Point to adress
Base on problems and ownership
Role of actors, communication
Check character of system
METHODOLOGY
Challenges
LEARNING in Local government is

- 70% Experience
- 20% Peer Learning
- 10% Capacity Building
Local government and city actors

Clouds of trust

CITY STAKEHOLDERS

NATIONAL GOVERNMENT

PUBLIC SECTOR

PRIVATE SECTOR

LOCAL GOVERNMENT (CITY ADMIN.)

TERTIARY INSTITUTIONS

BUSINESS

CIVIL SOCIETY
The network learning model*

- **Social Networks**
  - Diversity of ideas & opinions
  - Weak social ties
  - Prompting Innovation

- **Communities of Practice**
  - Trusted space to test new ideas
  - Mixed social ties
  - Promoting Innovation

- **Work Teams**
  - Share complex knowledge, deadline-driven
  - Strong social ties
  - Co-creating Value

* The original model was developed by Harold Jarche. More information available at: http://jarche.com/
Localize according to context, opportunity, challenge

Analytical Framework based on the Cynefin Model

**SIMPLE**
- **SENSE - CATEGORIZE - RESPOND**
- Best Practice
- Relation between cause and effect is obvious to all

**COMPLICATED**
- **SENSE - ANALYZE - RESPOND**
- Good Practice
- Relation between cause and effect requires analysis or some form of investigation of expert knowledge

**COMPLEX**
- **PROBE - SENSE - RESPOND**
- Emergent Practice
- Relation between cause and effect only be perceived in retrospective

**CHAOTIC**
- **ACT - SENSE - RESPOND**
- Novel Practice
- No relationship between cause and effect at system level
Collaborative work and learning

Cities, Regional and Local Governments

Connecting & Communicating

New practices & News challenges

Tools and processes & Learning methodologies

UCLG Learning Agenda
Challenge:

• Horizontal cooperation
• New working modalities need new M&E
Design & keep it simple

Clarify concepts & assess the participants’ needs

Facilitators need time

Stimulate interactions

Train speakers

Use the power of storytelling

See participants as ultimate experts

Collect feedback and report

Use Edutainment & Gamification

Bridge language gaps

Ingredients for a good PEER LEARNING process in LG