

Panel session: How to capture benefits and interactivity in multi-actor innovation processes

Chair **Simona Cristiano^a**, **Patrizia Proietti^a**

Panelists Virgilio Buscemi^b, Boelie Elzen^c, Boru Douthwaite^d, Inge Van Oost^e

^a Agricultural Research and Economics Council - Policy and Bioeconomy, simona.cristiano@crea.gov.it; patrizia.proietti@crea.gov.it

^b Lattanzio Group Associati, buscemi@lattanziogroup.eu

^c Wageningen University & Research, b.elzen@utwente.nl

^d Boru Consult, bdouthwaite@gmail.com

^e European Commission, inge.van-oost@ec.europa.eu

Abstract: *The implementation of an "interactive innovation model" is a focal point of the concept of the European Innovation Partnership for Agricultural Productivity and Sustainability (EIP-AGRI), which aims to foster a competitive and sustainable agriculture and forestry sector.*

The interactive innovation model, applied both in H2020 Multi-actor projects (research policy) and in operational groups (rural development policy), fosters collaboration between a variety of actors (multi-actoriality), from various scientific disciplines and domains of practice (trans-disciplinarity), in view of making the best use of complementary types of knowledge and speeding up innovation.

In this context, evaluation can be instrumental to capture the effectiveness of knowledge sharing and co-learning processes, and as well, to foster reflexive practices aimed at boosting an effective dialogue between all the involved actors.

The novelty introduced by the European innovation policy asks for evaluation approaches and methods tailored at supporting partnerships/networks in interactive innovation processes, through capturing the benefits of multi-actor and trans-disciplinary approaches and speeding-up mind set changing in both science and practice domains, for more innovation-driven research and innovative farming.

The purpose of the session panel is to discuss and share experiences about evaluative approaches and methods which can be suitable to investigate collaborative, participatory and interactive approaches at process level and particularly to:

- *assess current interactive innovation processes, the variety of multi-actorial approaches and good practices;*
- *capture the benefits of multi-actor and trans-disciplinary approaches in interactive innovations;*
- *speed-up reflexive processes and internal learning to enhance actors' capabilities to handle interactive innovation projects;*
- *scale-up effective multi-actorial approaches in current innovation processes.*

The discussion will be useful to introduce a reflection about the need for a systemic and commonly recognized evaluation strategy for interactive innovation processes.

The session panel will involve experts of current interactive innovation processes, evaluators and agricultural scientists.