Name	Micro-utopias
Brief Description	*Micro-utopias are temporary manifestations of an ideal civic culture where participants test an aspirational political concept, process or social interaction. The idea of micro-utopias was firstly enshrined by John Wood. In his book, Design for Micro-Utopias, John Wood suggests a network of micro-utopian projects that would build momentum around a topic*

Methodology	Closely linked to ideas of participatory art, micro-utopias usually takes the form of small-scale prototypes where temporary community build up a space for exchanges, such as centres, micro-libraries, free schools, food gardens, free stores, or digital platforms for collaborative political decision-making.
	To build up micro-utopias, the facilitator should go through the following steps:
	
	• Participant Recruitment and Selection: typically, micro-utopias reach out to a wide and diverse audience; however, recruitment may change depending on the type of project. Recruitment may happen online, on the street - via leaflets - or by mailing; it should start well in advance - usually, at least one month before
	• Ongoing communication: the organizing partner should set up a system of constant communication before, during and after setting up the micro-utopia
	• Planning phase: the organizer, together with a selected group of participants, co-creates the activity based on available resources. Micro-utopias may look like:
	    • 'Free Stores' where all items are available at no cost;
	    • Community Long Table pot lucks where neighbourhood contributions of food produce an abundance;
	    • Skill-share networks where participants can contribute their knowledge and learn new skills at no cost.
	• Implementation phase: the micro-utopia takes place in the wider community of stakeholders

Estimated planning time needed:	30h
Estimated budget needed:	Medium to High - large facilities and materials are needed, depending on the activity to develop
Objective	According to Stephen Duncombe, small-scale utopian projects should strive to: • Inspire others by demonstrating another world is possible; • Critique the existing dynamics of our current society; • Generate new ideas for models for organizing society; • Orient toward a shared direction; • Motivate other toward collective and collaborative action
Time estimated:	1-3 days
Target Audience:	Civil Society
Number of audience:	> 40

Group composition:	Homogeneous
Level of Knowledge required and possible challenges	High - high organizational challenges need to be taken into account
Facilitator profile	Experience at organizing large events is required
Example	https://participedia.net/method/4862
Relevant sources	Wood, J. (2007). Designing for Micro-utopias; thinking beyond the possible. Duncombe, Stephen and Lambert, Steve. (2017). "Lessons from Utopia," Journal of Visual Research, 6 (2) Dipti Desai, ed