The Digital Revolution

22/03/2022

- **The planning process needs to move from a process based on documents to a process driven by data.** The digitisation of the planning system can make up-to-date, standardised, planning information easily accessible. Current local plans and planning pages have not been designed with accessibility in mind and are hard to navigate, which is partly because the way we analyse information is still analogue and data standards are too complicated.

- **It's very important that data stays as close as possible with the people that produce it.** This would require collaboration with officers and councils and making sure that the people who publish the data can modify it. Feedback mechanisms can let users and local authorities know where there is a problem with the original data itself.

- **Digitisation isn't just about buying new products and services**. Many start-ups can create products in collaboration with clients and make the information available to better educate planners. There is also a need to move from bespoke software solutions to a more uniform approach that is scalable, relevant, and useful to local authorities.

- **Automated processes can save a significant amount of officer's time.** Artificial intelligence algorithms can analyse data at a much bigger speed and scale, thus saving resources and keeping up with the 20-25% increase in case load in planning.

- **Gamification is an incentive for communities to interactively engage in planning through co-design, especially for younger generations.** Community engagement and participation needs investment in digital approaches and the local authority to extend their reach beyond their regular respondents.

- **Gaining and managing consent around capturing and sharing content, data and information requires careful thought and planning.** Online platforms and events create new and different issues around privacy, data protection and safeguarding. Data research has shown that local communities believe there is a lack of awareness, trust, and transparency.

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Speakers:

Euan Mills, Digital Planning Lead, DLUHC Digital

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Rosa Bolger, Head of Public Sector, Commonplace

Victoria Hills, Chief Executive, RTPI

Sophia de Sousa, Chief Executive, The Glass-House Community Led Design

Attendees: 53

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