



# **MACRO** Landscape: economic, cultural and ecological **MESO** M Regime: dominant actors, institutional arrangement (dominant: control and regulation) and shared assumptions **MICRO** Programs & projects

multi-level governance

#### **characteristics** of **regime** e.g:

- Short term orientation
- Lineair approach of complex problems
- Guarantees on effects
- 28 idea killers
- From project to projects (managing projects in isolation)
- Through outsourcing a lack of in-house capacities and expertise

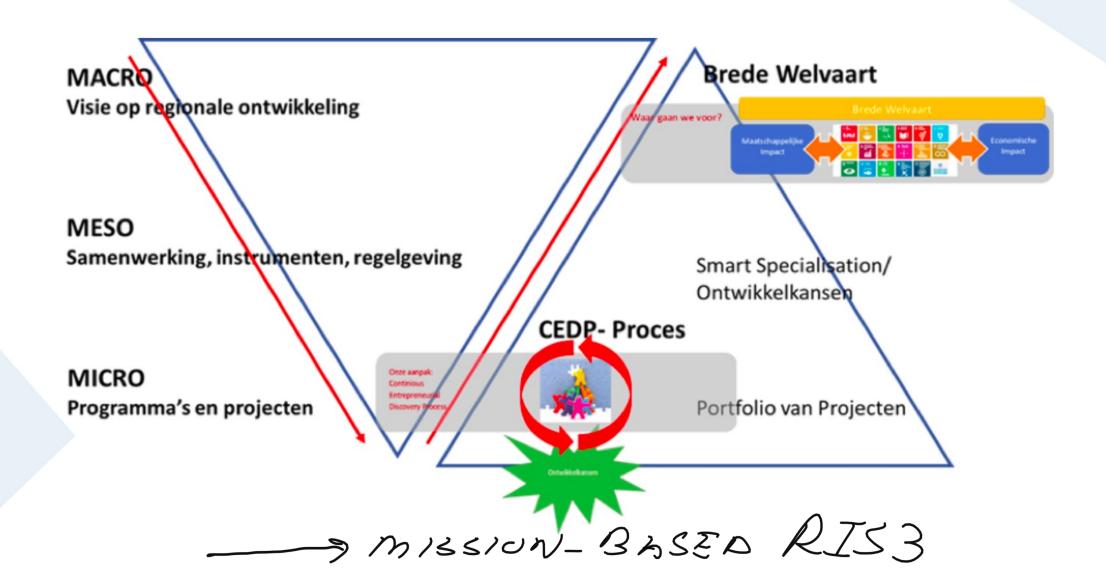
#### Paradoxes:

- 1. Innovation doing things differently
- 2. new goals, old instrument (no problem can be solved from the same level of consciousness that created it (Einstein))
- 3. Increasing control in times of complexity and uncertainty give birth to new complexity (Mintzberg)
- 4. Mostly top down direction setting and bottum-up explorative approaches
- 5. Too much stress on efficiency causes vulnerability

Consequences in most cases very little innovation, based on a sector approach and supply driven
Hardly nobody is coming to

dancefloor

## Hoe? Multi Level Governance





### **MISSION**

ACHIEVING BROAD PROSPERITY

Geluk Op 1

#### **SUBMISSIONS**

Blue Delta Engine Inspired by Water Become Circular Explore Rural Societies

DANS VLOER = (Societal) Entrepreneurial Discovery

R&D HUMAN CAPITAL (RESKILLING/UPSKILLING)

ONDERNEMERSCHAP

DIGITAAL

PORTFOLIO OF

PROJECTS

### WHY THESE SUBMISSIONS BLUE DELTA

We can make an important contribution to the Blue Delta mission (promoting broad prosperity) along these 3 lines/submissions.

These 3 submissions respond to the policies and missions of the EU With the three submissions we are internationally distinctive and we also receive international recognition in the afore mentioned field. In other words, we have a comparative advantage in these areas. The (sub) mission (s) are integral, interdisciplinary and cross-sectoral and are ambitious, have a (broad) social relevance and lend themselves to bottom-up processes

NoT unzy part THE DELTA

- change

# RUIODER = ROER (IN DUTCH)

RICHTING (ROUTES)

