

A Digital Tool to Support the expansion of Experimental Culture in Finland

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Organisation: Prime Minister's Office

Country: Finland

Level of government: Central government

Sector: General public services

Type: Digital, Financial Resources, Methods, Organisational Design, Partnerships, Public Service

Launched in: 2017

Overall development time: 8 month(s)

Link to the innovation's website

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Description

One of Prime Minister Juha Sipilä's Government's key projects is to promote an experimental culture. The aim is to find innovative ways to develop our society and services. The aim is to instigate and support societal change through experiments, policy trials and tests, which provide concrete evidence of what works. The need to shift the method of developing services from a top-down dictated process to more co-created, in some cases even crowdsourced or crowdfunded, experiments, has become evident. Experiments are a reliable and efficient way to gain concrete evidence on how legislature, organizational structures and operation models should be developed. This method has also been recognized as a more democratic way to develop the public sector.

This is a truly unique solution to solving the issue of developing public services in a more democratic manner. the use of experiments, crowdsourcing and crowdfunding is on the rise around the world, but we have not found any examples of the same approach in any of our benchmarks.

The method can potentially be replicated to other countries, that want to renew their system of developing public services.

Why the innovation was developed

- To support the discovery and utilization of innovative solutions to develop the public sector.
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Objectives

Develop staff capacity, Enhance public trust, Enhance transparency, Improve effectiveness, Improve efficiency, Improve service quality, Increase citizen engagement

Main beneficiaries

Businesses, Civil Society, General population, Government bodies, Government staff

Results

Results not available yet

- The launch is in the beginning of 2017, but some results should be available at the end of 2016. The innovation has not been evaluated yet, as it too early for that. The first evaluation will be at the end of 2016.

Development

Design

Demos Helsinki and the Finnish Environment Institute analysed the funding of experiments, tests and policy trials in Finland. Their report proposed the establishment of a new digital funding platform for piloting and experimenting in Finland. The proposal put forward is based on an analysis according to which useful initiatives and new practices can be established by supporting small trials initiated by citizens. On the other hand, by funding large-scale, precisely evaluated experiments, conclusive evidence can be obtained on how initiatives work in practice, and their benefits can be disseminated more effectively.

40 different key stakeholders were involved in the production of the analysis using a co-creation method. All stakeholders will actively be involved in the design and creation of the digital tool during autumn 2016, which will produce the beta version. Design time: 8 month(s)

Challenges and solutions

- There are many challenges ahead in the process, the main one being the design and creation of a digital tool, that will truly attract users and have an effect on the development of public services. It is not only a matter of creating a digital tool, but the processes and structures to support it's function.
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Partnerships

Ministries, Government Institutions, Municipal level actors, Third Sector, Private Sector, Academic Sector, active citizens.

Academics and Research Bodies, Civil Society, Other Public Sector, Private sector

So far, it has been open discussion on what kind of ecosystem should be built to support the effective use of the digital tool. All actors need to take an active role in society for the method to work.

Lessons Learned

Lessons Learned

- The readiness for many different actors to be involved in this innovation has truly been motivating, as everyone understands what potential we are sitting on. There will be concrete examples of success stories and lessons learned By the time of the summit.
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Conditions for success

- For all actors to be actively involved with the aim to create something unique.
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Other information

The creation of this innovation is an experiment in itself, so the actual process that has lead to this point and later to the launch of the digital tool will be very interesting. There will be many lessons learned and good practices at the end of this process.

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