

Mobile Application in Community Participation; Method, Needs and Implementation

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Nowadays, the concept of community engagement in all stages of cultural heritage management is accepted for almost everyone. But the idea of citizen participation is a little like eating spinach: no one is against it in principle because it is good for you. If we accept that community engagement is good for us, the problem is how letting people participate? Not only communities are not very aware of their rights on their cultural heritage, but also cultural heritage authorities are unwilling to involve people in their decision-making process.

Suppose, in an ideal society of course, people know that the cultural heritage is their properties and they would like to manage their assets by themselves, and authorities have realized that they are not omni-knowledge and omni-potent, there is still an unsolved problem, no one knows “how” we want to implement a people- centered approach in cultural heritage context. This “how” is referring to two main issues related to community engagement approach; lack of recognized method, on the one hand, and determining an appropriate tool, on the other hand.

Now, in order to find a way and a tool, we are working on designing an application called iCommunity which could facilitate public’s participation in cultural heritage management. The main idea is that all people who are somehow affected by a decision have the right to be involved in the decision-making process. Any cultural heritage institution will be able to publish activities on the application as a means to evaluate the users’ feedback before the implementation of any activity. This session will aim at cultural heritage practitioners to design their own application for people participation purpose.

#People Participation #Cultural Heritage #Management