



▶ UPCOMING IAP2-CO  
EVENTS



▶ WEBINAR—RETHINKING TRADI-  
TIONAL APPROACHES TO PUBLIC  
INVOLVEMENT, FEBRUARY 18



▶ CML TRAINING—  
MASTERING “THE FLIP”, JUNE

IAP2—Colorado

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# Engage Colorado

## Webinar: Rethinking Traditional Approaches to Public Involvement

Wednesday, February 18, 2015 from 12:00 PM to 1:00 PM (MST)

We all know that community engagement is art, not science. This webinar will explore lessons learned implementing a few very different but innovative projects that attempt to thoughtfully engage the public in the democratic process, including the Citizen’s Initiative Review and using Simulations and Games.

### The Citizen’s Initiative Review

In western states, more than most others, voters make big policy decisions through the ballot, like the legalization of marijuana and the Taxpayer’s Bill of Rights. But ballot measures can be difficult to understand, and so a nonprofit organization from Oregon, called Healthy Democracy, launched a pilot project to help voters better educate themselves. In 2014, this process was replicated in Colorado and Arizona. During the Citizens’ Initiative Review (CIR), a panel of randomly selected and demographically balanced voters is brought together from across the state to fairly evaluate a ballot measure. The panel hears directly from advocates for and against the measure and calls upon policy experts during the multi-day public review. The CIR won the 2013 International Association for Public Participation’s Award for North American Project of the Year and then went on to also win the award for Project of the Year internationally.

*Lisa Carlson, CO-Vice President of Colorado IAP2 and Director of Facilitation for Engaged Public will lead this discussion*  
([www.engagedpublic.com](http://www.engagedpublic.com))

### Simulations & Games

The Georgia Department of Transportation (GDOT) could have published a long explanation of its 2014 transportation budget and focus areas for the future of transportation in the state, then asked users to complete a disconnected survey. Instead, GDOT retained Urban Interactive Studio to turn the transportation study into an interactive experience using game principles, which allows users to “play” with the budget and explore the tradeoffs of their choices.

This game-like experience challenges the audience to use their problem-solving skills to “win” the game by balancing the budget, while also directing spending into the focus areas that matter to them.

*Chris Haller, CO-Vice President of Colorado IAP2 and CEO of Urban Interactive Studio spearheaded this process and will reflect on challenges and opportunities of this approach*  
([www.urbaninteractivestudio.com](http://www.urbaninteractivestudio.com))

Join other members from IAP2 Colorado for this quick learning opportunity— no additional cost, as this training is included in your membership fee!

Register online at: <https://www.eventbrite.com/e/webinar-rethinking-traditional-approaches-to-public-involvement-tickets-15093632461>



Can you host an event? Do you teach an innovative public participation technique?  
Just e-mail ideas to:  
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