

WORKSHOP

Proposal Development in Horizon Europe

Welcome to this workshop!







The aim of this workshop is to practice call analysis, a useful first step and an effective exercise in conceiving and developing project proposals under Horizon Europe. It will help you better understand the different elements of a proposal and start your proposal off on the right foot.

Please read carefully the CL5 work programme topic HORIZON-CL5-2024-D4-02-05 on the next page and identify the information that can be extracted from this text, which would be useful for the proposal:

- What are the **needs/challenges** the proposals should respond to?
- What are the **objectives**?
- What **activities** should be planned?
- Are there any hints on the **methods** to use/integrate/consider?
- What **outputs** should be delivered/generated?
- What kind of **partners** should be included?
- Are there any specific **actors/stakeholders** that should be engaged or targeted?
- Are there any **cross-cutting priorities** that should be taken into account?

We will use the colour codes below when identifying the above elements. Please read the text and underline the elements above.

COLOUR CODES

	Needs and challenges that need addressing
	Objectives to be achieved
	Activities to be carried out (work plan and methodology/ies)
	Outputs
	Cross-cutting priorities
	Target groups and stakeholders

Points for joint discussion:

- **How many proposals** does the Commission intend to fund under this topic?
- What is the **“Expected Impact”** of this topic?
- What could be a potential **consortium** composition? (expertise and types of institutions)

Please also brainstorm with your colleagues to formulate:

- 2-3 **specific objectives**, which should be measurable, verifiable, ambitious and realistic;
- Potential **work packages** to cover the activities required;
- 3-4 key **deliverables** and 2 **milestones**.

Objectives

The overall objective of the project is to ensure stronger participation of end users, citizens and other relevant stakeholders in the design, planning and management of the renovation of existing buildings, neighbourhoods and districts.

Specific objectives (to be customized/refined based on the proposal concept and scope):

SO1: Facilitate participative design and planning through visualisation, analysis and engagement with data that is directly relevant to building users as well as citizens in the surrounding urban area

SO2: Develop, analyse, model, visualise and present a multitude and complex set of information in such a way that facilitates such co-design processes

SO3: Ensure increased acceptability and uptake of sustainable deep renovation solutions in the built environment

SO4: Allow to analyse and model different scenarios for to-be-renovated buildings, neighbourhoods and districts

SO5: Contribute to the activities of the NEB Community, and to sharing information, best practices and results within the NEB Lab

SO6: Ensure active participation of the buildings' users and occupants, individual / collective property owners, and energy communities

Work plan (to be reconfigured as needed based on the project scope and concept)

WP1: Project Management and Coordination

WP2: Stakeholder Engagement and Needs Assessment

WP3: Co-design and development of digital solutions

WP4: Demonstration and Testing

WP5: Monitoring and Assessment

WP6: Dissemination and Communication

WP7: Exploitation and Sustainability

Deliverables (2-4 per WP)

D1.1. Quality Assurance Plan

D2.3. Report on the barriers to participation of stakeholders in district planning

D3.1. Co-design methodology

D3.4 Pilot digital solutions

D4.1. Common guidelines for demonstration

D4.3. Report on the pilots

D5.4. Report on the effectiveness of the digital solutions in citizen participation

D6.1. Dissemination and Communication Plan

D7.3. Market launch and commercialisation strategy

Milestones (Important checkpoints in the project – 6-8 in total)

MS1: Co-design methodology ready

MS2: Prototype launched

MS3: Final exploitation plan ready

Partnership (to be adjusted based on the project's scope)

P1. ICT SME

P2. University – Environment / Climate Change / Urban planning

P3. Research institution – Energy efficiency in districts

- P4. Local authority 1
- P5. Local authority 2
- P6. Local authority 3
- P7. University – SSH
- P8. CSO – citizens’ organisation
- P9. European umbrella/stakeholder organisation – building/planning/climate change
- P10. SME – Communication, dissemination, exploitation

HORIZON-CL5-2024-D4-02-05: Digital solutions to foster participative design, planning and management of buildings, neighbourhoods and urban districts (Built4People Partnership)

Expected Outcome:

Project results are expected to contribute to all of the following expected outcomes:

- Greater engagement of representative groups of end users as well as citizens of the impacted urban context.
- Increased acceptability and uptake of sustainable deep renovation solutions in the built environment.
- Reduced energy and mobility poverty.
- Increase in plans for climate neutral and sustainable, aesthetic and inclusive built environments with enhanced climate adaptation and resilience (e.g. based on nature-based solutions).
- Enhanced climate change adaptation and resilience in built environments.

Scope:

The transition to a climate-neutral society requires that Europe's building stock also becomes climate-neutral. At the same time, Europe's building stock has to become climate resilient. This requires a comprehensive approach beyond individual buildings, namely at the level of neighbourhoods or urban districts. However, the decarbonisation of the built environment and its adaptation to a changing climate and to societal needs in terms of comfort, accessibility, inclusiveness, and aesthetics cannot happen without active participation of the buildings' users and occupants, individual / collective property owners, and energy communities as beneficiaries of the value chain. Professionals, such as project developers, architects, engineers, building owners, planners and statutory authorities, require solutions that develop, analyse, model, visualise and present a multitude and complex set of information in such a way that facilitates such co-design processes. This topic focuses on the development of digital solutions for a stronger participation of end users, citizens and other relevant stakeholders in the design, planning and management of the renovation of existing buildings, neighbourhoods and / or districts.

Proposals are expected to address one or both of the following points:

- Digital solutions that facilitate participative design and planning through visualisation, analysis and engagement with data that is directly relevant to building users as well as citizens in the surrounding urban area (including e.g. immersive and interactive technologies, Virtual Reality / Augmented Reality, simulations and scenario modelling).
- Digital solutions that allow to analyse and model different scenarios for to-be-renovated buildings, neighbourhoods and / or districts in terms of energy use and generation; users' health and wellbeing; impact on the energy grid; provisions for active and electric mobility, and sustainable delivery solutions; life-cycle environmental and micro-climatic impacts, and; socio-economic impacts for citizens, building users, owners and occupiers.

In addition, proposals are expected to address all of the following:

- Address aspects of climate-neutrality and climate-resilience, respecting the 'energy efficiency first' principle.
- Ensure the digital solution complements, builds on and/or uses existing tools (including, where relevant, on conventional, low-tech ones) and standards recognised by the market.

- Engage citizens (seeking coverage of different genders and social characteristics), end users of the tools and other relevant stakeholders involved in the design, planning and management of urban development projects in the development process of the digital solution.
- Ensure the digital solution offers different means to exchange information and provide input that are tailored to the specific needs of laypersons, including vulnerable, minority and disadvantaged groups as well as persons with disabilities and older persons.
- Demonstrate the prototype in at least three real-life urban development projects to apply, evaluate and refine the digital solution and inform its market launch and / or commercialisation strategy.
- Ensure the project's dissemination activities include actions that contribute to the activities of the NEB Community, and to sharing information, best practices and results within the NEB Lab.
- Contribute to the activities of the Built4People partners and to the Built4People network of innovation clusters.

This topic requires the effective contribution of SSH disciplines and the involvement of SSH experts, institutions as well as the inclusion of relevant SSH expertise (including social innovation), in order to produce meaningful and significant effects enhancing the societal impact of the related research activities.

This topic implements the co-programmed European Partnership on 'People-centric sustainable built environment' (Built4People). As such, projects resulting from this topic will be expected to report on results to the European Partnership 'People-centric sustainable built environment' (Built4People) in support of the monitoring of its KPIs.

Specific Topic Conditions:

Activities are expected to achieve TRL 6-8 by the end of the project – see General Annex B.