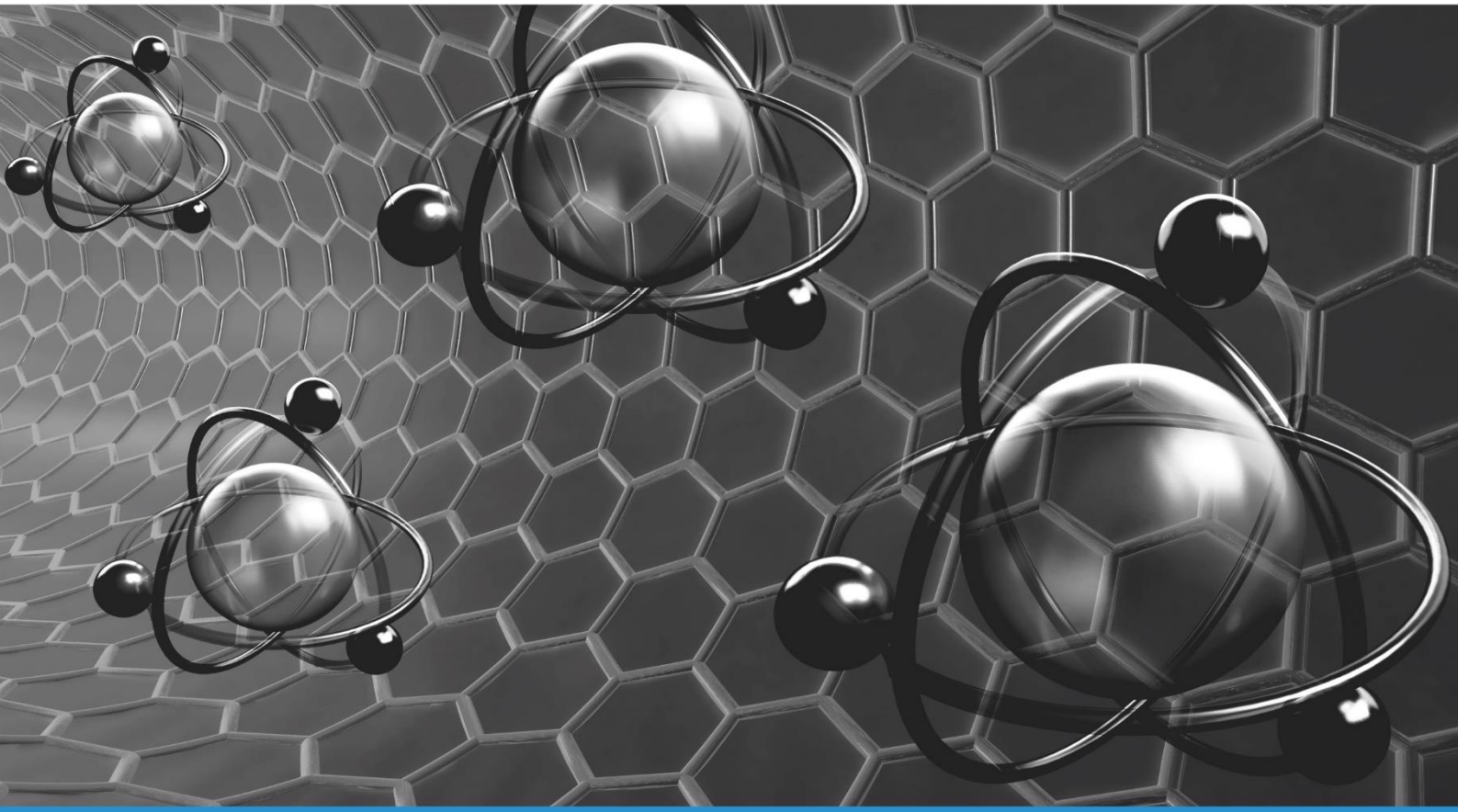
NANO2ALL

SOCIETAL ENGAGEMENT ON RESPONSIBLE NANOTECHNOLOGY



preliminary results -

Multi- stakeholder dialogue in Sweden

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NANO2ALL – MULTI-STAKEHOLDER DIALOGUE

Organised by INNOVATUM SCIENCE CENTER

Trollhattan, Sweden – November 23, 2017

An interesting and successful dialogue at INNOVATUM SCIENCE CENTER in Trollhattan – Sweden

12 Stakeholders, coming from a variety of fields on the subject of nanotechnology, met at the INNOVATUM SCIENCE CENTER in Trollhattan for a full-day dialogue about how to integrate the societal engagement in research and innovation in nanomedicine/nanotechnology. The day was divided into three activity blocks: "What´s important?", "Scenario Exploration", and "What actions are needed and what are their preconditions?".

The dialogue started in the SAAB Car Museum where the participants got to know each other in pairs by interviewing each other. After all the stakeholders were presented, it was time for the "Gallery Walk-through". Two different devices/models, developed during the NANO2ALL citizen dialogues that took place earlier this year, were presented. Participants were asked to reflect on what they thought was missing in these models and what concerns they could identify. Several of the participants were concerned, among other things, about the lack of an environmental risk analysis or life-cycle analysis, and understanding of how the device will affect humans during long-term use. The challenge that some saw in the posters was how research and innovation respond to market forces that may occur.

The next step in the dialogue was to introduce participants to the Scenario Exploration System, a role-playing game and dialogue methodology, developed and adapted to the area of nanotechnologies by the Joint Research Centre of the European Commission. Attendees played it twice, first in the context of a technophile society and then in the context of technophobic society. Stakeholders were given different roles in the game: those of policymaker, researcher, industry/business representative, civil society representative, media representative and as the public's voice. The game was followed by an analysis of what happened during the two scenarios and what kind of actions were taken depending the nature of society as technophile or technophobic. During the technophobic scenario the most important mission seemed to be to inform and educate the public, and the industry started to invest elsewhere because of the political climate.

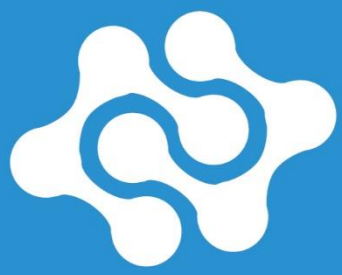
After analysing the game, the group discussed how societal values, needs and concerns can better be reflected in the research and innovation process in nanotechnology/nanomedicine. Here are some recommendations that emerged from the discussion:

- Investigate the public's level of knowledge: What do they know? What do they need?

- Politicians: there is a need for a closer dialogue between researchers, industry and policy-makers to be able to debate standards, labelling, all while using a language that is easy for the public to understand.

- Educate teachers and students in nanotechnology; this is an investment to increase knowledge among the public. A way to do this could be to create a web platform.

- Make sure to develop relevant methods to investigate the future impact on health or the environment and life-cycle analysis for "nanomaterials".



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