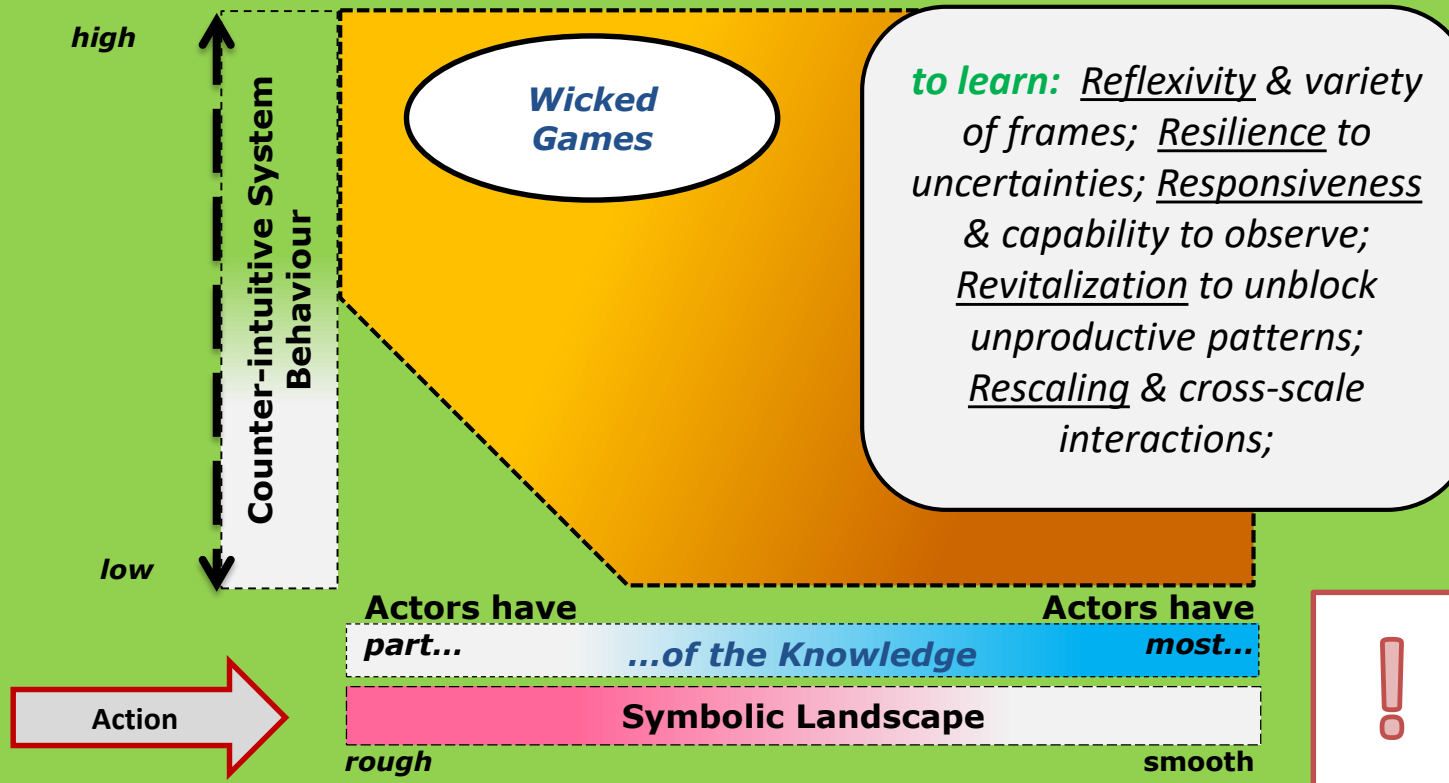
to learn: *Reflexivity & variety of frames; Resilience to uncertainties; Responsiveness & capability to observe; Revitalization to unblock unproductive patterns; Rescaling & cross-scale interactions;*

Wicked Games

high

low

Counter-intuitive System Behaviour

Actors have *part…*   *…of the Knowledge*   **Actors have** *most…*

Action

Symbolic Landscape

rough   *smooth*

!

1) A wicked behaviour of a natural, societal and governmental system is an intrinsic feature and not a dysfunction.

2) Handling-orientations for wicked systems will fail, which are engineering-like or administrative.

3) Subsequently, to handle wicked system behaviours one needs:

➢ *monitoring mechanisms to capture developments & intervention forms to steer path-dependent developments,*

➢ *multi-stakeholder arrangements for participatory governance & a common sense-making process.*

Action
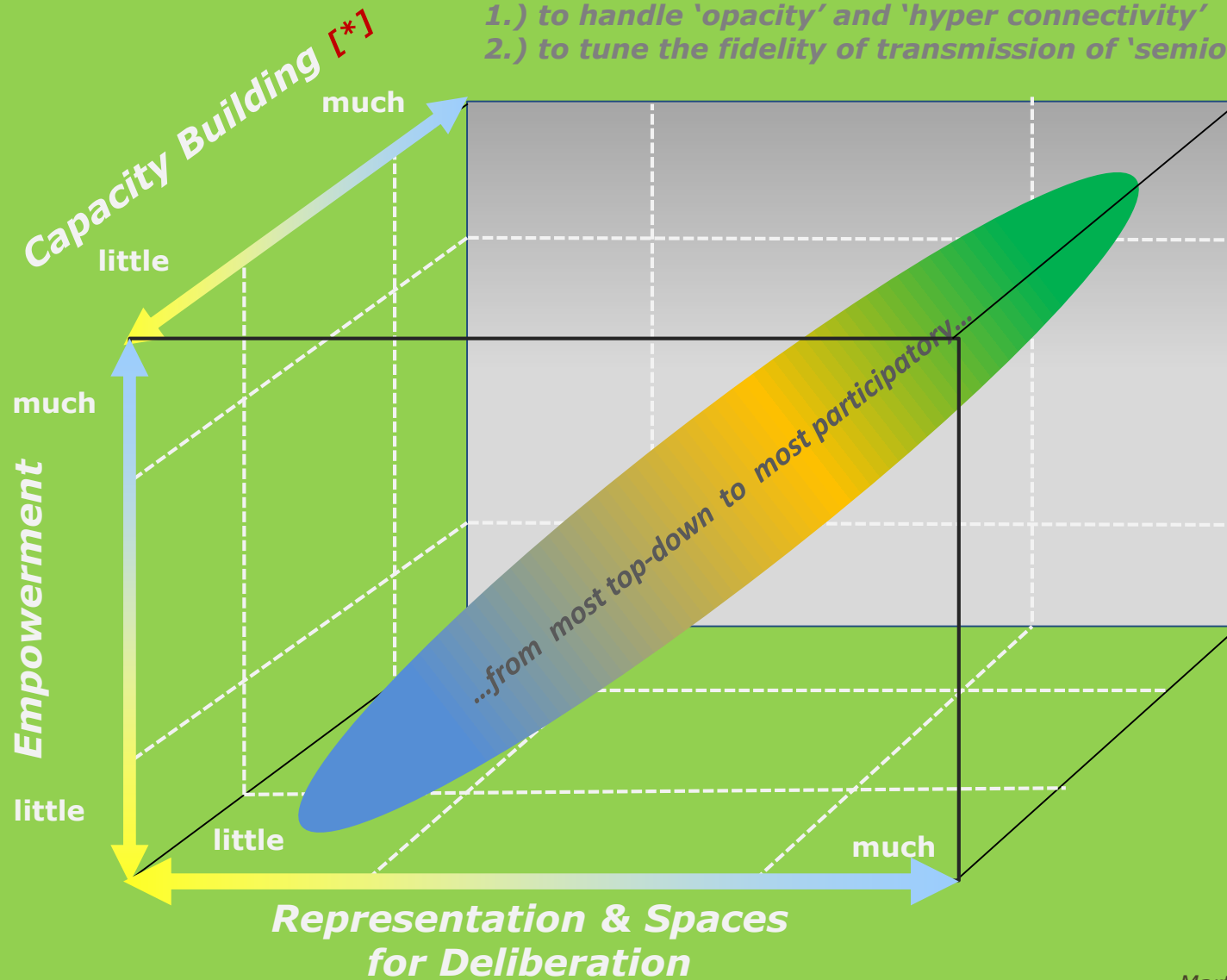
!

(4) Empowerment, Capacity Building, Representation & Spaces for Deliberation

[*] drawing on Re.Cri.Re:
1.) to handle 'opacity' and 'hyper connectivity'
2.) to tune the fidelity of transmission of 'semiotic heritage'

Capacity Building [*]

much

little

Empowerment

much

little

little

much

Representation & Spaces for Deliberation

...from most top-down to most participatory...

Inspired by studies in urban/rural planning, regional smart specialisation, socio-environmental systems etc.

Building Blocks & *Wicked Games*

…limited capabilities, empowerment, representation, and deliberation space, hence limited cooperation…

Chiefs that guide & steer

Grass-Roots that influence

hard, top down measures

weak, bottom up processes
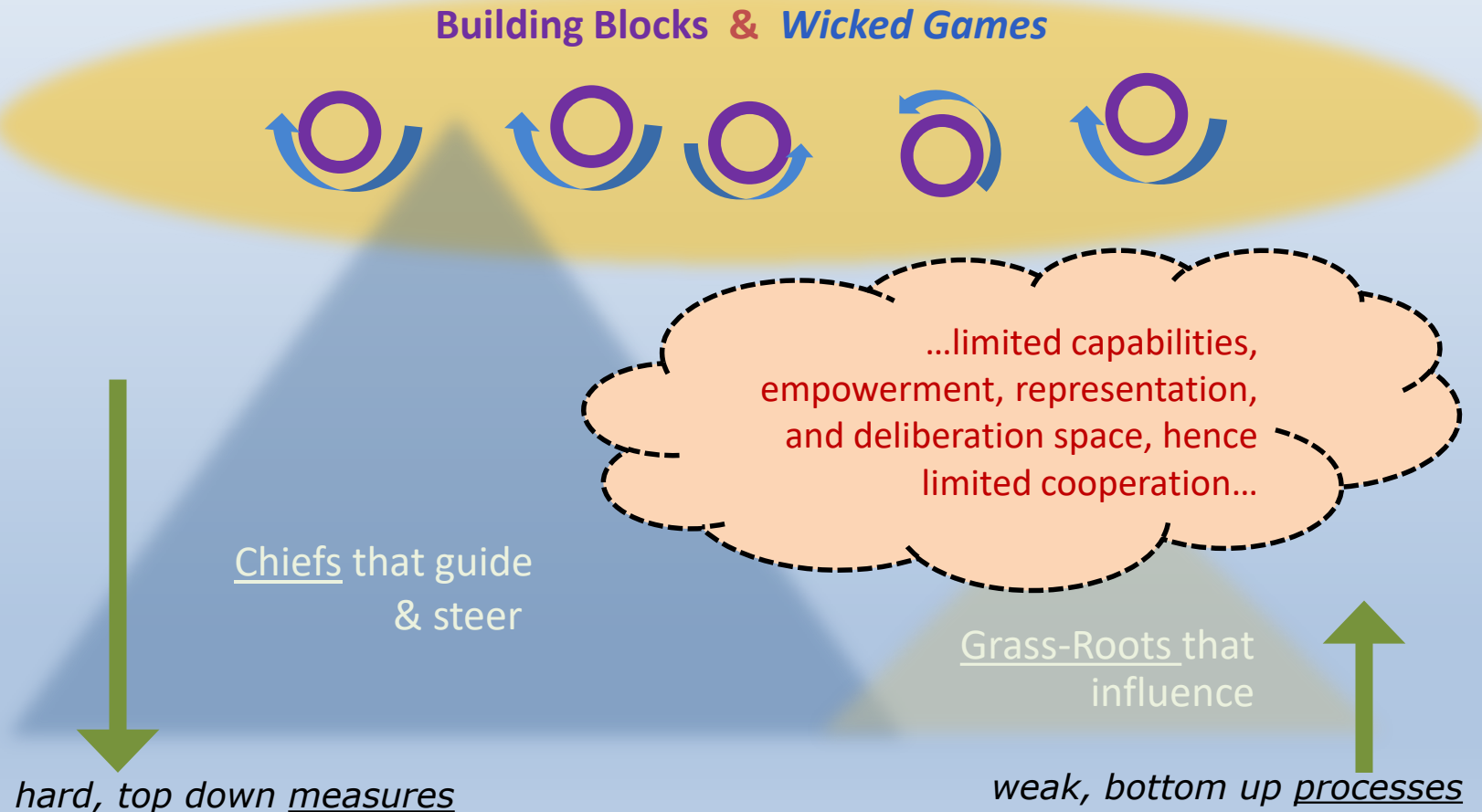
Didactic Question: How to keep a **cooperative mode** in spite of being entangled in 'wicked games'?

Building Blocks & *Wicked Games*

…what facilitates cooperation?

Chiefs that *offer* bearing

Grass-Roots that enable immersion

top down measures

bottom up processes

Building Blocks - *Wicked Games*

Shared Semiotic Resources that relate top-down measures and bottom-up processes

Institutions that *offer* bearing

Citizenries that enable immersion

top down measures

bottom up processes
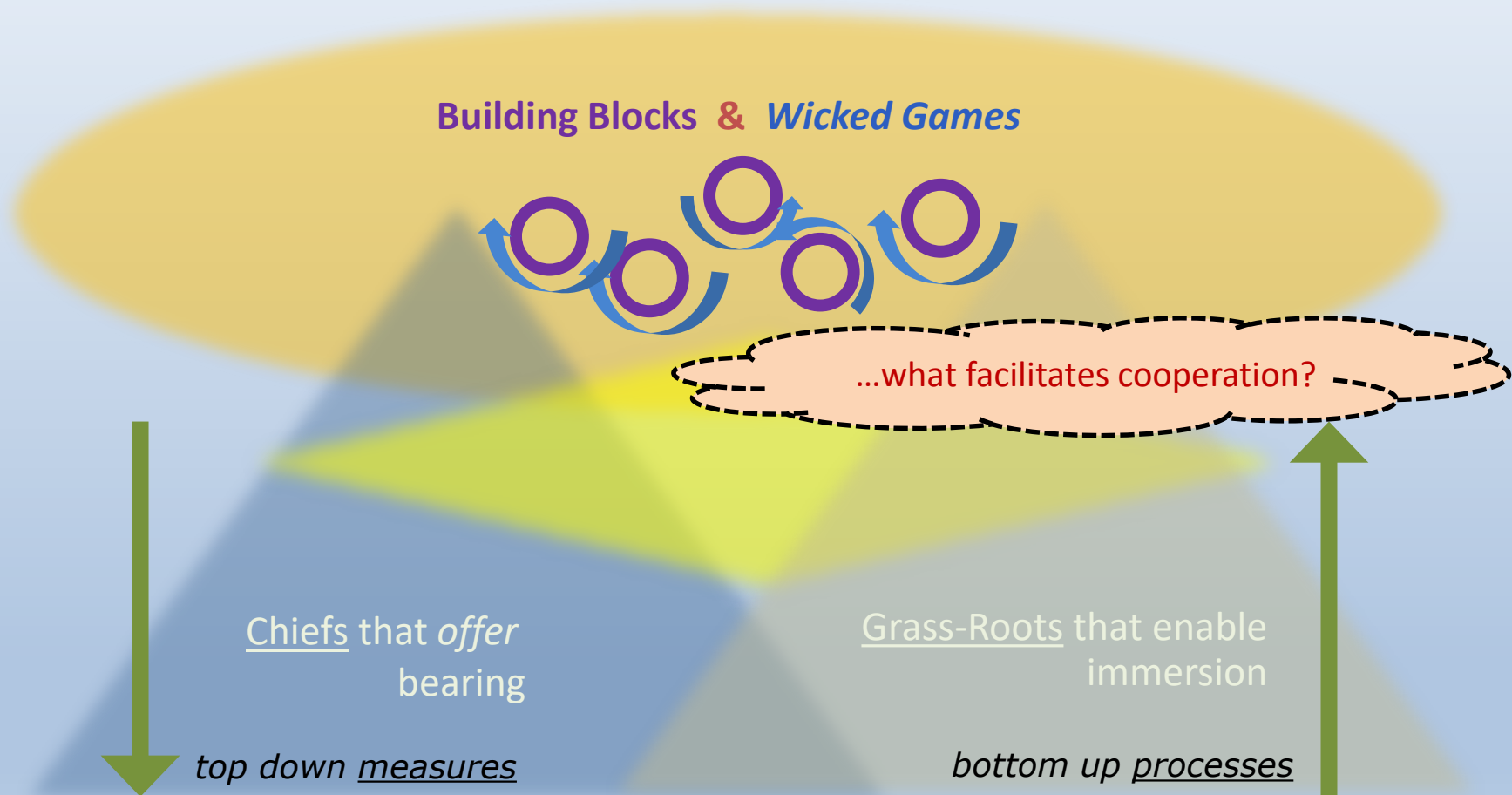
Does Re.Cri.Re lead to a "generic receipt" ?

What I infer from Re.Cri.Re

➢ Analytical power of the concepts: (i)'affective sense-making' to internalize the systemic features of social life / lives; (ii) 'symbolic universe(s)' and 'semiotic resource(s)' to shape group-perception of social life / lives;

➢ In particular, the latter two concepts ~~may~~ offer operational substitutes to notions like values / cultures / contexts;

➢ Hence, the insight into 'symbolic universe(s)' and 'semiotic resource(s)' should help to design participatory processes for joint affective sense-making involving EU Institutions and Citizenries;

Thank you very much
for your attention !
- time for debate -

Mind & Matter

Ukko El'Hob 2016