REPORT

A Structured Democratic Dialogue

What is ONE SINGLE thing that I propose to do upon my return

The Contex

This document reports the results of a day-long Structured Democratic Dialogue, which was organized by Future Worlds Center in response to an invitation Mrs. Nina Wanerman, Program Coordinator of the IDEA, International Development Accelerator in Israel. The participants were XX experts from Israel who have visited Cyprus for about 2 weeks, accompanied by Mrs. Liat Amar of Living Together, and met with various stakeholders involved in different ways in the management of the Cyprus conflict. The event took place on the 8th of March, 2018, the last day of their visit. The purpose was to offer the participants a possibility to reflect upon their visit and think ahead of how the visit might have inspired them to take specific actions upon their return. Their contributions were structured into an Influence Map that highlights those actions which have the greatest possibility to facilitate tangible change. Those included:

11: building trust by talking to one different sector
14: From my safe zone to our safe zone
3: Create a house of cooperation
10: Keep being a part of this group and project
 8: An index of things that appear to be differences between the communities used as the basis to talk about the similarities
18: Exploring the intellectual roots of the Israeli's attitudes

About Structured Democratic Dialogue

All discussions between participants were facilitated using the Structured Democratic Dialogue (SDD) methodology. The SDD uses a strict and structured facilitation process supported by technology to capture the authentic opinions and views of participants. Specially designed software helps shorten the time needed to explore the influence that one idea might exert on another using an intelligent optimization algorithm known as Interpretive Structural Modeling (ISM).

For about 3-4 hours participants submit single-sentence responses as well as long clarifications in responce to a specific Triggering Question. In all Co-Laboratories (this term is preferred over 'workshop' to emphasize the fact that participants explore and discover together) of this project the same two Triggering Questions have been used:

> What is ONE SINGLE thing that I propose to do upon my return

During the first few hours, other participants may ask clarification, but no judgment questions. A bottom-up approach is subsequently applied to cluster all Statements into groups according to similarity and then participants are asked to choose the five they consider most important. The Statements that receive two or more votes enter the final discussion in which participants explore influence relations such as:

> If we make progress in addressing Challenge (or Action) X
> Will this help us SIGNIFICANTLY address Challenge (or Action) Y?

Since the number of combinations is in the order of several hundrents, the ISM algorithm is applied to reduce them to less than one to two hundreds using inductive logic, thus making it possible for the participants to explore the full spectrum of the issue. The result is an Influence Map, which is a tree structure that represents the collective wisdom of the participants and their consensus as to which Challenges (or Actions) are the most influential, i.e., ideas that end up at the root of the map are much more influential when it comes to addressing the overall challenge (or action).

The SDD approach emerged in the '70s out of the works of the Club of Rome founded by Aurelio Peccei an Italian Industrialist (1970). John Warfield and his group are credited for developing the ISM algorithm, the scientific grounding within a Science of Generic Design, and the first version of the methodology, which was known as Interactive Management (IM) (Warfield, 1976, 1982; Warfield & Cardenas, 1994). IM evolved into SDD through contributions of Aleco Christakis and the 21st Century Agoras Group (for books and comprehensive reviews: Christakis and Bausch, 2006; Flanagan and Christakis, 2009; Schreibman & Christakis, 2007; Laouris 2012). Hasan Özbekhan, co-founder and first director of the Club of Rome wrote the original prospectus for The Club of Rome, The Predicament of Mankind (Club of Rome, 1970), which served as vision for systems scientists addressing issues of energy, overpopulation, depletion of resources and environmental degradation.

Özbekhan is credited for the formulation of the Axiom of Engagement, which states "it is unethical to design action plans for complex social systems without the engagement of the community of stakeholders." The SDD evolved into its present format, which harnesess digital technologies with contributions of Yiannis Laouris and his group at Future Worlds Center. They have introduced a hybrid version, i.e., partly face-to-face and partly synchronous (Laouris and Christakis, 2007) and they developed a free App known as IdeaPrism[1], which allows the collection of contributions (both text and video) as well as their evaluation using multiple criteria (e.g, SMART, Impact, Feasibility, Probability, etc.).

[1] **www.IdeaPrism.net**

They have also developed Cogniscope v3 using requirements proposed by the international community of practitioners for a next-generation tool (conducted as virtual SDD in 2012; Laouris, Y., Christakis, A. N., Dye, K. M., et al., 2012), ISM Parallel[1], and other advanced tools used in the SDDs of this project (see section: Using Cutting Edge Technologies). Laouris is credited for the Law of Requisite Action, which states that 'the capacity of a community of stakeholders to implement a plan of action effectively depends strongly on the true engagement of the stakeholders in designing it. Disregarding the participation of the stakeholders the plans are bound to fail[2]."

The graph illustrates the steps of implementation of a typical SDD process.
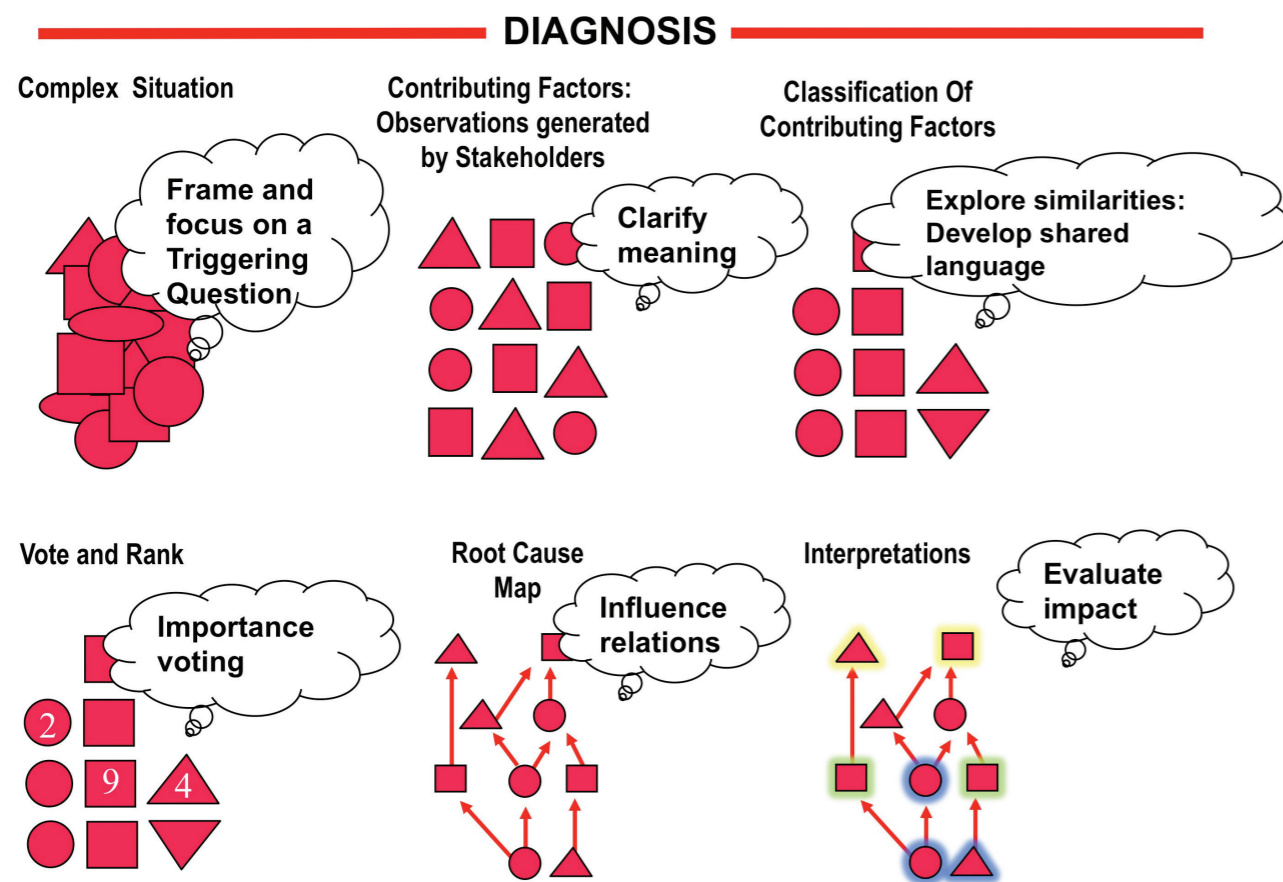
The SDD methodology was chosen over other options for a number of reasons, such as (a) its current format makes extensive use of technology, thus making it more efficient and attractive to young people, (b) the results of the discussions reflect the genuine views and authentic opinions of the participants (i.e., no "editing" of what is said is permitted), (c) the implementation of SDD introduces and cultivates important aspects of democratic processes, and (d) the project coordinators are world pioneers, have extensive experience and have implemented co-laboratories worldwide using SDD.

Using Cutting Edge Technologies

The Structured Democratic Dialogues for this project took full advantage of cutting-edge technologies both theoretical and technological.

SDD: Structured Democratic Dialogue
A dialogue conducted in compliance with the Dialogic Design Science. Also referred to as Structured Democratic Dialogue Process, or Structured Dialogic Design Process (SDDP).

ISM: Interpretive Structural Modeling
Invented by John N. Warfield (1989). Provides a structured method for dealing with complex situations: generates a visual map of the situation (or problem) that is used to obtain new insights, and construct new approaches to the problem at hand. Incorporates pairwise comparison, transitive logic and concept synthesis to construct an influence map. ISM is embedded in the CogniScope v3.2 Classic, Concertina, Logosofia and IdeaPrism. http://reinventdemocracy.info/w/Interpretive_Structural_Modeling

DDS: Dialogic Design Science
DDS is the theoretical foundation of the Methodology. The actual implementation process is usually described simply as Structured Democratic Dialogue.

Cogniscope v3.2 Classic
Software that supports the implementation of face-to-face dialogues designed in compliance with the requirements imposed by Dialogic Design Science. The original CogniScope™ was designed by Aleco Christakis and developed by CWA Ltd. and was running only on Windows 95 machines. The requirements for CogniScope v3.2 Classic were developed by theoreticians and practitioners from across the world, that participated in a virtual SDDP organized by Future Worlds Center and the Institute for 21st Century Agoras in 2012. The Classic v3, developed by Ekkotek Ltd., runs on Windows and Mac computers, and includes almost all requirements requested by the community. http://ekkotek.com/index.php/products/wisdom-tools/cogniscope3

IdeaPrism
Available as App and on the web, it facilitates the implementation of face-to-face as well as asynchronous and hybrid dialogues. The only tool that allows video clarifications, App-to-App communication, voting using multiple criteria as well as real-time virtual projections of all SDD outputs, either as web walls or as illustrations ready to be projected using a beamer.
http://www.ideaprism.net
https://itunes.apple.com/us/app/idea-prism/id769448500?mt=8
https://play.google.com/store/apps/details?id=com.iziss.ideaprism&hl=en

---

[1] ekkotek.com/index.php/products/wisdom-tools/ism-parallel
[2] dialogicdesignscience.wikispaces.com/Laws+%287%29

Further Information on SDD methodology

Begin your search on the Internet
Use keywords such as: Structured Democratic,Dialogue, Dialogue Design, Lovers of Democracy,Hasam Ozbekhan, John Warfield, Aleco Christakis, Yiannis Laouris, Club of Rome, Civil Society Dialogue[1].

Books and Reviews

Christakis, A.N. and Bausch, K. (2006). How People Harness Their Collective Wisdom and Power to Construct the Future in Co-Laboratories of Democracy. Information Age Publishing, Inc.

Flanagan, T. R,, and Christakis, A. N., (2009). The Talking Point: Creating an Environment for Exploring Complex Meaning. Information Age Publishing Inc.

Laouris, Y., and Dye, K. (2017). Manual for Organizing Structured Democratic Dialogue* Events: The SDD Playbook, Future Worlds Center Press, Nicosia, Cyprus

Bausch, K. (2015). With Reason and Vision: Structured Dialogic Design, Ongoing Emergence Press, Cincinatti, OH 45274

Laouris, Y. (2012). The ABCs of the science of structured dialogic design. International Journal of Applied Systemic Studies, 4(4), 239-257.

Software

Wikis and Websites

http://www.dialogicdesignsscience.wikispases.com
blogara.wikifoundry.com
http://www.futureworlds.eu/wiki/Structured_Dialogic_Design_Process

Practice Centers

Future Worlds Center: www.futureworldscenter.org

Institute for 21st Century Agoras: www.globalagoras.org

Demosophia

Lovers of Democracy: Description of the technology of Democracy: sunsite.utk.edu/FINS/loversofdemocracy/

Selected Recent Publications of the Future Worlds Team

Laouris, Y., and Michaelides, M. (2017). "Structured Democratic Dialogue: An application of a mathematical problem structuring method to facilitate reforms with local authorities in Cyprus." European Journal of Operational Research. https://doi.org/10.1016/j.ejor.2017.04.039

Laouris, Y., Dye, K. M.C. , Michaelides, M., and Christakis, S.N. Co-laboratories of Democracy: Best Choices for Designing Sustainable Futures (2014) In: G.S. Metcalf (ed.), Social Systems and Design, Translational Systems Sciences 1, DOI 10.1007/978-4-431-54478-4_7, Springer Japan. 175-193.

Laouris, Y. 2014 Reengineering and Reinventing both Democracy and the Concept of Life in the Digital Era (2014). In: L. Floridi (ed.), The Onlife Manifesto, DOI 10.1007/978-3-319-04093-6_16, Springer International Publishing Switzerland.

[1] en.wikipedia.org/wiki/Civil_Society_Dialogue_project_in_Cyprus

The Co-Laboratory

The Co-Laboratory (term preferred to workshop to highlight the fact that the participants discover together) took place on the 8th of March, 2018, on the last day of their Cyprus visit. The purpose was to offer them a possibility to reflect upon their visit and think ahead of how the various interactions and experiences acquired during the visit might have inspired them to take specific actions upon their return. Therefore the Triggering Question (TQ) was as

shown below. The TQ triggered them to make XX contributions. The participants explained in detail their contributions and subsequently they were requested to vote on them. Each participant was given 5 votes to choose the five they thought they were the most important. Those contributions that received votes were introduced into Cogniscope v3, a special software that allows the pairwise comparison of ideas prompting them to decide whether one influences the other in a significant way. The outcome is an Influence Map. The next pages show the results of the voting and the Influence Map that emerged.

What is ONE SINGLE thing that I propose to do upon my return

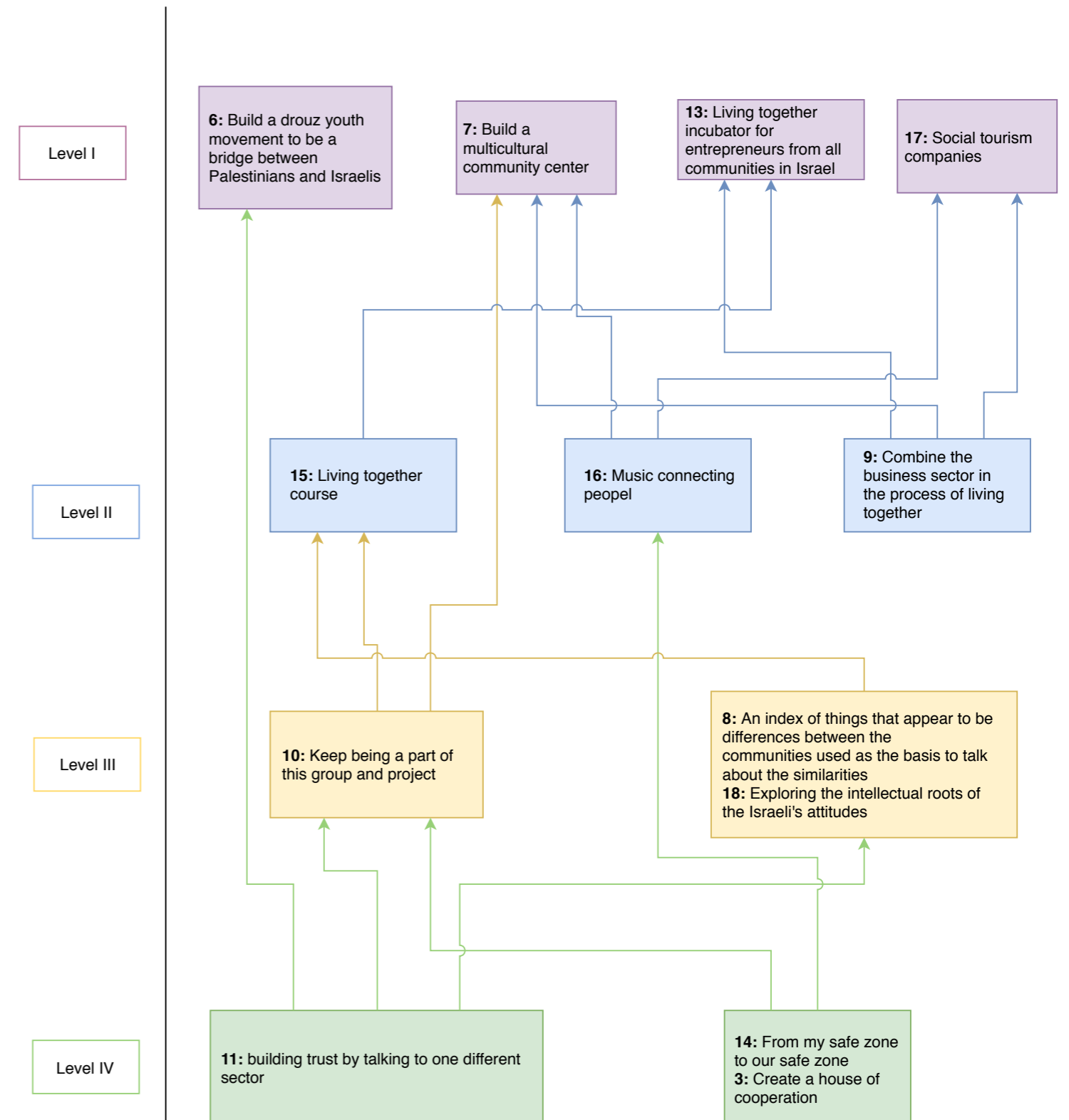| Votes	Idea
7	**#14 From my safe zone to our safe zone**
6	**#3 Create a house of cooperation**
6	#11 Building trust by talking to one different sector
5	#8 An index of things that appear to be differences between the comunities used as the basis to talk about the similarities
5	#9 Combine the business sector in the process of living together
5	#15 Living together course
5	#16 Music connecting people
5	#17 Social tourism companies
4	#7 Build a multicultural community center
4	#18 Exploring the intellectual roots of the Israeli's attitudes
3	#6 Build a drouz youth movement to be a bridge between Palestinians and Israelis
3	#10 Keep being a part of this group and project
3	#13 Living-together incubator for entrepreneurs from all communities in Israel
2	#2 Speak out to my community
2	#4 Reach out to a big number of adults who are not professional peace makers
2	#12 Write an article about this journey
1	#1 Recruiting more people that are committed to the idea of living together
1	#20 Building visitor centers in cooperation with municipalities
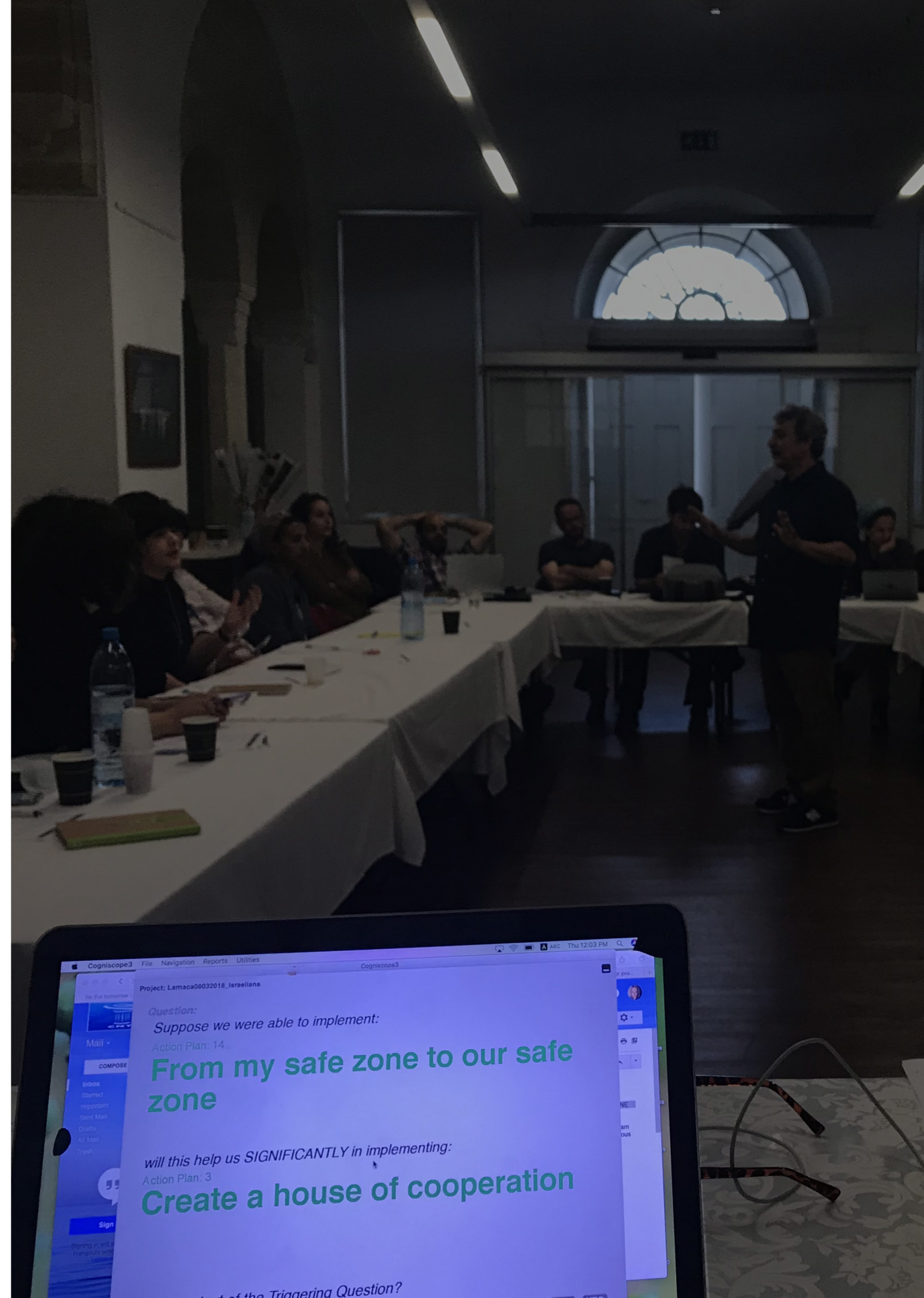
Structuring Challenges in an Influence Map

At this stage, participants were asked to explore influences of one idea on another. They were asked to decide whether making progress in resolving one Challenge would SIGNIFICANTLY make the resolution of another Challenge easier. If the answer following a structured discussion was "Yes" with a great majority (67%), an influence was established on the map of ideas. The participants structured first those challenges that received four or more votes.

The resulting Influence Map, consisting of five different levels, is shown below. The way to read such a tree structure is that Challenges at the bottom are most influential.

Key Actions

#11: Building trust by talking to one different sector

#14: From my safe zone to our safe zones

#3: Create a house of cooperation

Level I

6: Build a drouz youth movement to be a bridge between Palestinians and Israelis

7: Build a multicultural community center

13: Living together incubator for entrepreneurs from all communities in Israel

17: Social tourism companies

Level II

15: Living together course

16: Music connecting peopel

9: Combine the business sector in the process of living together

Level III

10: Keep being a part of this group and project

8: An index of things that appear to be differences between the communities used as the basis to talk about the similarities
18: Exploring the intellectual roots of the Israeli's attitudes

Level IV

11: building trust by talking to one different sector

14: From my safe zone to our safe zone
3: Create a house of cooperation

SDD Facilitators

Lead Facilitator

Dr. **Yiannis Laouris** is a social, science, and business entrepreneur trained as a neuroscientist and systems engineer in Germany and the US. . His contributions in education, peace and systems science applications were honored in more than 12 awards Yiannis is an international leader in the theory and application of the science of structured democratic dialogue and conducts research towards developing systems to enable scaling up participatory dialogic processes to engage asynchronously thousands of people in meaningful authentic dialogues, thus accelerating institutional and societal change.

Katerina Fotiou holds a BSc in Computer Science from Aristotle University of Thessaloniki (2012). Katerina joined the Cyprus Neuroscience and Technology Institute in July 2012, as member of the New Media Lab. Her main task is in the programming of mobile device based Apps for the third generation Cogniscope and for "intelligent" educational games. Her responsibilities also include development of all websites and electronic infrastructure of the organisation. Katerina is a computer scientist who has co-developed IdeaPrism and Cogniscope v.3 and continues to develop wisdom tools that are useful in the implementation of Structured Democratic Dialogues. She is young leader with interest in Reinventing Democracy and social reforms, is a trained Facilitator for the Structured Dialogic Design Process and an experienced programmer in various computer languages with extensive experience in programming smart phones.

Jordan Kent Is originally from the The United States. She has spent the last 4 years in New Zealand, were she received her Bachelor of Arts in Political Science and International Relations. While in University, Jordan interned at the United States Embassy in the Public Affairs Section.
Now in Cyprus since January 2018, Jordan in an Intern for Future Worlds Center working under the guidance of Yiannis Laouris.

Liat Amar

Nina Wanerman

Authors: **Yiannis Laouris, Liat Amar, Nina Wanerman** & the participants of the dialogue
Editor: Kerstin Wittig Fergeson

Facilitators: **Yiannis Laouris, Liat Amar, Katerina Fotiou, Jordan Kent**

Data Analysis: **Jordan Kent**
Design Manager: **Acpa Ksidea**
Video Production: **Leslie Timngum Ngam**