

Decidim training to Open EU

Syllabus course



Structure of the course

This course is designed to introduce the basic concepts of Decidim and enable participants to begin designing participatory processes in Decidim. It provides an overview of how the platform works and outlines the first steps for a successful implementation.

The training includes two co-creation and design sessions aimed at identifying the specific needs of your organization. These insights will inform a proposed platform architecture tailored to your requirements.

The first two sessions are more theoretical, focusing on understanding how Decidim works and exploring its full range of features. The final two sessions are more practical, dedicated to designing participatory processes and developing an implementation timeline.

Day	Time	Topic
Day 1	1h	Introduction to Decidim
	Break	
	1h	Basic concepts
Day 2	1h	Participation with Decidim
	Break	
	30'	Use cases
Day 3	1h	Implementation and process design – Goals, publics and uses
	Break	
	30'	Definition of goals, publics and uses
Day 4	1h	Decidim the Game – Design your participatory process
	Break	
	1h	Implementation chronogram

Day 1: Introduction and basic concepts

Content of the session

- Introduction to Decidim
 - History and origin of the Decidim project
 - Free and open source software
 - The Decidim community
 - The Decidim platform
- Basic concepts
 - Architecture
 - Participation spaces
 - Components

Structure

Time	Activity
10:00-10:10h	Welcome and presentation
10:10-11:00h	Introduction to Decidim
11:00-11:10h	– Break –
11:10-11:30h	Basic concepts
11:30-11:40h	Hands on: Basic guide for new users and sign-up
11:40-12:00h	Hands on: Create a new proposal

Bibliography

- Barandiaran, X. E., Calleja-López, A., Monterde, A., & Romero, C. (2024). *Decidim, a technopolitical network for participatory democracy: Philosophy, practice and autonomy of a collective platform in the age of digital intelligence*. Springer.
<https://doi.org/10.1007/978-3-031-50784-7>
- Barandiaran, X.E. (2023). *Cómo usar Decidim. Guía para administraciones públicas y grandes organizaciones*. <https://xabier.barandiaran.net/?p=2843>
- Decidim Stories: Use Cases Beyond Cities (2023). Decidim Fest.
<https://www.youtube.com/watch?v=y9Jna4svs90>

Day 2: Participation with Decidim

Content of the session:

- Participation with Decidim
 - Process design
 - Hybridisation
- Use cases
 - [Decidim.Barcelona](#)
 - [Université de Bordeaux](#)
 - [InDICEs](#)
 - [EIT Urban Mobility](#)
 - [My Real Deal](#)
 - [Convention Citoyenne Étudiante 2024](#)

Structure

Time	Activity
10:00-10:05h	Welcome and presentation of the session
10:05-10:35h	Participation with Decidim - Process design and Hybridisation
10:45-11:00h	Hands on: Voting proposals
11:00-11:10h	– Break –
11:10-11:30h	Participation with Decidim - Use cases

Day 3: Implementation and process design

Content

Definition of goals, publics and uses.

Structure

Time	Activity
10:00-10:05h	Welcome and presentation of the session
10:05-10:50h	Canvas: Definition of goals, publics and uses
10:50-11:00h	Share with the group
11:00-11:10h	– Break –
11:10-11:30h	Closing session – Agree on final canvas

Definition of goals, publics and uses ([Access to the Canvas](#))

The aim of this exercise is to be able to agree on a general definition of what we want to happen within the platform. The session will help us to start imagining the different uses the platform can have for OpenEU.

Instructions

1. In groups, discuss the goals of implementing the Decidim platform. These are high-level objectives, then we will specify the uses and actions. Think at the general level of the project. (10 min)
Question: What do you want to use the platform for? How can Decidim improve the participation within your community? What is the expected outcome?
2. Discuss and define the publics. Publics can be groups (like students), actors or bodies. (10 min)
Question: Who are the actors we want to use the Decidim platform?
3. Discuss and define the uses. Think about possible uses of the Decidim platform for each public. Uses can be shared by more than one actor. (15 min)
Question: How do we want these actors to use the platform? What kind of contributions can you imagine? How we can manage those contributions?

Day 4: Implementation and process design

Content

- Decidim the Game – Design your participatory process
- Implementation chronogram

Structure

Time	Activity
10:00-10:05h	Welcome and presentation of the session
10:05-11:00h	Decidim The Game – Design your participatory process
11:00-11:10h	– Break –
11:10-11:20h	Share with the group
11:20-11:50h	Implementation chronogram
11:50-12:00h	Wrap-up and closing

Decidim The Game – ([Start playing](#))

The aim of this practical session is to design a participation process through a simple game. Each group will have a board and some cards, the cards are the different components of Decidim that can be played with to create the participation process and its different phases. Each group will work on a different participation process.

Implementation chronogram

With the processes already designed, a dynamic will be carried out to create an implementation chronogram.