

Application Form

CATEGORIES IN WHICH YOU WANT TO APPLY THE EXPERIENCE

1: TYPE OF EXPERIENCE: *choose the most important element (choose only one element which you consider the most outstanding of your practice).*

A) Deliberation Citizen assembly / deliberation workshop / lottery / legislative theater / participatory planning	
B) Decision Participatory budget / referendum / consultation / participatory process with vote	X
C) Citizenship Citizenship / community action / permanent council / civic education / associationism / other initiatives to reinforce local democracy	

2: TYPE OF GOVERNMENT: *choose one only.*

A) Up to 50,000 inhabitants (towns, small cities, rural areas).	X
B) Cities between 50,000 and 250,000 inhabitants.	
C) Cities between 250,000 and 1,000,000 inhabitants.	
D) Large cities or urban areas of more than 1,500,000 inhabitants.	
E) Supralocal, regional, provincial governments	

Experience data: *complete the information below in a clear and concise manner.*

Title of the experience: Din Idé
Name of the city or region: Fagersta Municipality
Inhabitants of the city or territory: ~11000
Country: Sweden
Institution presenting the candidacy: (name of the municipality, department, government, institution leading the candidate experience) Fagersta Municipality

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Website of the experience or institution: https://fagersta.se/organisation--styrning/folkhalsa/din-ide		
Profiles in social networks of the experience or the institution: https://www.instagram.com/dinidefagersta/ @dinidefagersta		
Start date of the experience: 2019		
End date of the experience: (if operational, indicate "ongoing") planned to run at least until 2025		
Budget of the experience: (indicate the budget of the experience or the resources mobilized for its development and implementation) 200 000 SEK per year for projects funded through PB		
Type of candidacy <i>(mark with an X in the right column)</i>	New experience	
	Innovation on an existing experience	X
	Continuity of an experience	
Type of experience <i>(mark with an X in the right column, you may choose more than one)</i>	Participatory budgeting	X
	Participatory planning	
	Standing council	
	Workshop / meeting for diagnosis, monitoring, etc.	
	Public hearing / forum	
	Poll / referendum	
	Assemblies / Citizen juries / Deliberation spaces	
	E-government / Open government / Digital platforms	
	Citizen initiative	
Other (specify):		

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Objective of the experience <i>(mark with an X in the right column, you may choose more than one)</i>	To achieve higher levels of equality in terms of participation		X
	Including diversity as a criterion for inclusion		
	Community empowerment		
	To empower non-organised citizens		X
	To increase citizen's rights in terms of political participation		
	To connect different tools of participation within a participatory democracy "ecosystem"		
	To improve the effectiveness and efficiency of the mechanisms of participatory democracy		X
	To improve the quality of public decision-making through the mechanisms of participatory democracy		
	To improve the evaluation and accountability of the mechanisms of participatory democracy		
To improve any public policy through the active participation of the public			
Territorial area <i>(mark with an X in the right column, you may choose more than one)</i>	All the territory	Local	X
		Regional	
	District		
	Neighbourhood		
Thematic area	Governance		
	Education		
	Transport		
	Urban management		

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<i>(mark with an X in the right column, you may choose more than one)</i>	Health	X
	Security	
	Environment / Climate change and/or urban agriculture	
	Civic associations, grassroots and new social movements	
	Culture	X
	Housing	
	Job creation	
	Decentralization	
	Local development	
	Training / learning	
	Economy and/or finances	
	Legal regulations	
	Social inclusion	X
	All	
Other (write the topic)		
Sustainable Development Goals (SDG) associated with the practice <i>(mark with an X in the right column, more than one option can be chosen, you can also add the specific target)</i>	SDG 1 - No poverty	
	SDG 2 - Zero hunger	
	SDG 3 - Good health and well-being	X
	SDG 4 - Quality education	
	SDG 5 - Gender equality	X

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	SDG 6 - Clean water and sanitation	
	SDG 7 - Affordable and clean energy	
	SDG 8 - Decent work and economic growth	
	SDG 9 - Industry, innovation and infrastructure	
	SDG 10 - Reduced inequality	
	SDG 11 - Sustainable cities and communities	X
	SDG 12 - Responsible consumption and production	
	SDG 13 - Climate action	
	SDG 14 - Life below water	
	SDG 15 - Life on land	
	SDG 16 - Peace, justice and strong institutions	
	SDG 17 - Partnership for the goals	

PART 2: DESCRIPTION OF THE EXPERIENCE

Fill in the following fields clearly and concisely. You can add links, images or graphics if you consider it appropriate.

Context:

In a **maximum of 300 words**, present the cultural, geographical, historical, institutional and socioeconomic context of the city, region or territory in which the experience takes place.

Fagersta is a small municipality in the region of Västmanland in southern Sverige close to lake Mälaren with just over 13 000 residents. The area was economically dominated by one large steel manufacturer from 1611 until the early 1980s. To this

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day there is still a considerable manufacturing sector in the area, which builds on this rich tradition of steel manufacturing.

The municipality faces the same challenges that many other Swedish municipalities are struggling with in terms of unequal participation in elections and other democratic activities. In particular this is an issue among young residents and residents who were born outside of Sweden.

In an international context Fagersta is a small municipality with challenges pertaining to limited resources and staff.

The municipality has an area of 310 square kilometres and a population density of 49 inhabitants per square kilometre. The municipality has two main urban centres: Fagersta and Hedkärra.

Precedents:

*Explain the precedents and origins of the experience: if it is the innovation of an existing experience, what are its origins; if it is a new experience, what are the antecedents in participation in your city, region or territory. You can also indicate if you have been inspired by experiences in other cities/countries. (In a **maximum of 300 words**).*

Fagersta municipality has worked with citizen participation and dialogue for many years, supported by SALAR (the Swedish Association of Local Government and Regions). Between 2016 and 2018, a citizen participation process was run focussed on resolving complex social issues.

One insight was that many Fagersta residents are very passive in their interactions with the municipality. Residents might submit their proposals to the municipality, but after that they ceased to be involved. Fagersta Municipality decided to explore how to deepen the involvement of residents throughout the whole participation process, and have residents actively involved in the implementation stage as well. Participatory budgeting was identified as a suitable method and was approved as a pilot in 2020.

The challenge of involving young people was also an issue on the municipal agenda and therefore it was decided to focus the participatory budget on young people in Fagersta between the ages of 13 and 25. Mental health and feelings of safety were issues which had been raised in previous dialogues (both by young people themselves and the staff who worked with them). Therefore, the focus of the process was to be activities to promote mental health and increase the experience of security among young people in Fagersta.

The municipality decided to test participatory budgeting over a five-year period to strengthen democracy and achieve more inclusion in public participation. 200 000

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Swedish crowns (approximately €20 000) was set aside per year for the process. Due to the pandemic, the participatory budget started in 2021 rather than 2020.

The 'Din Idé' ('Your Idea') participatory budget is thus the result of work that has been ongoing since 2016 and a conscious choice based on previous experiences with a focus on increasing mental health and security, for and by young people!

Objectives of the experience:

*What is the objective listed in Part 1 that you think is the most important, and indicate other outstanding objectives of the experience. (In a **maximum of 100 words**).*

One goal is to achieve more equal and inclusive levels of participation in political decision making among young people.

Another goal is to encourage a more active role for citizens, including in implementing ideas.

A third aim is to improve mental health and make people feel safer in Fagersta through the funded activities.

The process should also build stronger relationships, increase confidence and capacity among participants and increase levels of trust in democracy.

Fagersta decided to consistently work with the same groups and topic over five years to achieve greater long-term impact.

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Methodology:

*Describe the methodology of the experience: phases of the process, participation channels. (In a **maximum of 300 words**).*

'Din Idé' has five phases (repeated annually):

1. Collect proposals
2. Approve proposals
3. Voting
4. Select winners
5. Implementation

The following is required for approval:

- An activity or event in Fagersta for many young people (free to attend)
- The applicant should remain active throughout the implementation
- Maximum budget of SEK 50 000
- Must be carried out within 12 months
- Must in some way improve mental wellness and increase security in Fagersta
- The activity must be legal

Proposals are continuously reviewed and applicants who need to supplement their application are contacted. Applicants are encouraged to combine their proposals where there is significant overlap.

In 2022, 17 proposals were received and 14 were approved for the voting stage.

All applicants with approved proposals are invited to workshops on how to develop and market their ideas. They give feedback on each other's proposals and brainstorm marketing ideas. The municipality also provides one-on-one advice. All applicants can make final changes to their proposal before the vote.

Voting takes place both online and face-to-face (with a system to check that no one votes twice). A tent at a local festival has been the most popular way to get people to vote and many of the finalists were there to promote their ideas.

All finalists are invited to an award ceremony together with representatives from the municipality, civil society and the media to celebrate all the young people who participated in 'Din Idé'. Several newspapers and radio channels have covered the process, including Fagerstaposten, Dalabygden and Radio PR4.

The process does not end with the award ceremony, but the young people with winning entries have individual planning meetings with the project manager. The municipality supports the organizers in their idea development but also helps with practicalities, such as booking a venue.

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Innovation:

*Explain what you consider as the most innovative aspect(s) in the practice. (In a **maximum of 150 words**).*

What sets 'Din Idé' apart from many other participatory budgeting processes is:

- It is aimed at young people (a group with lower levels of engagement)
- Is for funding activities rather than infrastructure or long-term projects (participants quickly see results of their involvement)
- Focusses on improving sense of security and mental well-being. (Two important issues not often covered by participatory budgeting)

For Fagersta Municipality this is a significant innovation in working culture. Traditionally, citizens have been passive, but in 'Din Idé' the participants are active throughout the project - not least in implementation.

The winners are called 'organizers' to emphasize that it is the young people who deliver the activities, with the support of the municipality. The key has been to find a balance between guiding young people and giving them confidence and power to make their own decisions.

Capacity building and training is provided for the proposers and organizers.

Inclusion:

*Point out the importance of including as many groups and diverse populations as possible, and how you have achieved it. (In a **maximum of 150 words**).*

In 2022, approximately 300 young people participated (46 in 2021). This is approximately 20% of the target group (1500 young people in Fagersta). The majority of those who voted are young people between 14 and 16 years old, a group which has previously been difficult to reach.

The municipality worked hard to reach all young people and encourage them to submit proposals. Municipal functions that work with young people were important in spreading information. Young people submit their proposals through an e-service available on the municipality's website.

In 2022 17 proposals were submitted (equal gender distribution, most proposals came from young people aged 13 – 19, young people with a foreign background were overrepresented).

14 varied proposals were approved, including art days, Eid parties, volleyball tournaments and TikTok festivals.

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So far in 2023 27 suggestions have been received, 18 have been approved and 270 people have voted.

Communication:

*What has been the strategy and communication channels of the experience for engaging the population. (In a **maximum of 150 words**)*

The following communication activities have taken place:

- Testing different approaches for how best to reach the target group. Social media has proven to be one of the most useful channels.
- Facebook Ads have been a useful tool in driving traffic to the proposal website.
- Competitions linked to the Instagram account have raised awareness, increased the number of followers, and resulted in more proposals being received.
- The team have visited schools in Fagersta to explain the process and help school students to fill in the proposal form.
- Adults who work directly with young people and who have pre-existing relationships have been very useful.
- The process was also advertised through local cafés, local media and radio, through other public services and via posters across Fagersta.

The presence on social media has led to over 40 new followers and the account's contact with other accounts increased by 400%.

Articulation with other actors:

*Explain how the experience was articulated with different actors and simultaneous or pre-existing processes. What roles did these participants assume? Explain the degree of success of this articulation. (In a **maximum of 150 words**)*

Fagersta Municipality has worked with different parts of the municipal organization but also with civil society and associations in the process, both in terms of disseminating information, but also in terms of the implementation of the winning proposals. The staff members in public services who work directly with young people in Fagersta have been an invaluable resource in reaching out to young people. The winning organisers are also encouraged to build their networks and to involve other young people in shaping and delivering the winning activities.

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All finalists are invited to a lunch buffet at Brukshotellet together with representatives from the municipality, civil society and the media to celebrate. The purpose is that participating young people will create a network of contacts that can help them implement their idea. The municipal CEO and mayor have attended, showing the young people that their ideas are taken very seriously.

Evaluation:

*What evaluation mechanisms have been implemented? Develop whether the citizenry has participated in the evaluation of the practice. (In a **maximum of 300 words**).*

Fagersta Municipality have evaluated the process using a variety of means – including post event surveys and more detailed post-process evaluations including interviews and reviews of the submitted and approved proposals. The process has been updated and adapted in the light of lessons learned and the plan is to continue to update the process in this way on a recurring basis.

-The evaluation of the process shows that it has helped develop the municipality's dialogue with young people in Fagersta and built relationships. Increasing numbers of young people are getting in touch with the municipality with requests and opinions, both within the participatory budgeting process and in other arenas. Based on a survey with young people conducted in December, it is clear that many participants feel that they can actually influence the outcome and that their voice is heard by the municipality.

Most of the participants have been young people with a foreign background and aged 14 – 18. These are groups that have traditionally been challenging to engage. In relation to the marketing work and how broad the target group is, this is something to work with in the coming years in order to ensure that the process reaches all age groups.

The evaluation also seems to show that the circle of friends that young people have has expanded and that numerous people find new friends through the funded events. Young people also report feeling more positive about Fagersta as a place to live and there have been very good reviews of the funded events from attendees. The funded events that have been carried out have also had good attendance rates, compared to similar youth events organised in other years.

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Impacts and results

*Describe the impacts and results of the process. How many people have participated, and what are their profiles? What have been the impacts on public policies, the functioning of the administration, and the citizenry? (In a **maximum of 300 words**).*

The process has shown that young people in Fagersta have an appetite for participation and want more participatory budgeting in the future. The events funded through the participatory budgeting have been well attended and there is interest in having more of them. Most funded proposals to date have been carried out during the summer and autumn, but there is also a need for more youth activities during the winter, as young people have less opportunities to gather then.

Young people report feeling better about living in Fagersta as there are more things to do and more activities to look forward to. "This is the best day of my life," is a quote from the evaluation of the Activity Day and there are many other similarly positive quotes as well.

The @dinidefagersta Instagram account has grown, in April 2022 the account had 108 followers and in February 2023 252 followers. In April 2023 the posts were on average seen by around 100 – 200 people, today the posts are exposed to around 400 – 600 people. In 2021, most posts had between 10 – 15 likes, on September 10 a post about the Activity Day was posted which received 100 likes.

In 2023, we received 17 proposals, 300 young people have voted and 252 people follow @dinidefagersta. In comparison to the last round, we gained 144 new followers when we had 108 followers before we started Your Idea 2022. 360 young people have participated in the completed events.

It is difficult to determine how many young people have been affected in any way by Your Idea 2022, but an estimate is around 600 young people (out of a target group of 1500)

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PART 3: EXPERIENCE SUMMARY

*A summary of the experience: origins, objectives, operation, results, monitoring, and evaluation. (Do not hesitate to repeat aspects that have already been written before. This summary will be shared on the digital platform for open evaluation and in the publication of the award). (In a **maximum of 500 words**).*

‘Din Idé’ (‘Your Idea’) is a participatory budgeting process in Fagersta that targets young people aged 13-25 and that funds activities to promote mental health and increase the experience of security in Fagersta among young people. In 2022, Your Idea was implemented for the second year out of five.

In 2022, the concept has focused on reaching more young people and deepening the levels of involvement in all steps of the participatory budgeting model. The process evaluation shows that there have been significant developments in this direction, and that there is even more to develop. During 2021, the pandemic had a major impact on the work with the participatory budget, not least when it came to constraints in how we could reach the target group and create more in-depth collaboration. Now the concept of ‘Din Idé’ is starting to become known among young people in Fagersta but also among staff members who regularly meet with young people. During 2022 a foundation has been laid for the work with Din Idé, which you can now build on.

There is an annual budget of SEK 200 000 for the participatory budgeting in order to implement the most popular of the young people's ideas. An idea can receive a maximum of SEK 50 000. In 2022, four proposals won:

1. Activity day - a day filled with various activities for young people, everything from outdoor cinema and karaoke to sumo wrestling and YouTube celebrities.
2. Fagersta Champions League - a football tournament where everyone between 13 - 17 can participate, regardless of gender.
3. Selflove – a night for all female and non-binary high school students to meet and relax while working together to love themselves for who they really are.
4. #psyiskohälsa, an event aimed at anyone who wants to get support and help with their mental illness, be it anxiety, depression or phobias.

A lot of focus is placed on ensuring that the participating young people are active in all stages of the process. The municipality supports and helps, but it is the young people who are the organizers of the winning ideas and who drive and shape them.

There are several different areas that could be developed further in coming years:

- Better foresight when planning and longer lead in times.

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- More marketing material and focus on the groups that have not participated as much so far.
- Improved documentation of the process.
- Further support for the finalists, for example by offering organizer training so that they feel more confident and secure in their role.
- Drawing up even clearer guidelines and rules.
- Collaboration with more businesses in Fagersta and other groups who work closely with young people.

While the 2023 process is still ongoing the initial results look promising. So far in 2023 27 suggestions have been received, 18 have been approved and 270 people have voted.

We invite you to share annexes that allow you to better illustrate your experience: videos, photographs, documents... These can be sent through a file transfer service, such as WeTransfer, Dropbox or Google Drive.

Thank you for participating!