

WP1 Coordination and support for dialogue and mutual learning

Deliverable D1.2 The Road-STEAMer Community



Deliverable 1.2

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Revision History

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Abstract

This document presents the stakeholder community of the Road-STEAMer project. It constitutes deliverable D1.2 and is delivered in the 6th project month (M6), as the second output of the first Work Package (WP1 'Coordination and support for dialogue and mutual learning'). It follows the participatory methodology defined in M3 (D1.1) and should be read in conjunction with that.

The overall aim of WP1, which horizontally spans across the whole project, is to enable and facilitate dialogue and mutual learning within and between the project consortium and the stakeholder communities, engaging individuals, groups and organisations in the processes and activities of the of the Road-STEAMer project. The participatory methodology (D1.1) has defined appropriate means for this engagement, i.e. concrete ways in which consortium members and stakeholder community members are enabled and facilitated to work together and exchange knowledge and views in the course of the project.

The present deliverable (D1.2) describes how the Road-STEAMer Community of stakeholders is being formed and managed at the time of writing (M6), by applying the participatory methodology (D1.1) and drawing on consortium members' extensive networks and numerous previous and running projects and initiatives with strong stakeholder engagement elements.

This is one of the first deliverables of Road-STEAMer aiming to complement and support all major strands of project work from early on.

1 Introduction

This document presents the stakeholder community of the Road-STEAMer project. It constitutes deliverable D1.2 and is delivered in the sixth month of the project (M6).

In this introductory section you can find some basic information on Road-STEAMer and the purpose of the stakeholder community within the project.

1.1 Road-STEAMer in a nutshell

Road-STEAMer is a 3-year (September 2022 – August 2025) Coordination and Support Action (CSA) of the Horizon Europe Programme of the European Union (EU) (Project number: 101058405; Call Topic: HORIZON-WIDERA-2021-ERA-01-70). The project aims to develop a STEAM Roadmap for science education in Horizon Europe (in short, the Roadmap), i.e. a plan of actions that will provide guidance to EU's key funding programme for research and innovation on how to encourage more interest in Science, Technology, Engineering and Mathematics (STEM) through the use of artistic approaches involving creative thinking and applied arts (the "A" in "STEAM"). The overall approach to the development of the STEAM Roadmap is founded on the triangulation of the knowledge gained through stakeholder engagement, the analysis of STEAM practices, and the analysis of current educational policies, contexts and frameworks. The STEAM Roadmap will be developed through:

- Collaboration and co-creation with stakeholders through intensive exchange, dialogue and mutual learning processes which will produce better knowledge and shared understandings of the relevant opportunities, challenges and needs;
- A bottom-up approach emphasizing educational practice and practitioners' agency rather than high-level conceptualizations of STEAM and generic top-down plans or vague intention statements for its adoption in science education;
- A specific focus on ways to leverage the power of STEAM approaches, as manifested through exemplary cases and best practices, in order to enable a bridging of open science and open schooling mentalities and practices which can catalyse an increased impact for science education as a crucial tool for addressing Europe's current scientific and societal challenges.

1.2 The Road-STEAMer Community and its background

The Road-STEAMer consortium systematically engages stakeholders from different parts of Europe in all processes of the project. In this way, it continually develops the Road-STEAMer Community, which consists of individuals, groups and organisations active in the worlds of school education, higher education, informal and non-formal science education, research, innovation, creativity, the arts, business, as well as the civil society, citizens and policy makers.

This stakeholder community materialises the participatory approach adopted by Road-STEAMer, which aims to ensure that the STEAM Roadmap which the project will develop will be grounded on shared knowledge and understanding among stakeholders of:

- the relevant concepts, contexts, conditions, needs, and policy gaps in Europe's science education landscape, as well as
- the opportunities arising through STEAM for integrated science learning approaches and synergies between school education, higher education, informal / non-formal science education, and the world of business that will bring students and citizens in closer contact with Europe's big challenges.

The present deliverable (D1.2) describes how the Road-STEAMer Community is being formed and managed at the time of writing (M6). It is an early output of Task 1.2 'Engaging stakeholder communities' (M3-M36) and, overall, the second output of the first Work Package (WP1 'Coordination and support for dialogue and mutual learning'). The aim of WP1, which horizontally spans across the whole project, is to enable and facilitate dialogue and mutual learning within and between the project consortium and the stakeholder communities, engaging individuals, groups and organisations in the processes and activities of the Road-STEAMer project.

The present document follows the participatory methodology defined in M3 (D1.1) and should be read in conjunction with that. The participatory methodology defined appropriate means for stakeholder engagement in Road-STEAMer, i.e. concrete ways in which consortium members and stakeholder community members are enabled and facilitated to work together and exchange knowledge and views in the course of the project. On this background, this

deliverable (D1.2) present how the Road-STEAMer Community is being shaped and growing at the early stages of the project, as a result of applying the participatory methodology.

2 Covering the stakeholder landscape

The consortium develops the Road-STEAMer Community by drawing on all consortium partners' extensive networks and numerous previous and running projects and initiatives with strong stakeholder engagement elements.

The aim is twofold:

First, to comprehensively cover all stakeholder groups identified in deliverable D1.1 'The Road-STEAMer participatory methodology', namely:

- **School education professionals and organisations** (teachers, headteachers, teacher trainers, other school education experts, schools, school authorities, teacher training institutes, teacher and school networks, etc.)
- **Higher education professionals and organisations** (academics, university researchers, other higher education experts, universities, higher education authorities, etc.)
- **Informal and non-formal science learning professionals and organisations** (educators, communicators, other experts in science museums and science centres, after-school programmes, camps, festivals, clubs, etc.)
- **Formal, informal and non-formal science learners and families** (school education students, higher education students, informal/non-formal science education learners/audiences, young learners' parents)
- **Research and innovation professionals and organisations** (researchers, innovation actors, innovation experts, research organisations, research infrastructures, innovation centres, etc.)
- **Creative industries professionals and organisations** (designers, content creators, gaming experts, makers, creative industry businesses and institutions, etc.)
- **Artists and arts organisations** (theatre/dance companies, galleries, museums, etc), arts education professionals and institutions
- **The world of entrepreneurship and business** (businesspeople, companies, etc.)

- **Citizens, civil society, NGOs and other third sector actors**
- **Education, research and innovation policy makers at various levels** (from local to European).

Second, to reach, and even exceed, the target numbers for the size and geographical coverage of the Road-STEAMer Community which have been set by the project. Specifically, the goal is to engage at least 1,500 individuals from at least the 10 countries represented in the consortium (Austria, Belgium, France, Greece, Italy, Malta, Netherlands, Poland, UK, and Ukraine).

An analysis of the minimum numbers of individuals from the various stakeholder communities to be closely engaged in Road-STEAMer is presented in Table 1.

Table 1: Numbers of individuals engaged in Road-STEAMer per stakeholder community

Stakeholder communities	Individuals engaged in RoadSTEAMer (minimum)
School education teachers/experts	50
Higher education teachers/experts	50
Informal/non-formal science educators	50
School education students	550
Higher education students	250
Informal/non-formal science education learners/audience	250
Research and innovation community members	50
Creative community members	50
World of entrepreneurship and business members	50
Policy makers at various levels (local to European)	50
Citizens, third sector organization members	100
Total:	1,500

The synthesis of the stakeholder groups, as identified in D1.1, with the defined quantitative targets of the project is presented in Table 2, which now serves as the basis for developing, and monitoring the growth of, the Road-STEAMer Community.

Table 2: Road-STEAMer Community stakeholder groups and quantitative targets

Area	Stakeholder groups	Quantitative targets
School education	School education professionals and organisations (<i>teachers, headteachers, teacher trainers, other school education experts, schools, school authorities, teacher training institutes, teacher and school networks, etc.</i>)	50 school education teachers/experts
	Formal education learners and families (<i>school education students and their parents</i>)	550 school education students
Higher education	Higher education professionals and organisations (<i>academics, university researchers, other higher education experts, universities, higher education authorities, etc.</i>)	50 higher education teachers/experts
	Formal education learners (<i>higher education students</i>)	250 higher education students
Informal/non-formal education	Informal and non-formal science learning professionals and organisations (<i>educators, communicators, other experts in science museums and science centres, after-school programmes, camps, festivals, clubs, etc.</i>)	50 informal/non-formal science educators
	Informal and non-formal science learners and families (<i>informal/non-formal science education learners/audiences, young learners' parents</i>)	250 informal/non-formal science education learners/audience
Research and innovation	Research and innovation professionals and organisations (<i>researchers, innovation actors, innovation experts, research organisations, research infrastructures, innovation centres, etc.</i>)	50 research and innovation community members
Creativity and arts	Creative industries professionals and organisations (<i>designers, content creators, gaming experts, makers, creative industry businesses and institutions, etc.</i>)	50 creative community members
	Artists and arts organisations (<i>theatre/dance companies, galleries, museums, etc.</i>), arts education professionals and institutions	
Entrepreneurship and business	The world of entrepreneurship and business (<i>businesspeople, companies, etc.</i>)	50 world-of-entrepreneurship-and-business members
Civil society	Citizens, civil society, NGOs and other third sector actors	100 citizens, third sector organization members

Area	Stakeholder groups	Quantitative targets
Policy making	Education, research and innovation policy makers (<i>at various levels from local to European</i>)	50 policy makers at various levels (local to European)

3 Drawing on communication

To achieve the goals and targets defined for the Road-STEAMer Community, the consortium utilises the communication strategy which was presented in Deliverable D6.1 ‘Communication and Dissemination Plan’ (M3). The overall approach is that, among the many who are informed about Road-STEAMer through the communication efforts, some are also specifically invited to take part in the dialogues and co-creation work of the project, as individuals representing the stakeholder groups.

In Tables 3-10 below, indicative lists of accessible target audiences demonstrate the strong potential for comprehensive coverage of all stakeholder groups and the fulfilment of the quantitative targets that have been set for the Road-STEAMer Community.

Table 3: School education - indicative target audiences

Target audience	Details	Partner with access:
Open Schools for Open Societies (OSOS)	1,169 school communities from 10 countries working on open schooling projects	EA
Schools as Living Labs (SALL)	412 school communities from 10 countries implementing living-lab-based open schooling activities	EA
Learning from the Extremes (LfE)	122 remote school communities from 10 countries working on school projects reducing the digital gap	EA
Ellinogermaniki Agogi	Teachers and students of the school (all stages from preschool to upper secondary)	EA
ISCParis	Paris international school	TR
INSPE Paris	Paris teacher training school	TR
Summer School Tech Camp @Polimi and Policollege	High school students attending STEM courses of the Politecnico di Milano	PO
University of Malta	Pre-service teachers through the Faculty of Education of the university	UM
University of Malta institutional mailing list	Heads of schools or head teachers	UM

Target audience	Details	Partner with access:
Learning and Assessment Programmes Directorate, Ministry of Education	Contact with all state, private and church schools in Malta (heads of schools)	UM
Various Maltese groups	E.g. relevant Facebook groups such as Malta Secondary School Science Teachers, STEM teachers in Malta, Malta Association of Parents of State Schools	UM
University of Exeter	Early career schoolteachers and teacher trainees (e.g. attending MA Creative Arts in Education, ITE courses) plus alumni, South West Institute of Teaching	UoE
Penryn College	Head of STEAM Faculty at this large secondary college	UoE
University of Manchester	Head of ITE and Secondary Science in the Department of Education	UoE
National Centre for Excellence in Teaching Mathematics	Link to this government funded initiative (national via regional hubs)	UoE
Russell Group ITE Network	A network of leads in teacher education and teacher education research for the UK's Russell Group of Universities	UoE
ResearchEd	A grassroots organisation for teachers interested in engaging with research, with a strong national and international presence	UoE

Table 4: Higher education - indicative target audiences

Target audience	Details	Partner with access:
Politecnico di Milano	Teachers and students of the university	PO
University of Malta	Teachers and students of the university	UM
Panteion University	Teachers and students of the university	PAN
University of Peloponnese	Teachers and students of the Department of Management Science and Technology	SV
Université Aix – Marseille	Teachers and students of Licence Sciences et Humanités	TR

Table 5: Informal/non-formal education - indicative target audiences

Target audience	Details	Partner with access:
Ecsite	The 315 members (science centres, museums, festivals, professional networks, etc.) of Europe's network of science engagement organisations and professionals	EC
European Science Engagement Association (EUSEA)	Science communication scholars and practitioners in this network of public engagement professionals across Europe	EC, UM
European Citizen Science association (ECSA)	Practitioners of citizen science in Europe	EC
Malta Café Scientifique	Engaged audience members	UM
CineXjenza	Engaged audience members	UM
Science in the City	National annual Science and Arts festival	UM
Museums and science centres in France and Canada	Cité des Sciences et de l'Industrie, Palais de la Découverte, Exploradome, La Gaité Lyrique – Paris, Palais de Tokyo, La SAT – Montréal	TR
Exeter Science Centre	Science centre in Exeter	UoE
We the Curious	Science and discovery centre in Bristol	UoE
On-the-Hill Experiential Learning Centre	Experiential learning centre in Devon	UoE
Other informal/non-formal science education providers	Institute of Physics British Science Association, Biochemical Society, Big Bang Science fair, Field Studies Council	UoE

Table 6: Research and innovation - indicative target audiences

Target audience	Details	Partner with access:
Ecsite	The 27 Research Bodies that are members of the network	EC
European Federation of Academies of Sciences and Humanities	Representing more than 50 academies from over 40 countries in Europe	EC
Reseau TRAS (Transversal Arts Science Network)	Research structures in this network on the relationship between arts and sciences	TR
Research Infrastructures for	The team includes the European Gravitational Observatory hosting the VIRGO research infrastructure to detect gravitational waves, the	LC, EA

Target audience	Details	Partner with access:
Citizens in Europe (REINFORCE)	University of Oxford group that created Zooniverse (the world's largest citizen science platform), the Open University, which hosts the UK's largest platform for Massive Open Online Courses (MOOCs), etc.	

Table 7: Creativity and arts - indicative target audiences

Target audience	Details	Partner with access:
Ars Electronica	An Austrian institute active in the field of new media art and its annual Festival	EC
Politecnico di Milano Department of Design/ School of Design	Design students and design researchers (in particular the Master of Science in Design and Engineering)	PO
University of Athens – Theatre Studies	The Department of Theatre Studies of the National and Kapodistrian University of Athens	SV
Reseau TRAS (Transversal Arts Science Network)	Artistic and cultural entities in this network on the relationship between arts and sciences	TR
Arts Council Malta	The national agency for development and investment in the cultural and creative sectors, reaching 200 artists	UM
Learning Science Through Theater	Artists engaged with the initiative	SV, EA
Global Science Opera	Hundreds of participants in this STEAM initiative over the last 10 years	UoE, SV, EA
Artwork	Reaching thousands of UK educators, artists and scientists interested in STEAM	UoE
Wigan STEAM	Reaching hundreds of North UK educators, artists and scientists interested in STEAM	UoE
Network of Arts Council Bridge Organisations	10 regional organisations reaching thousands of arts, culture and education organisations and individuals across England	UoE
University of Suffolk, BERA Creativities SIG member network	Hundreds of UK and international researchers and practitioner researchers interested in creativities and associate STEAM activities	UoE
STEAMHOUSE Birmingham City University	Large new HE driven STEAM centre in central UK, reaching hundreds of associated members nationally and internationally interested in open science/tertiary connections)	UoE

Target audience	Details	Partner with access:
University of Cambridge	STEAM education specialist connected to multiple national and international networks of STEAM stakeholders	UoE
Creativity and Emergent Educational Futures Network	Network in School of Education, UoE, reaching a community of approximately 100 academics and HE students interested in creativity and futures research including STEAM	UoE
Birmingham City University Victoria	Wide national and international network of colleagues and students	UoE

Table 8: Entrepreneurship and business - indicative target audiences

Target audience	Details	Partner with access:
Meta Platforms, Inc.	The Lisbon Council works closely with the Brussels-based office on various initiatives in education and digital citizenship	LC
Google European Union office	The Lisbon Council has a strong working relationship with this office	LC
Joint Research Centers of the Politecnico di Milano	Collaborating industry partners from the strategic partnerships between companies and the Politecnico, and the Politecnico's think-tanks	PO
Alta Scuola Politecnica	Participants of the executive schools of the Politecnico di Milano and Politecnico di Torino	PO
Business Bistro at the Ecsite Conference	Approx. 70 participating companies, and the 31 private companies that are members of Ecsite	EC
TAKEOFF business incubator	20 start-up entrepreneurs	UM
Malta Enterprise	20 companies investing in R&D	UM

Table 9: Civil society - indicative target audiences

Target audience	Details	Partner with access:
European Association of STEAM Educators (EASE)	An NGO dedicated to promoting STEAM skills in children and young people in formal and informal education	LC
Science United Project	A Civic Non-Profit Company engaging volunteer teachers, engineers, researchers and designers from around the world in work on displaced students and their teachers.	PAN

Target audience	Details	Partner with access:
Science in the City, Malta	Citizens directly participating through STEAM hands-on activities in the festival (part of European Researchers Night)	UM
Ecsite's thematic groups	Civil society organisations participating in the thematic groups, which bring together Ecsite professionals to exchange ideas and best practices on specific topics within the field.	EC
JA Europe	Europe's leader in entrepreneurship, work readiness and financial literacy programmes for youth	LC
Netherlands House of Education and Research	An association representing the Dutch knowledge community in the arena of European policymaking	LC
United Nations Educational, Scientific and Cultural Organisation (UNESCO)	UNESCO's liaison office in Brussels	LC
STEAM Co.	A parent-driven lobbying group for STEAM Education	UoE

Table 10: Policy making - indicative target audiences

Target audience	Details	Partner with access:
European Schoolnet (EUN)	Network of 34 European Ministries of Education; coordinator of the SEER project, which is funded under the same call as Road-STEAMer	LC, EC, EA
Institute of Educational Policy, Ministry of Education	Close collaboration in the context of several common projects and initiatives	EA, SV
CSTI	Advisor in the French Ministry of National Education and Youth (Artistic and Cultural Education Mission)	TR
Parliament of Malta	5 members of Parliament through the House of Representatives	UM
Shadow Secretary for Education	Labour MP for Exeter	UoE
All-Party Parliamentary Group	Secretary to the All-Party Parliamentary Group for the Teaching Profession	UoE

4 Community development

The community is continually and intensively developed by all consortium members, aiming at achieving full stakeholder involvement in all aspects of project work throughout the duration of Road-STEAMer.

EA centrally coordinates the Road-STEAMer Community (at the project level), in regular and close collaboration with the Work Package (WP) Leaders (WP level) and the project partners acting as National Coordinators (NC) (country level). The WP Leaders specify the aspects of project work that require, or would benefit from, the engagement of stakeholders. To address these requirements, the NCs implement stakeholder engagement in their national contexts, organizing and managing the activities of the stakeholder community in their respective countries in accordance with the local circumstances and possibilities, and in ways appropriate for each geographical, social, and/or organizational context. The identification and invitation of appropriate stakeholder community members to involve in the activities is also within the responsibilities of NCs.

The distribution of NC roles among consortium members is presented in Table 11.

Table 11: The National Coordinators (NCs)

Country	National Coordinator(s)
Austria	ZSI
Belgium	LC, EC (collaboratively)
France	TR
Greece	EA, SV, PAN (collaboratively)
Italy	PO, ENG (collaboratively)
Malta	UM
Netherlands	ESHA
Poland	EC (through affiliated entity)
UK	UoE
Ukraine	EC (through affiliated entity)
EU / Internationally	LC, EC, ESHA (collaboratively)

All work aiming to invite and engage stakeholders in the Road-STEAMer Community is integrated with the communication efforts of WP6 and in line with the communication strategy (D6.1). Relevant messages put emphasis on arguments that speak to stakeholders' intrinsic

motivation and aim to maximise the “*what’s in there for me*” effect for external participants, ensuring they have a clear stake in the work to be done collectively and a guaranteed reward (e.g. reflexivity, knowledge, networking, etc).

Next to information campaigns and invitations for collaboration, the efforts to attract stakeholders into the project may also be facilitated through various incentives for active engagement (e.g. playful engagement design, contests with various prizes including participation in training and events), as well as regular flows of information to the members of the Road-STEAMer Community.

4.1 Community development monitoring

The activities and growth of the Road-STEAMer Community are systematically monitored on the basis of the following information scheme.

Type of activity

- *Co-creation workshop*
- *Major community event*
- *Local community event*
- *Dialogue*

Title

Short description

- *[goal of the activity in approx. up to 30 words]*

Date(s)

Location / mode

- *Place (only physical) [locality, country]*
- *Place (hybrid) [locality, country]*
- *Online (synchronous) [medium, link]*
- *Online (asynchronous) [medium, link]*

Participants (stakeholder groups)

- *List as per Table 2*

Participants (numbers)

- *Overall number of participants*
- *Numbers per quantitative target categories (as in Table 2)*

Participants (names) (confidential)

Organising consortium partner(s)

Other consortium partners(s) involved

Associated WP(s)/Task(s)

External synergy

- *In collaboration with...*
- *Hosted in...*

Content (confidential)

Link(s) to stored files, typically including:

- *Agenda of the activity*
- *Results, as input to the associated project processes*
- *Short evaluation of the activity (organisers' and participants' expectations vs satisfaction with the experience/outcome).*

4.2 Handling information and content

Public information about the activities of the Road-STEAMer Community is presented and promoted in accordance with the communication and dissemination strategy of the project, in collaboration with WP6 'Dissemination and Exploitation'.

Confidential information and content of the activities of the Road-STEAMer Community are stored and handled according to the rules and practices defined in WP1 'Management'.

4.3 Utilising the Road-STEAMer Community of Practice Suite (RCS)

Road-STEAMer leverages technology to support and enhance the processes of community development, exchange, dialogue, and stakeholder engagement through its tailor-made Road-STEAMer Community of Practice Suite (RCS). While RCS is continually developed throughout the project, its first version is due in M6 so as to support the early stages of the work. Subsequently, it will be continually improved throughout the project and finally delivered as deliverable D1.4 'Road-STEAMer CoP suite' in M36.

As RCS is becoming available, increasingly the Road-STEAMer Community is also digitally represented and active in this virtual environment of interaction, dialogue, collaboration and participation, where issues, needs and ideas can be explored and discussed through a co-creation-driven approach.

The Annex to this document provides an update on the current (M6) state of the RCS. Preliminary information on this was included in deliverable D1.1 'The Road-STEAMer participatory methodology' (M3).

5 Conclusion

The participatory methodology (D1.1) and the Road-STEAMer Community (present document, D1.2) refer to dialogue, exchange and mutual learning among the Road-STEAMer consortium members and the stakeholders directly engaged in the project processes.

The efforts to achieve this are strongly synergistic and complementary to communication, dissemination and exploitation (WP6), with the latter focused on the 'outward' function of addressing the world beyond the boundaries of the immediate project community. Through communication, which caters for an integrated, solid external image of the project facilitating its recognition and raising overall awareness about it, the consortium also approaches and attracts people and organisations from the target groups specifically into the activities of the Road-STEAMer Community.

Finally, it should be noted that the set-up of the Road-STEAMer Community is presented in the current document at the early stages of the project (M6). The stakeholder community will continue to evolve and grow during the whole project with the overall aim to integrate participation, dialogue and mutual learning in all central project activities. Naturally, therefore, the present document offers a picture of the Road-STEAMer Community and its management as an early indication of a project-long process that will be continually enriched in the light of the insights gained through the organization of stakeholder participatory activities on the field.

Annex: the Road-STEAMer Community of Practice Suite (RCS)

The Road-STEAMer Community of Practice Suite (RCS) is a web-based open-source set of tools to support on-line interaction, dialogue, collaboration, and participation among Road-STEAMer Community members, offering a virtual environment where issues, needs and ideas can be explored and discussed through a co-creation-driven approach.

The main tool composing the RCS is Decidim¹, an open-source digital platform (released under AGPL-3.0 license) for participatory democracy and supported by a strong and global community; already adopted by different organisations² and promoted, among others, also by the EU Commission through the JoinUp³ initiative.

Through the RCS, the users will be able to perform participatory activities, interact and discuss about topics, challenges and ideas. Specifically, RCS will offer functionalities to generate participatory processes (e.g. debates, initiatives etc.) or surveys as well as to vote on concepts, ideas or solutions among Road-STEAMer Community members. An initial set of the functionalities identified has been made available in deliverable D1.1 'The Road-STEAMer participatory methodology' (Table 12).

Table 12: RCS first baseline functionalities

Functionality	Description
User registration	Enables the registration form and allows any user to create a new account and login.
Content creation	Allows users to create proposals, ideas, needs and solutions (with text, images, etc.).
Content exploration	Allow users to navigate, filter and interact with published contents.
Content voting (evaluation and selection):	Offers users the possibility of voting on published contents (e.g. on ideas, proposals).
Comment comments	Allows the users to comment on published contents.

¹ <https://decidim.org/>

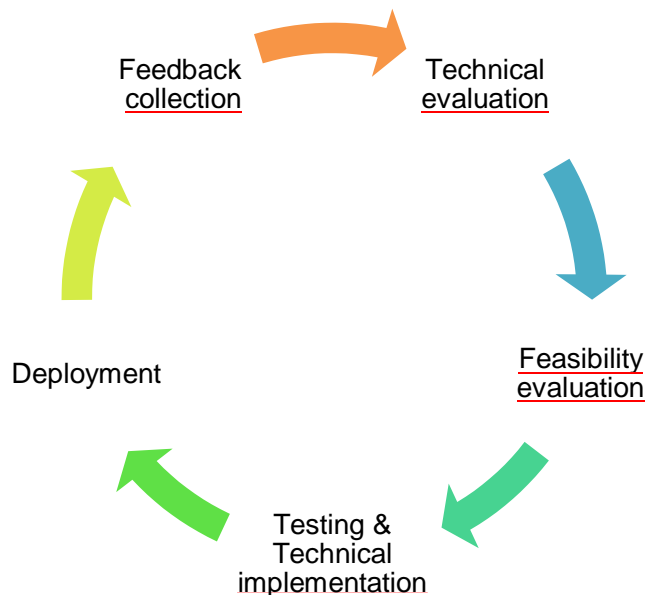
² <https://decidim.org/usedby/>

³ An European Commission's initiatives for interoperable, open, and free digital government ICT solutions <https://joinup.ec.europa.eu/collection/spain-center-technology-transfer/solution/decidim/about>

Functionality	Description
Survey management	Allows users to participate in surveys, submitting their opinion.
Multilanguage	Allows the users to access the functionalities in different languages.

Along the Road-STEAMer project the implementation of the RCS will follow a cyclical approach. In each cycle, suggestions for capabilities and functionalities are first collected and evaluated from a technical perspective to ensure their feasibility; then the selected functionalities are implemented and tested. Once their implementation is consolidated, they are released into the RCS and made available.

Figure 1: Cycle approach for RCS implementations



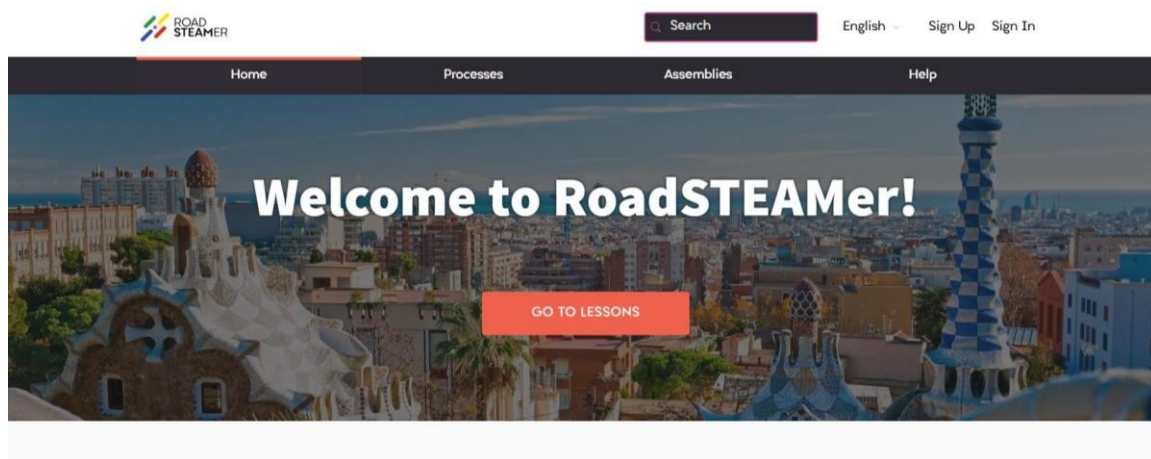
An initial set of suggestions for possible additional functionalities of the RCS includes:

- Collaborative drafting, where user can edit a document with multiple authors.
- Online canvas integration (e.g. Mural, etc.).
- Integration of online annotation tool.

- Integration of Idra, a web application able to federate existing Open Data Management Systems⁴, providing a unique access point for search and discovery.

Among the next technical activities, the look and feel of the RCS will be aligned with the one of the Road-STEAMer project website.

Figure 2: RCS home page



⁴ <https://github.com/OPSILab/Idra>