

Planning Instruments for Smart Energy Communities

Experience Sharing Seminar in Trondheim 10-11.1.2018

The aim of this 2-day experience sharing dialogue was to discuss how to reach holistic city visions through the planning of Smart Energy Communities. During the seminar, municipalities of Gothenburg (Sweden), Bergen, Oslo and Trondheim provided their key insights on how to achieve emission reduction goals, while also taking citizen needs and socio-economic issues into account. The co-working space Habitat was filled with participants from Norwegian municipalities, Trøndelag County, NTNU and SINTEF, energy utility companies, grid distributors as well as enthusiastic students.



Energy Design Game – a visual tool for informative and target setting dialogue between different stakeholders

The Design Game for energy planning has been developed by Danish researchers based on the IAE Annex 63 Energy in Buildings and Communities. The game has the aim to make planners, decision makers and other relevant stakeholders gain an overview of challenges and choices they have in different phases of the SEC development. The game helps to understand the variety of different stakeholders that can influence the process and how this changes over time. The design game helps to break long-term visions down to reachable targets, and helps identify ways of making unreachable goals more realistic. During the seminar, the participants got the chance to play the game in teams. For more information, check [the presentation of Vickie Aagesen](#), from Kuben Management, Denmark who is one of the game-developers.



Design game can help the municipalities to see the case from multiple perspectives

The seminar was organized in HABITAT, co-working space in the center of Trondheim. Here filled with engaged participants from many sectors, varying from urban and energy planning in both public institutions and private consulting companies.



Smart Energy Planning –examples from Norway

Municipalities of [Oslo](#), [Bergen](#), [Gothenburg](#) and [Trondheim](#) gave us insights on how they take climate mitigation and adaptation into account in their planning of smart energy communities. Blue-green infrastructure, sustainable mobility, transportation hubs, and innovative solutions were common keywords for all the municipalities. The ambitious projects such as Furuset, a neighborhood in Oslo was highlighted as good examples on how climate resiliency can go hand in hand with high quality public spaces. [Pilot areas in Trondheim \(Saupstad forbildeprosjekt\)](#) was also presented as a good example of how to coordinate with multiple stakeholders.

Visions from Sweden –Angered in Gothenburg

Gothenburg municipality on their side, have experiences with large processes to systematize [integrated energy planning \(Step Up\)](#) and to make sustainable mobility plans. Gothenburg, as a second largest city in Sweden, has a rich cultural life, but it is also one of the most segregated cities in Sweden. Social sustainability and integration is high on the cities agenda. The area of Hammarkullen is located in Angered, one of ten city districts in Gothenburg, northeast of downtown. Angered is verified, with agricultural landscapes, and large housing areas as part of the Swedish “Million homes program” from the late 1960s to early 1970s. They also participate in [EU Guggle](#) in order to improve a neighborhood that needs a social upgrade. Gothenburg city planners explain that they are now looking for tools and approaches that can ensure holistic measurement of whether a project process has had impact on the visions that the involved stakeholders had of this community or neighborhood from the beginning. See further insights from [the presentation](#).

All the presentations can be found from [here](#). For more information, contact one of the main organizers [Brita Nielsen](#).