CA2RE
Conference for Artistic and Architectural (Doctoral) Research

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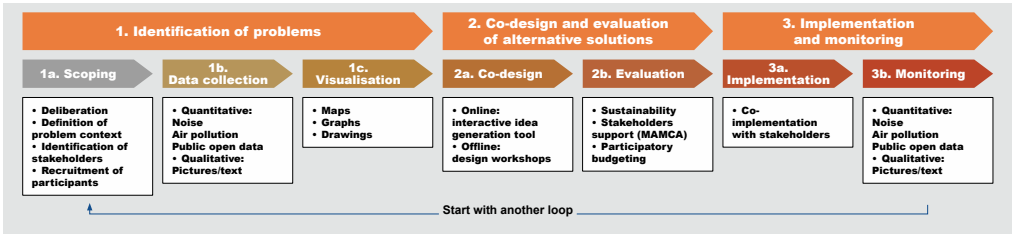
Guidelines for the Co-Design: how to solve Urban Issues

LEARNING LOOP PROCESS APPLIED TO CO-DESIGN

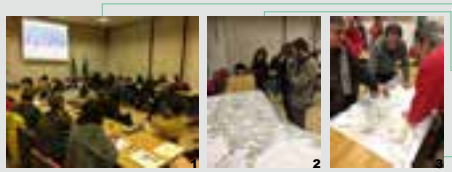


1a. SCOPING

The first stage of the work was the scoping of issues. It helped researchers and policymakers to better understand the perception of citizens, and helped citizens to focus on what are their priorities when talking about urban issues.

SCOPING

Participants are able to create a point of contact with policymakers as they feel that someone is listening to them on what is important.



1. Lectures about basic info of pollution.
2. Participants working on maps to express which urban issues linked to pollution are the most important.
3. Workshop.

1b. DATA COLLECTION

The co-monitoring stage turned out to be very important as it has been an essential step to reach the co-design and it helped participants to feel they are part of the process. In LOOPER the co-monitoring was more practical as participants could decide where to monitor pollutants with both official tools and with tools for participatory sensing (qualitative and quantitative data).

DATA COLLECTION

Participants learn how data are collected and feel more in touch with what is happening and which issues are more relevant.

1. Noise box: crowdsensing
2. Geotaggig tool: crowdsensing
3. AirBeam: crowdsensing
4. Passive sensor: official
5. Mobile station: official data

1c. VISUALISATION

The visualisation stage helps participants to understand if their thoughts about urban issues, and amount of pollutants present in their neighbourhood, were right or wrong. This is essential to open up their mind about the possible mitigation solutions.

VISUALISATION

Stakeholders can see the result of the work they have done with the data collection. They can have a complete idea of the situation.

1. Visualisation of data collected with official tools. Here PM10 collected with mobile stations.
2. Data collected with participatory sensing. Here PM2.5 collected with AirBeam.

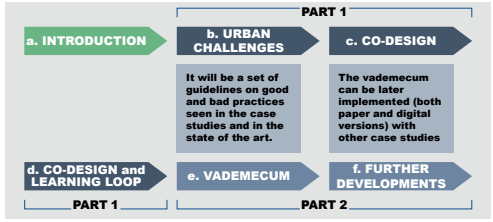
2a. CO-DESIGN and future stages

The visualisation stage helps participants to understand if their thoughts about urban issues of their neighbourhood were correct or incorrect. This means that when the co-design stage will start they will be able to have a complete overview of the situation. To make the most out of the co-design stage it will be possible to use a combination of online and offline tools which can help participants to express what they would like to do to solve issues.

CO-DESIGN

Stakeholders already actively participated to previous stages, this means they have all the tools needed for the co-design. They will be helped in the process to develop ideas.

NEXT STEPS AND THE VADEMECUM



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Guidelines for the co-Design: How to Solve Urban Issues

My research aims to test how co-design can help to solve different urban issues and wants to produce a vademecum with guidelines on how to set a urban living lab to involve stakeholders for a co-design process. To do so I needed to study the state of the art, but I also needed to search for case studies with which to check which were the good and the bad practices.
The cases I'm having the opportunity to work with are two: one is the planning for a City of Sport in the city of San Donà di Piave (Italy) and the other is a European Research Project, funded under the JPI Urban Europe, called LOOPER (Learning Loops in the Public Realm) which will apply the learning loop to the co-design process. To better explain, in the City of Sport of San Donà di Piave the Public Administration decided to activate a simple co-design process which will end with the production of a Masterplan for the area. On the other hand the case study of the LOOPER project has the ambition of creating a new way of decision-making which bring together citizens, stakeholders and policymakers that iteratively learn how to address urban challenges. Here there are three cities involved (Brussels in Belgium, Manchester in the United Kingdom and Verona in Italy) and I'm currently helping with the pilot case of Verona. This is an implemented co-design process as stakeholders in the end are called to evaluate what they have done.
The methodology at the base of my research follows a predefined set of steps, some of which have already been done: study of the state of the art; search for some case studies; application of what have been learned from the state of the art to the case studies; check which practices can be considered as good, and which can be considered as bad, basing on their application to the case studies; cross the data collected from the state of the art and from the case studies; compare the case studies, as they use two different co-design processes.
The expected result of my research is that of creating a vademecum with a set of guidelines which can be used to solve different urban issues, such as planning problems or to air quality problems, using the co-design process applied to urban living labs. Also, using the methodology abovementioned the co-design process will be implemented and explained in a more clear way.