





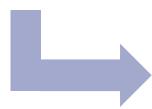
Cambridge Centre for

Smart Infrastructure & Construction

Digital Cities for Change

'Digital City' vs 'Smart City'





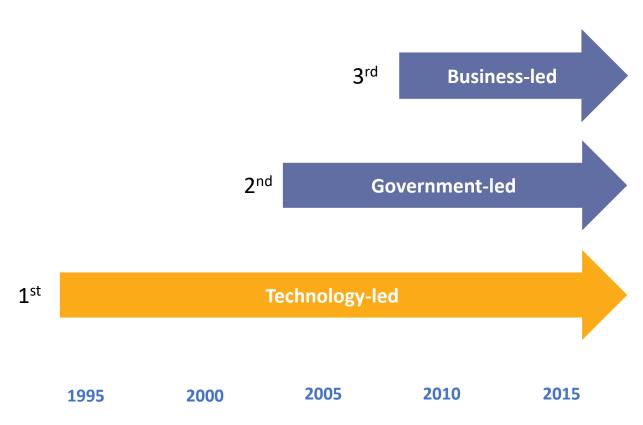
Digital city as a comprehensive, web-based representation, or reproduction, of several aspects or functions of a specific real city, open to non-experts (Couclelis, 2004).

Couclelis, H. (2004). The construction of the digital city. *Environment and Planning B: Planning and Design*, *31*(1), 5–19. https://doi.org/10.1068/b1299

Table 1. Working Definitions of a Smart City

- A city well performing in a forward-looking way in economy, people, governance, mobility, environment, and living, built on the smart combination of endowments and activities of self-decisive, independent and aware citizens. [24]
- A city that monitors and integrates conditions of all of its critical infrastructures, including roads, bridges, tunnels, rails, subways, airports, seaports, communications, water, power, even major buildings, can better optimize its resources, plan its preventive maintenance activities, and monitor security aspects while maximizing services to its citizens. [28]
- A city "connecting the physical infrastructure, the IT infrastructure, the social infrastructure, and the business infrastructure to leverage the collective intelligence of the city" [29]
- A city striving to make itself "smarter" (more efficient, sustainable, equitable, and livable) [45]
- A city "combining ICT and Web 2.0 technology with other organizational, design and planning efforts to dematerialize and speed up bureaucratic processes and help to identify new, innovative solutions to city management complexity, in order to improve sustainability and livability." [56]
- "The use of Smart Computing technologies to make the critical infrastructure components and services of a city—which include city administration, education, healthcare, public safety, real estate, transportation, and utilities—more intelligent, interconnected, and efficient" [58]

Smart Cities – An evolving concept



Adapted from the **2017 Smart City Strategies Report** prepared by ARUP & FCC

1st Wave: Technology-led "Marketers' Smart City"

- Driven by large tech firms
- Deploying technologies through investments on urban infrastructures

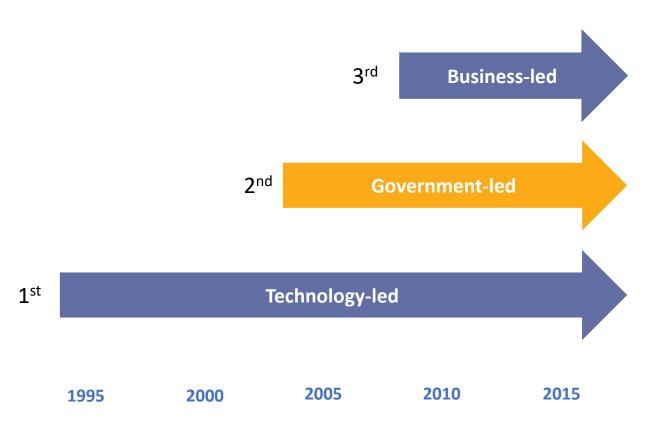
OUTCOMES:

- Lack of consideration for the social dimension (policy and social contexts)
- "Pilot sickness" Smart city as a marketing & promotional tool to attract investment; lack of understanding of long-term operation and scalability

LESSONS LEARNT:

• ICTs are the tools/drivers to achieve "smartness" in cities, not the purpose of Smart City initiatives

Smart Cities – An evolving concept



Adapted from the **2017 Smart City Strategies Report** prepared by ARUP & FCC

2nd Wave: Government-led "Citizens' Smart City"

 Citizen engagement through digital platforms, open data portal, co-design and innovation competitions

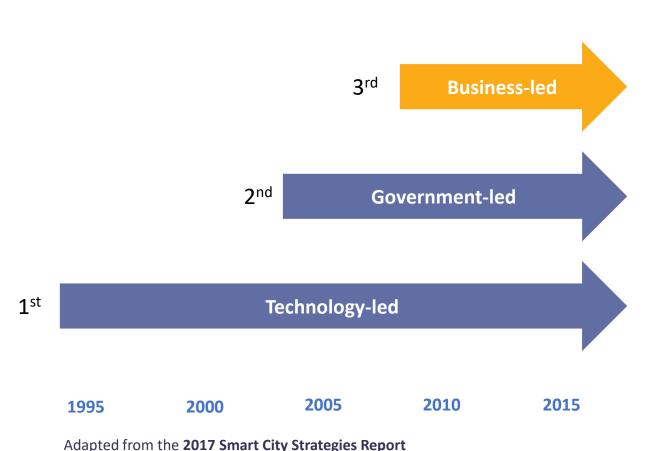
OUTCOMES:

- Numerous city-scale digital strategies (Songdo, Singapore, Chinese/Indian cities) are put forward
- Key focus: improving the quality of life and efficiency in public service

LESSONS LEARNT:

 Digital implementation has been oriented towards the service end-users, while the decision-making of the inner systems (urban managers) remained neglected

Smart Cities – An evolving concept



3rd Wave: Business-led "Consumers' Smart City"

 Tech companies disrupt old business models and bypass old systems by delivering services directly to citizens [Uber, Airbnb, Deliveroo etc.]

OUTCOMES:

- Services spread at unprecedented rate, catalysed by the social media network
- Innovation encouraged Private sector to realize that they could play a much bigger role in the planning, operation and management of cities

LESSONS LEARNT:

Disruptive innovation prompts **government interventions** to

- enhance the positive impacts of technology both internally and externally
- safeguard citizens from negative impacts (albeit some are still unknown)

prepared by ARUP & FCC

CHALLENGES IN THE BUILT ENVIRONMENT

SILOEDNESS sectoral institutional temporal

SKILLS &
CAPABILITIES
ISSUES
smarter
government and
citizens

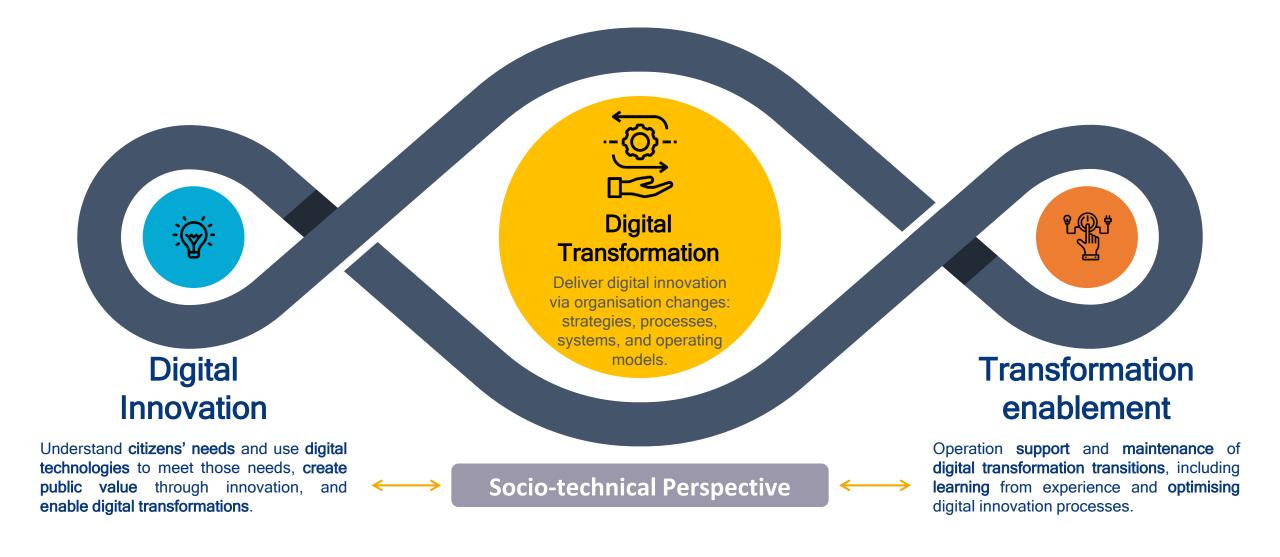
CONTEXT
SPECIFIC
Systemic
interDependencies
(governance structures and processes)

CITIES & PLACES

Governance through technology (URBAN) SOCIETY (DIGITAL) **Governance of** technology

IGITAL

HOW TO ADDRESS THOSE CHALLENGES?



GOVERNING

Governance: achieving socially desirable outcomes efficiently (resources), effectively (quality) and democratically (trust).

Ethics: anticipating, evaluating and managing societal impact

Create public value through responsible digitalisation in the urban built environment

Technology: data generation, processing, analysing, visualising, sharing, storing...

Empirical focus: built environment systems/sectors, interdependencies, impact on services and local economy

KNOWING

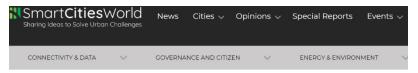








DIGITAL TWINS...



BIMTODAY

PUBLICATIONS ~

Home | Connectivity & Data | Digital twins

Digital twin tool for smart cities and metaverse launched

Digital twins 24 Feb 2023 by SmartCitiesWorld news team







Home > BIM News > Cambridge set for 'digital twin' as part of new Urban Data Project

STAKEHOLDERS

SPECIAL REPORTS

Cambridge set for 'digital twin' as part of new Urban Data Project

February 14, 2019

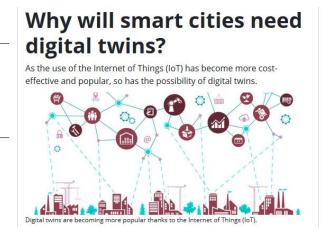
HOME ~



Topics Smart Cities

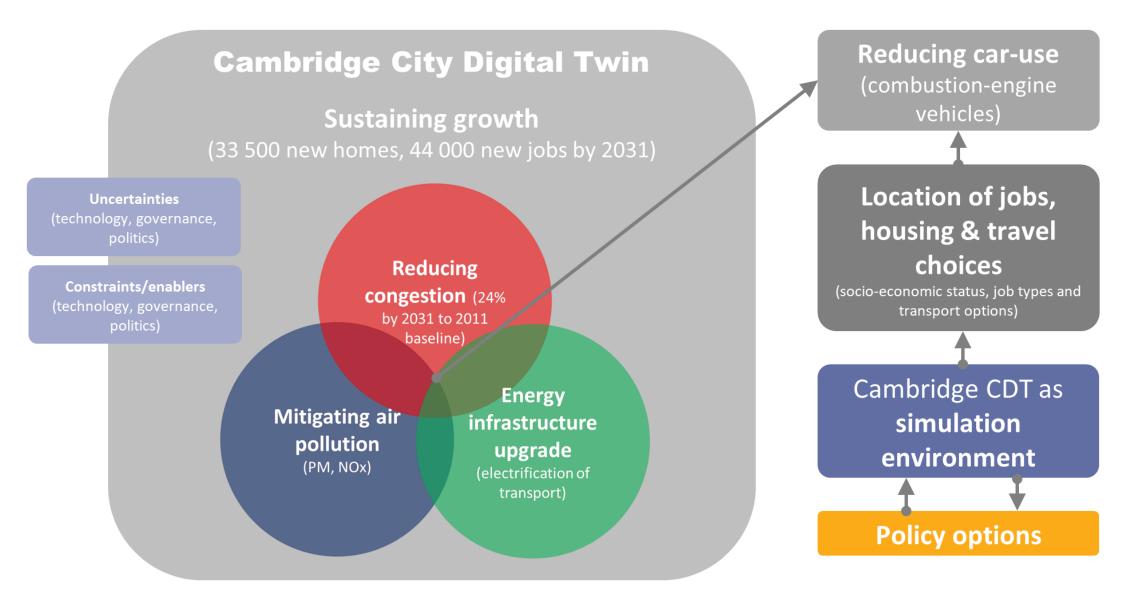






FOR SMARTER CITIES

(Some of) The challenges in Cambridge:



Cambridge – Governance Challenges

- Powers and responsibilities in transport, energy, planning, air quality are dispersed across government levels in addition to sectoral silos; lack of transparency towards citizen(s) groups (structure);
- City & infrastructure modelling is conducted in silos no support for systemic solutions; contradicting and/or incompatible modelling outputs hinder meaningful use of evidence to support policy decisions; (process);
- Public private divide in data collection (service providers) and processing/analysis (consultants – public sector & citizens); (co-factors);

Cambridge – Governance Challenges

Structure

Sectoral silos (transport, energy, planning, air quality) & organisational silos (government levels)

Engaged citizen groups in transport & planning; less so in energy

Process

Siloed modelling / analytics - contradicting & incompatible outputs hinder evidence-informed policy decision-making

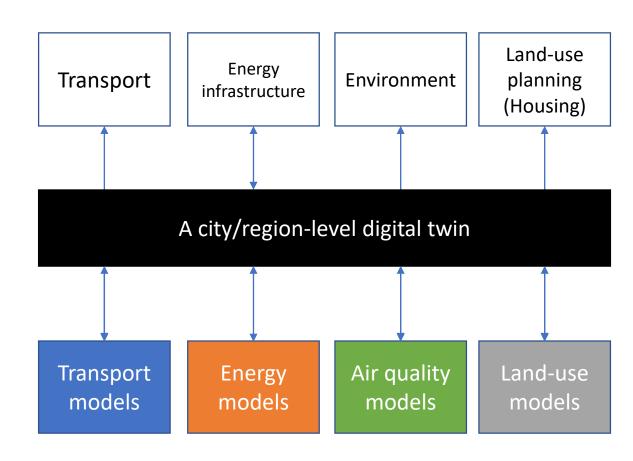
Periodic citizen engagement; lack of transparency in the use of evidence **Co-factors**

Public – private divide in data generation (service providers) and analysis (consultants)

Citizens are aware of the amount of data collected on them; not aware of risks & potential misuse

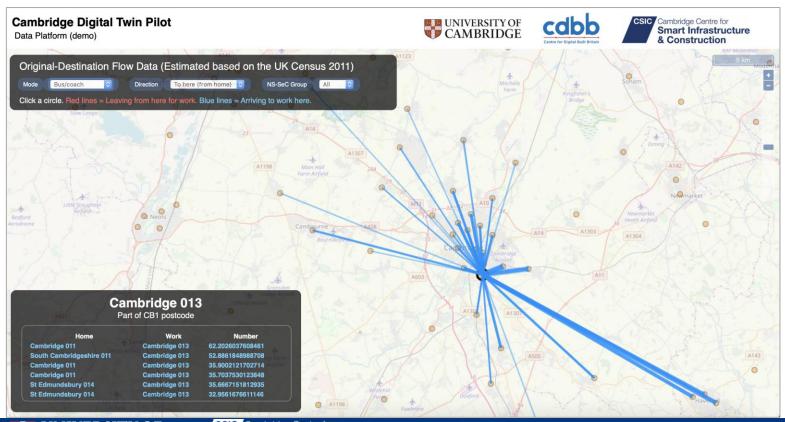
Aims of the city-level digital twin for Cambridge

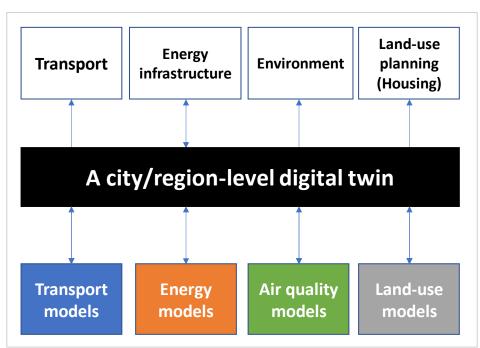
- Breaking sectoral boundary of urban data analytics and simulation
- Facilitating cross-sector policy making through an interactive interface that quantifies interdependences among multiple urban systems
- Illustrative scenarios:
 - a) Understanding commuting demand
 - b) Impacts of teleworking
 - c) Future EVs charging demand



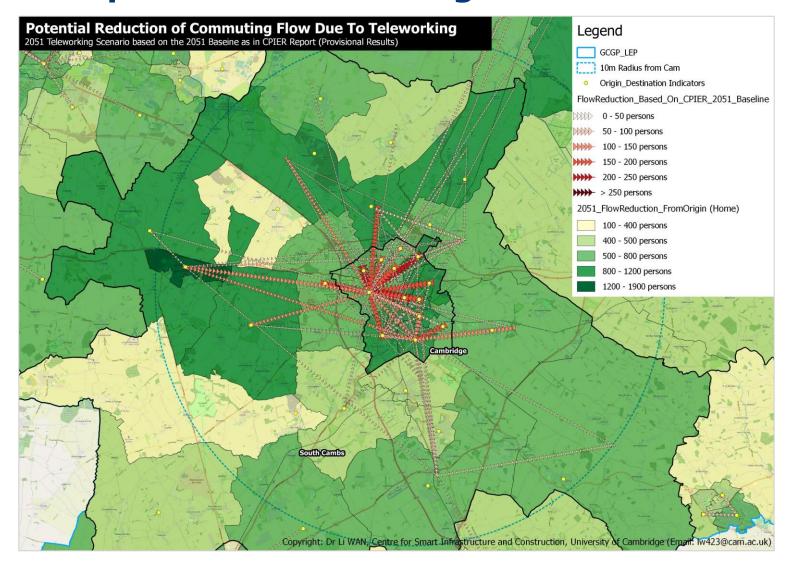
A digital twin for Cambridge

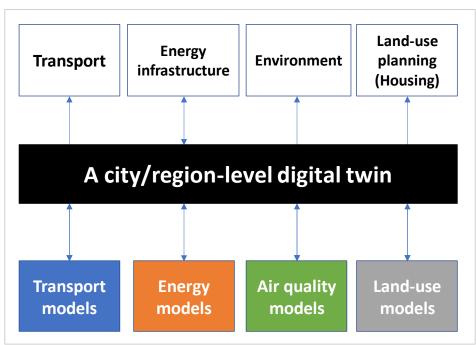
- Understanding commuting demand





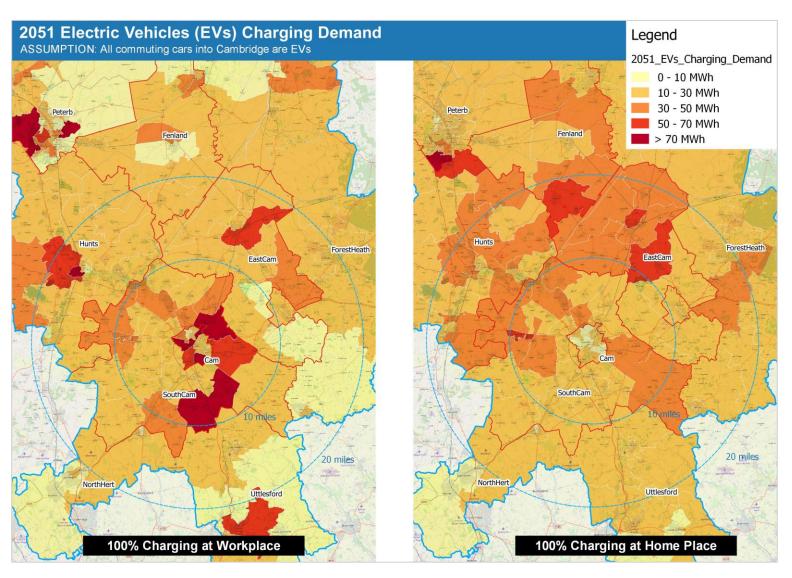
A digital twin for Cambridge - Impacts of teleworking

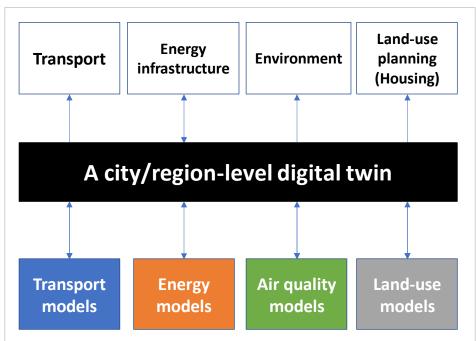




A digital twin for Cambridge

- Future EVs charging demand





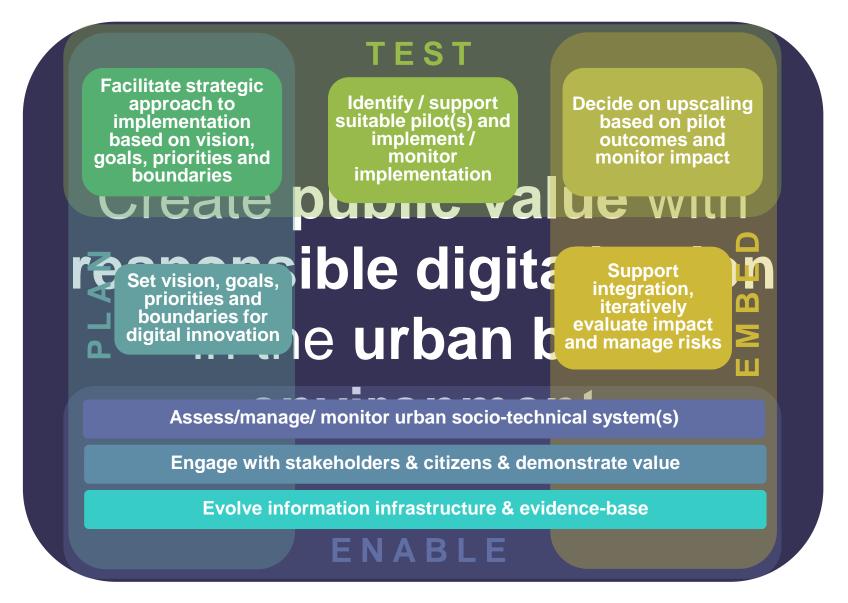
A digital twin for Cambridge - Governance and Citizen Engagement



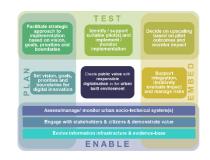




DIGITAL INNOVATION PROCESS MODEL



DELIVERY STRUCTURE



TASKS

What are the key stages in the digital innovation process model being followed?

- What tasks are critical for each relevant stage?
- What is needed to execute them?

COMPETENCIES

ROLES

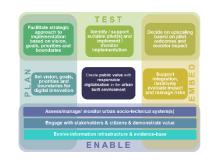
What knowledge and abilities are needed?

- What are the competencies needed to define each of the relevant roles adequately?
- Where can these competencies be found (internally/externally)?

What are the roles needed to effectively accomplish the tasks?

- Which competencies are essential for each role?
- Where can these roles be found?
- How might they be created to meet the need?

DELIVERY STRUCTURE



TASKS

Specific, well-defined activities that are relevant to the digital innovation process

 Should align with the objective of public value creation through responsible innovation

COMPETENCIES

ROLES

Repertoire of knowledge and abilities defining a specific role

- Multi-disciplinary emphasis
- Multi-dimensional (Governance & Mgt; Digital/Technical; Ethical/Responsible Innov.)
- Knowledge and Action-based

Specific, well-defined portfolios needed to under the digital innovation tasks

- 1 role will require multiple competencies
- Strategic or Operational levels
- 1 role may need more than 1 person

COMPETENCIES Reflecting on causes Deliberating and mechanisms options Embedding Anticipating Impact responsiviness **Ethics and Responsible** Innovation Government, Cybersecurity policy, and regulation Create public value with responsible digitalisation in Urban systems Stakeholders and the urban built and environments collaboration environment Digital and Governance and Technical Management Citizen Data science engagement and and analytics participation Business Technology models applications Digital Finance and technology procurement trends

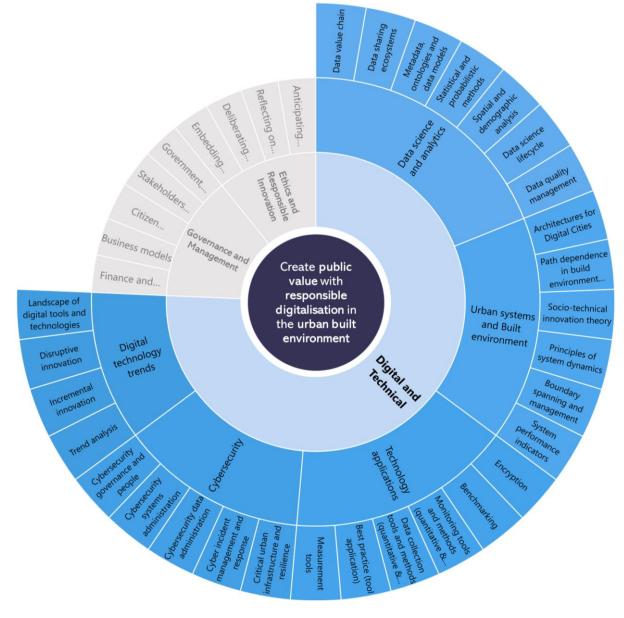
COMPETENCIES - GOVERNANCE & MANAGEMENT



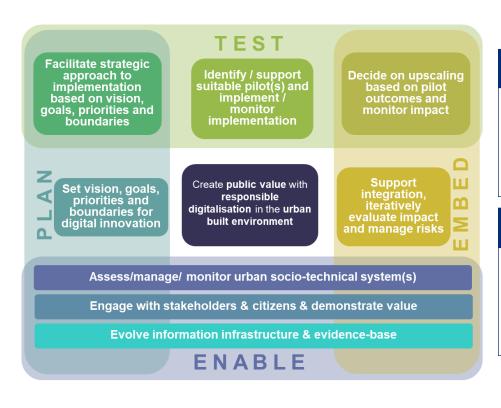
COMPETENCIES - ETHICS & RESPONSIBLE INNOVATION



COMPETENCIES - DIGITAL AND TECHNICAL



ROLES AND STRUCTURES - INFLUENCE



"Sponsor"

Actors who have political authority and can deploy resources and give legitimacy to collaborations and innovative ideas.

"Catalyst"

Persons with formal/informal authority to create appropriate disruptions in a collaborative network to drive 'out-of-the-box' innovative thinking.

"Champion"

Person(s) leveraging informal authority to mobilize capacities in their organizations to organize, facilitate and energize collaborations.

"Implementer"

People who get things done by converting visions/plans into materialisation / reality.

NEW COURSE:

Leadership of Urban Digital Innovation for Public Value (LeadUP)

POSITIONING THE COURSE

Closing identified training gaps

- Existing international offerings do not cover the **nexus** of **technology**, **governance** and **economics**
- Existing courses typically offer more engineering (or economics) perspectives
- Existing Cambridge courses either **emphasise sustainability** or **digitalisation** offerings linking the two explicitly and with a focus on 'place' are lacking

Providing new thinking on Place-based Leadership

- "Leadership of Urban Digital Innovation for Public Value"
- Leadership competencies to cover **technology**, **governance** and **economics**, and **responsible innovation** (not MBA!)

Addressing new educational needs and training challenges

- Demand for interdisciplinary post-graduate courses
- Trend in Cambridge for PG Cert/Dip/MSt courses
- Strong appetite in Cambridge for part time post-graduate courses aimed at practitioners
- Executive Education offering developed for LeadUP

TARGET AUDIENCE & AIM

Who is this course for?

- City managers and urban planners
 - Built environment professionals
- Local government and public sector consultants and advisors
 Technology & Digitalisation experts
- Professionals seeking to transition into a city leadership role

What will the participants learn?

 Participants will learn how to better utilise urban data and emerging digital technologies, informing decision-making in urban planning, management, and public service delivery

What is the course aim?

 Provide participants with the knowledge and tools to develop the competencies required to create public value, enable socio-technical and responsible digital innovation, and ensure improved outcomes for communities

LEARNING FOCUS



Explore urban complexity

 Explore the complexity of the socio-technical innovation and transition process in the public sector



Bridge urban silos

 Use digitalisation to bridge the technical, societal and operational aspects of cities and their supporting infrastructure



Gain new perspectives

 Discover new ways of thinking to tackle cross-cutting urban challenges and improve outcomes for urban communities



Lead digital innovation effectively

 Acquire new competencies, aimed at leading digitalisation and responsible innovation



Manage digitalisation successfully

 Identify the changing roles and tasks required for successful digitalisation



Learn from other professionals

 Connect with an interdisciplinary network of city managers while facilitating knowledge sharing and support

COURSE CONTENT DEVELOPMENT (by topic)

Topic 1: Intro to Digital innovations in the urban built environment

Topic 2: Digital technologies

Topic 3: Governance and Management

Topic 4: Place-based leadership

Topic 5: Ethical and Responsible Digital Innovation

Digitalisation in the urban built environment and smart cities

Digital innovation and digital technologies application

Governance in the digital era

Leadership for digitalisation projects in the urban built environment

Responsible and Ethical urban Digital Innovation

Urban systems and built environment

Sociotechnical innovation

dynamics and performance

Landscape of digital tools and technologies (digital toolbox)

Public value creation through responsible digital innovation

Digital innovations for public value creation Leading public value creation through responsible digital innovation

Landscape of data ethics frameworks

Public value creation through responsible digital innovation

Responsible digital innovation, ethics and the public good

Public value creation through responsible digital innovation

System

Technology requirements management Competencies for delivering public value using digital innovation

Governance systems

Digital innovation leadership

Ethics and embedding responsiveness for urban digital innovations

Boundary spanning and management

Competency requirements for digital innovations

Best practices for technology application

Architectures for digital cities

Government, policy, and regulation

Stakeholders and collaboration

Leading multidisciplinary teams

Responsible innovation and ethics: exploring the nexus

Digital innovation process (9 box model)

Research methodologies for investigating digitalisation in the urban built environment

Data science and analytics in urban systems

Cybersecurity in urban systems

Citizen engagement and participation

Business models and digital innovations

Leadership skills gap for digital innovation to deliver public value

Anticipating impact and deliberating options

Role discovery for digital innovations

Benchmarking of new digital technologies Finance and procurement of new digital technologies

Competencies for leading digital innovations

Ethical considerations for urban digital innovation projects

COURSE LEVELS AND MODULES

LEVE	ELS		MODULE	FOCUS
		ate (PGCert.)	Module 1	Introduction to digital innovations in the urban built environment
		aduate ate (PG	Module 2	Responsibly managing and applying digital technologies to create public value
		Postgraduate Certificate (P0	Module 3	Sociotechnical implications of digital innovations in the urban built environment
	Postgraduate Diploma (PGDip.)		Module 4	Responsible leadership and governance of data to create public value in the urban built environment
			Module 5	Managing and governing actors involved in digital innovation projects
			Module 6	Digital innovations in the urban built environment: Implications for business, finance and procurement models
MSt.			Module 7	Methods and methodologies for investigating digitalisation in the urban built environment

Executive Education Programme

An intensive **2-day course** – starting in September 2023





Executive Education

Leadership of Urban Digital Innovation for Public Value

18-19 SEPTEMBER 2023 UNIVERSITY OF CAMBRIDGE





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