1. **[Challenge]** - As the interface is focused on monitoring and collaboration for local development and guided by a problem that has been previously defined, the initial process begins with the problem is defined as a challenge. In order to communicate it in an accessible, inclusive manner, it should be generated from the following question: “How can we measure the development of the neighborhood?”

The specific goals should be in the production of tools aimed at: a) collecting data, mapping and monitoring by collaboration between citizens, organizations, and local governments; b) documentation, archiving and sharing of experiences; c) spaces for discussion and citizen deliberation.

2. **[Ignition]** - As the process is an induced one, it is necessary to identify those responsible for the generation and coordination until the collaboration network reaches its autonomy. To foster a bottom-up process capable of engaging broad networking effects, active leadership from key stakeholders is required, considering the participation of several universities and research centers in BIP2ZP initiatives.

3. **[Interface]** - Launch of an initial digital platform with tools for the visualization of the problem, engagement and representation of the actors. The platform must be open source, ensuring the technological sovereignty of its users. Therefore, it should be independent from any platform, which are currently proprietary, while leveraging its tools which are already made available by BIP2ZP actors. Once defined, the process will lead to the creation of a collaborative platform, which will be continually made available. An initial form must comprise: a) an introductory database composed of an open data platform by the CPM, on the territories and local development programs, a repository of “best practices”, including the technological interfaces produced in BIP2ZP, as well as alerts on possible options which should be made available through social simulation, sensors, observational studies, interviews, surveys, and research developed by scholars and other agents. b) The platform developed for the public with communication tools such as social media, information sharing platforms, and interactive campaigns, games, and resource sharing platforms, in order to engage more BIP2ZP actors and expand the initial network, engaging the CPM, local initiatives, technology companies, universities, and citizens in general, also appealing to the incumbent local hacker community primarily composed of university students and startups, guided by the generation of strengthening shared solutions and the desirable combination of interests among all; c) Interaction tools to ensure plural representation through campaigns and discussions held physically at the different territories to establish protocols of use of the platform and documentation of the process.

4. **[Calls for collaboration]** - Carrying out a civic hackathon in reaction to the challenges that are set, employing the interaction platform by the community of practice, with the goals of generating new ideas and experiences and with a broader audience. The hackathon should be field before the actual launch of the PPL, when it is easy to engage the organizations and in time for the program to serve as a funding source for some of the proposals discussed during the events. A number of ideas and production with the support of tools for collaborative design, coordination of working groups, deliberation, digital production, etc. The hackathon should happen over a month; this extended time frame makes the work more accessible to a range of audiences, also allowing for community involvement in the co-creation of the platform and the goals set by the groups to produce. A jury formed through members of the PPL, or those of the PPL, may suggest the combination of similar projects and ideas. The initial interface will serve to publicize the projects once they reach an operational stage.

5. **[Experimentation]** - A period for use, testing and adaptation of the tools produced, cross-referencing with the processes that ensue in the territories; documentation of experiences to feed back into the initial infrastructure with new data on the territories, communities, and lessons learned as the new tools were handled (use stories). This stage should take place during the time of production and use, a period that can be seen as the gestation time of the project. The success of the project will be determined by the number of partnerships established and the amount of time the project has been implemented. The success of the project will be determined by the number of partnerships established and the amount of time the project has been implemented. The success of the project will be determined by the number of partnerships established and the amount of time the project has been implemented. The success of the project will be determined by the number of partnerships established and the amount of time the project has been implemented.

6. **[Sustainability]** - Derived from the use of the interface integrated with the tools produced at the civic hackathon, and depending on the engagement of the communities of practice in conflict management and potential processes of expansion and adaptation, opportunities may arise for institutionalization, by city or state agencies or government initiatives. A recurring need is discussed during meetings in the BIP2ZP - Public Network, and international knowledge transfer projects in the short term may be an option. Tools and actors involved. Consequently, the framework can engage new actors and reconfigure the initial problem through continuous calls for collaboration and experimentation. The deadlines for the production of a new civic hackathon should be made on the eve of the launch of the following PPL; in case one is not fixed before that by initiative of the users engaged in the interface at hand.