



1

Introduction

- **Support decision-making** in energy transition in villages and communities in rural areas in the North of the Netherlands
- Looking for **place based** and **participatory** and **(interactive) approaches and tools** that can help create awareness, acceptance and the planning of renewable energy transitions in communities
- Challenge: how to involve people in planning and pre-planning trajectories?

share your talent. move the world.

2

Case studies – 3 spatial contexts

- **Island - Ameland** – “Amelander approach” as an example of area based approach (paper) plus participation process
- **Rural region - Middag Humsterland** – area based approach, landscape and energy, participation (charrette project 2019)
- **Village - Buren, Ameland** – local level, participatory approach (“charrette alternative” with Frank)

share your talent. move the world.

3

Focus today: charrette



Illustrate with

1. Middag Humsterland
2. Buren, Ameland
3. Concluding thoughts

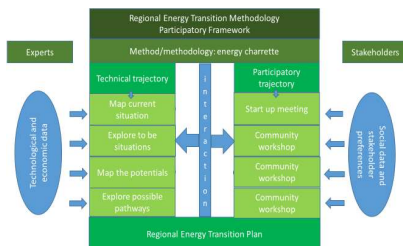
4

The charrette



5

Format of charrette



6

Energietransitie in Midden-Humsterland
Kan dat eigenlijk wel?

Hanze share your talent. move the world. Eneco

7

Participatory trajectory: the charrettes

- Regional Cooperative
- Introduction event (e.g. we energy game)
- **Three charrettes**
- Festival

Hanze share your talent. move the world. Eneco

8

Technical trajectory

Zero scan

Kleinverbruik gas MH 2017

Kleinverbruik elektriciteit MH 2017

Exploration of options

Possible scenarios

Hanze share your talent. move the world. Eneco

9



10

The village of Buren



- Project: Buren geeft Energie ("Buren Energy")
- Village within context of the larger island
- Village association and municipality
- Shift from charrettes → interactive online sessions

share your talent. move the world.

11

Buren geeft Energie



1. Surveys, heat scans
2. Zero scan (village & house)
3. House model (measures to take in the house)
4. Area (region) or village model (generation of renewable energy)
5. Road map

share your talent. move the world.

12

Technical trajectory- new & improved

Zero scan

Step 1: Analyse huidige situatie

Step 2: Analyse huidige situatie

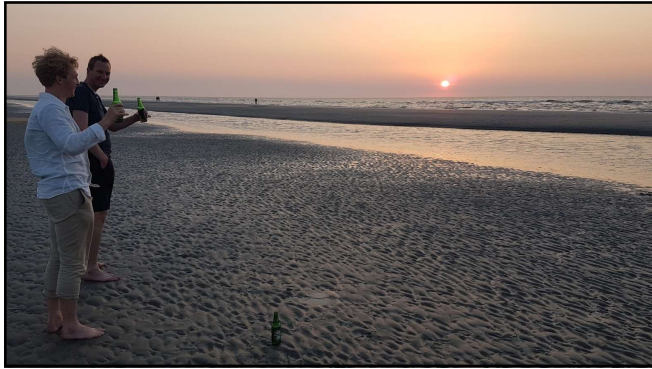
Step 3: Analyse huidige situatie

Exploration of options

Possible scenarios

share your talent. move the world.

13

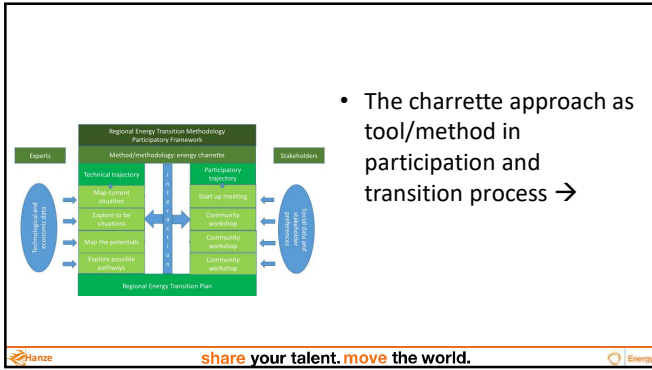


14

CONCLUSIONS

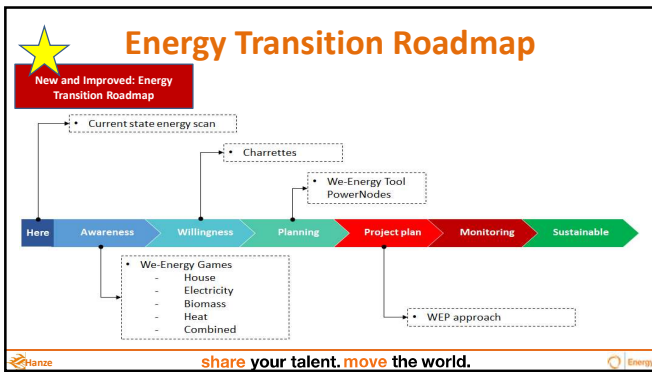
share your talent. move the world.

15

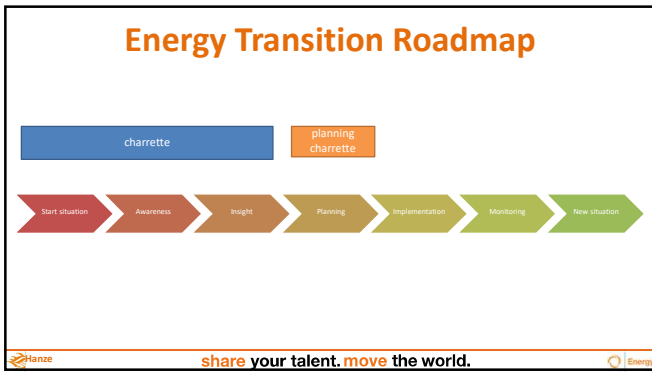


- The charrette approach as tool/method in participation and transition process →

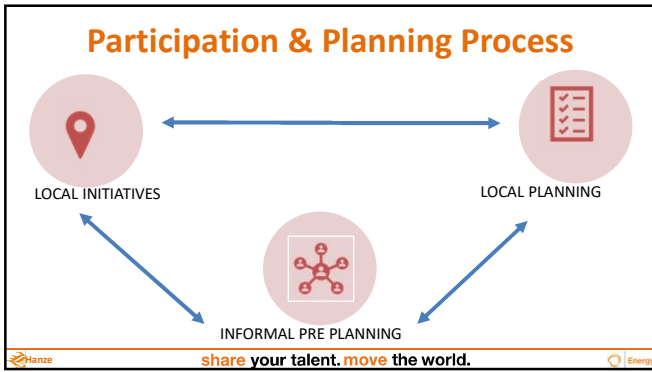
16



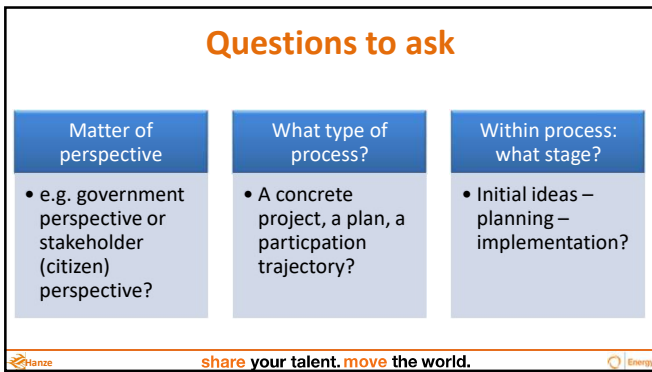
17



18



19



20

Matrix - participation

Scales (=part of spatial dimension)	Technological	Economic	Social (incl. participation?)	Environment
House level	<i>In principle: citizens decide by definition (see Ameland approach)</i> Buren project (Middag Humsterland)			
Neighbourhood/village	<i>Ideally: joint decision</i> Buren (Middag Humsterland) Ameland			
Region (area)	<i>Ideally: joint decision</i> Middag Humsterland Ameland			

share your talent. move the world.

21

Last slide



Hanze share your talent. move the world. Eneco

22

Participation

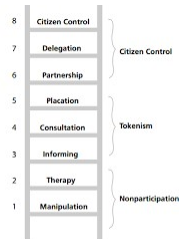


Hanze share your talent. move the world. Eneco

23

Participation ladder/decide

- Inform: provide good information
- Advise - consult: receive feedback
- Decide and develop together
- Co-ownership: decide together
- Citizen ownership: citizens decide



(Klimaatverbond/Stober 2021)

Arnstein's Ladder (1969)
Degrees of Citizen Participation

Hanze share your talent. move the world. Eneco

24

Participation ladder/join

Inform

Inform
Low level of public engagement

Consult

Involve

Involve
Mid level of public engagement

Collaborate

Empower

Empower
High level of public engagement

* Du. Hier verwarmt/participatie naar aardgasvrije wijken (via Hier Opgewekt)

share your talent. move the world.

25

Participation & Planning Process

Plan making and decision making

or

Implementation: participate in a concrete project

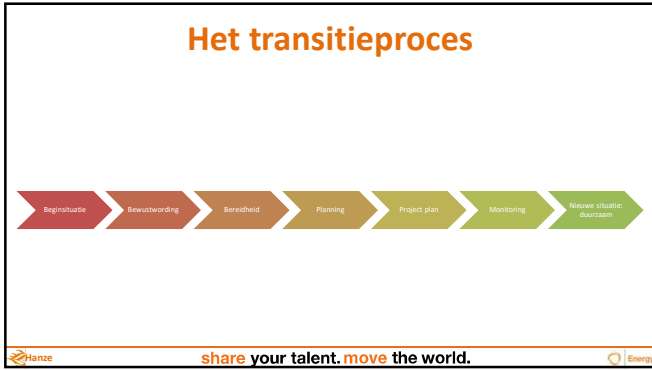
share your talent. move the world.

26

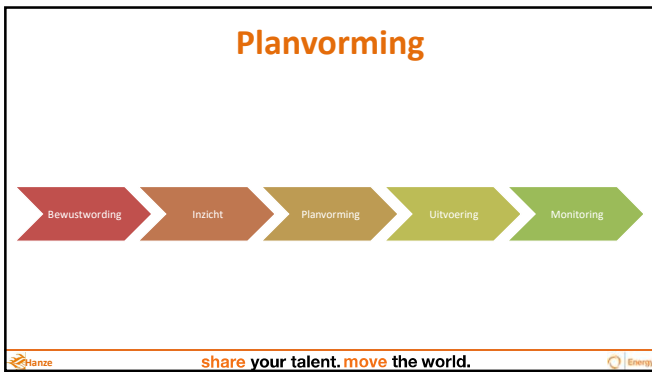
Unified Citizen Engagement Approach (Making City)

share your talent. move the world.

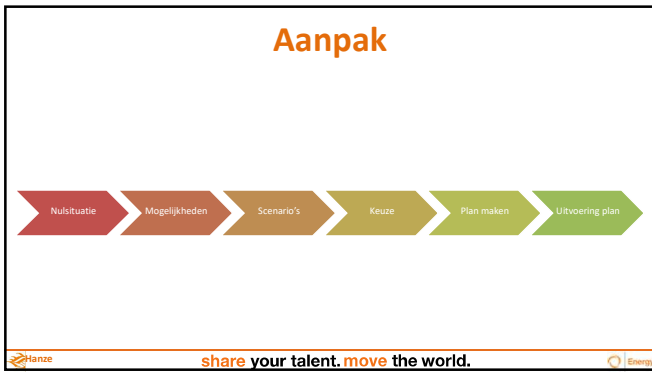
27



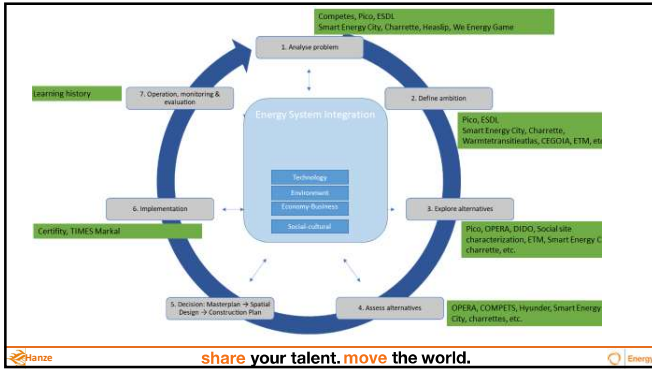
28



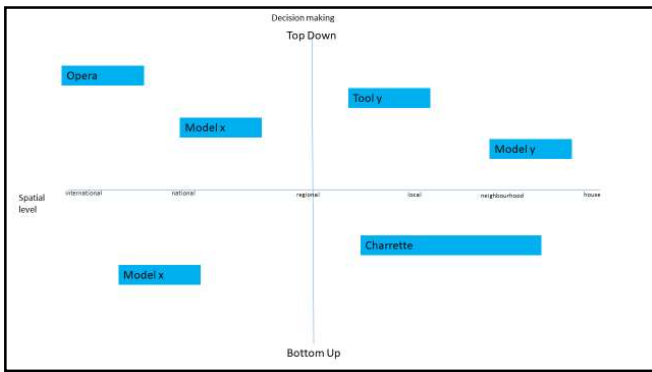
29



30



31



32
