Crowd Creative Urban **Design**

Welcome to our Tool's tutorial!

Green Artivism

commonspace

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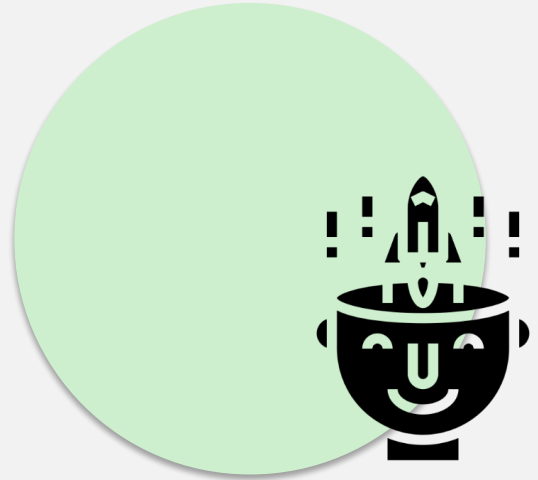**Integration of other "CREATIVITY" tools into participatory process**

1. General Information

Crowd Creative Urban Design

1.A What is the goal of the toolkit

The main goal of this toolkit is to provide the methodological steps and propose tools and technics in order to perform collective public space design through artistic expression

This toolkit elaborates public space as a commons with a cultural, artistic, social, mnemonic and environmental dimension. Public space is received as our day-to-day activities, as "our place" – a place of community building, social life, art and culture. In this context, the meaningful and creative participation of those who use and give life to public space appears to be more than necessary.

This toolkit is developed as a guide that can be used by different teams, academics, students, foundations, artistic groups, associations in neighbourhoods, and young researchers, in various cases of participatory workshops and projects.

It operates as a tutorial and a repository to relevant material that will support grass-root movements, young researchers and practitioners in the fields of urban planning, urban design, environmentalism and climate change adaptation, including participatory planning and art methodologies as an integral part of their approach.

1.A What is the goal of the toolkit
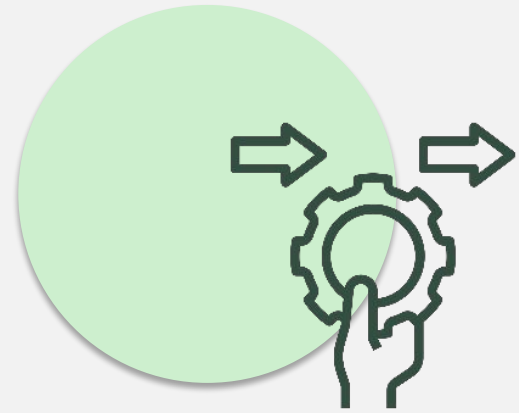
How does the toolkit works

01. The first part of the toolkit is a general introduction to the goals, the methodological framework, the active ingredients and stakeholders.

02. The second part consists of the main body of the toolkit where all the methodological steps are described and the templates of different tools that can be used are displayed. Some examples of various participatory projects performed by commonspace are also presented.

1.B What is the framework of the toolkit
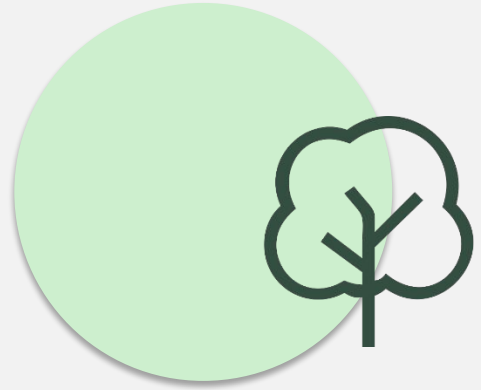
Green Artivism Project

Green Artivism is a project that aims to offer young people innovative digital artistic tools in order to help the environmental cause regain momentum – after a halt due to Covid 19 pandemic – though without physical protesting. Following the climate strikes in 2018 by youngsters led by Greta Thunberg, the European Green Deal in 2019 and the core values of European Commission's new European Bauhaus initiative (January 2021), this project visions to help people achieve a just, local, green, economically viable transition through the use of toolkits for collaboration, community building, participation in democratic procedures, literacy and advocacy.

1.B What is the framework of the toolkit
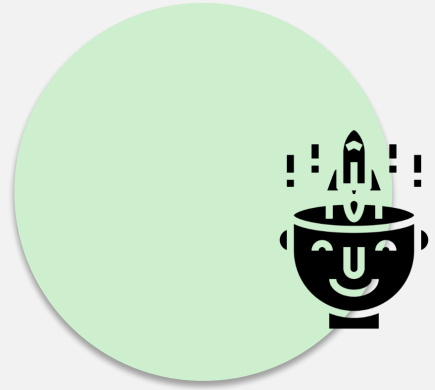
Participatory design

Community participation in general and participatory design specifically are terms that, although broadly used, are not to this day fully defined. The ways participation can be implemented are many and the projects of participatory design vary a lot as far as their objectives, methods, tools and results are concerned.

Over the past decade, there is a fundamental shift towards a more democratic and participatory decision-making process. Among other institutions, European Union (EU) promotes and develops participatory governance by meaningfully involving relevant stakeholders in all phases of the policy cycle, from the problem identification to policy evaluation and recognition of the added value of such engagement. This "participatory turn" is based on the various citizen and social groups' consultation/participation methods developed in the last decades. Yet, the process has been greatly enhanced by the explosion of new technologies and social networking tools over the last decade.

1.B What is the framework of the toolkit
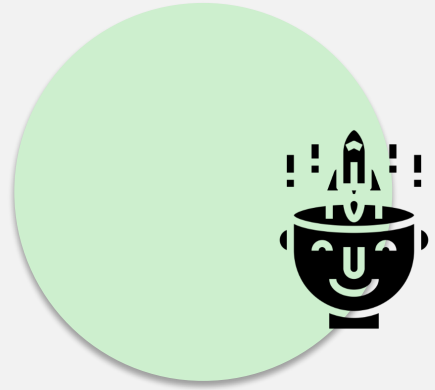
Participatory design

Nevertheless, the idea of **participation in planning and designing space** started way back, in the 1950s and 1960s, following a discussion on community engagement and the activation of the city dwellers. This period as Marcus B. Lane puts it in his book "Public Participation in Planning: an intellectual history"([1]), marks also "perhaps the single most important 'revolution' in planning thought occurred in the late 1950s and 1960s". According to him, it was at that time when, first in the US and then in Britain, systems or synoptic planning usurped blueprint planning. This - in his understanding - made geographers and urban planners able to work on another scale, impossible until then. It gave them the opportunity to approach the planning process from different points of view, using different data and being able to include other opinions and ideas.

[1] Lane, Marcus B. (2005). Public Participation in Planning: an intellectual history. Australian Geographer, 36(3), 283–299. doi:10.1080/00049180500325694

1.B What is the framework of the toolkit
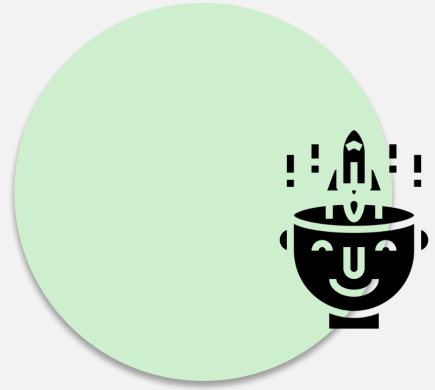
Participatory design

After some years the idea of the citizen participation in decision making and planning had gained important recognition. At that point, around 1970, criticism appeared on the field. An important voice was that of Arnstein([2]), who provocatively argued that "the idea of citizen participation is a little like eating spinach: no one is against it in principle because it is good for you" (Arnstein 1969, p. 216).

What Arnstein tried to do was to deliver a serious critique on citizen participation as it was implemented in many urban planning programmes. In her opinion in many of those programmes, the people in charge, the policymakers, or the planners, did not really seek public participation, but only for the public consensus that a pretence of participation would bring. Her main point was that **for participation to be meaningful, there should also be a redistribution of power**.

1.B What is the framework of the toolkit
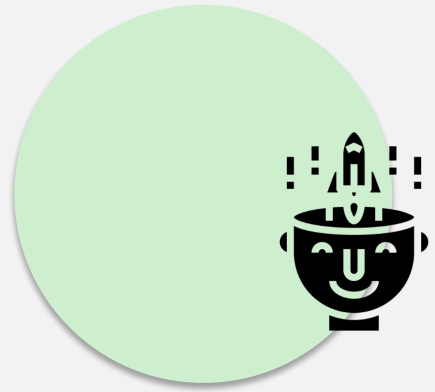
Participatory design

In the following years, many thinkers added to this idea of the redistribution of power in planning. Nevertheless, there was also critique of this way of thinking about participation. Many have argued that this view was related more to a political game of interests between the place's stakeholders. What they wanted to state was that the participation to be meaningful needed a real interest of the participants to learn about the other's experience and point of view on the space at stake. The power games would not result in a real revision of the thoughts of the planners or the participants. This is when, as Healy([3]) argues the "communicative turn" occurred. This was a thought affected by ideas such as the discursive or dialogic democracy, which also inspired the communicative rationality idea expressed by Habermas some years earlier. Healy explains the perspective of the communicative turn in planning by stating: *"far from giving up on reason as an organizing principle for contemporary societies, we should shift perspective from an individualized, subject-oriented conception of reason to* **reasoning formed within inter-subjective communication***".*

[3] Haely, P. (1992) 'Planning through debate: the communicative turn in planning theory', Town Planning Review 63, pp. 143/62.

# 1.B What is the framework of the toolkit
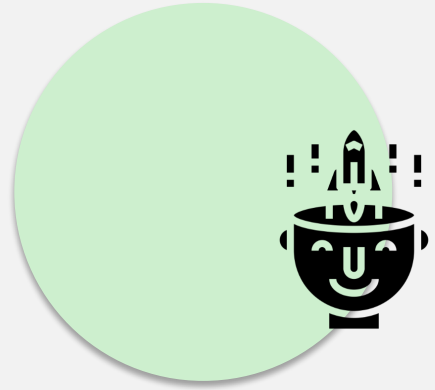
Participatory design

These were only a few of the ideas on participatory design expressed during the past decades. In the last years many have tried to give the term a more comprehensive definition. One example is that of Giaoutzi and Stratigea ([4]), who consider participatory planning as a "democratic process of lifelong learning, in which participants gain knowledge about themselves but also the values and views of other participants" (Giaoutzi and Stratigea, 2011).

According to Stratigea the participatory approaches in planning answers mainly to the needs of:
1. Conflict management between the evolution of technology / science and society that has been developed since the midst 20th century.
2. Management of environmental problems, especially from the 1960s and onwards.

[4] Giaoutzi M, Stratigea A (2011) Regional planning: theory and practice. KRITIKH Publishing, Athens (in Greek).

# 1.B What is the framework of the toolkit
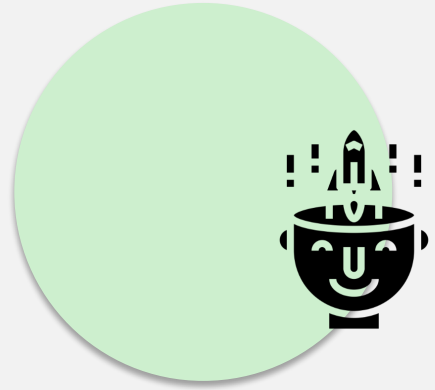
Participatory design

Participation and participatory design are as we stated above, broad concepts. Nevertheless, there are some basic methods that are usually used, and some steps followed in most participatory design projects that can be identified and presented. In any case, participatory planning can be considered a process in which:

- The process is structured according to the basic objectives and activities of participatory design.
- The interaction between the designers (and therefore the spatial decision makers) and the other groups involved is promoted to make a spatial decision or to develop a design proposal with the participation of all the social groups.
- A combination of techniques and tools is implemented.

1.B What is the framework of the toolkit
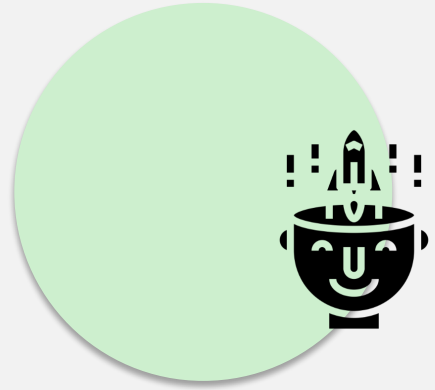
Participatory design

There are also certain basic elements that are followed by the planners that aim to organize a participatory design process. As stated below by the International Association for Public Participation – IAP2 a participatory design project ([5]):

- Is based on the belief that those affected by a decision have a right to be involved in the decision-making process.
- Includes the promise that public input will influence the decision.
- Promotes sustainable decisions by recognizing and communicating the needs and interests of all the participants.
- Facilitates the participation of those who will be potentially influenced by the decision or have increased interest.
- Seeks ideas from the participants in order to plan their involvement by themselves (co-decision of laboratory structure).
- Provides participants with the information they need to participate constructively.
- Communicates to participants how their views influenced the final decision.

In the participatory design projects, the methodology followed includes a variety of tools and activities that can be combined according to each project's scale and objective. The methodological steps and the tools of this Toolkit will be described in the next chapter.

[5] International Association for Public Participation (ipa2)

1.C Who is this toolkit for

Active ingredients and stakeholders

This toolkit is mainly addressed to young researchers and practitioners in urban planning, young artists, groups of citizens, co-operatives, art groups and grass-root movements or teams that want to perform participatory design and planning projects.

Due to the needs of the participatory processes and workshops, specific roles are assigned to the participant groups during the implementation. Each participant or group of participants is responsible for different tasks and outputs that finally are delivered back to the community.

The role assignment process helps organise the different actions, participatory activities, and decisions and leads to a structured series of steps to ensure the final goal achievement.

1.C Who is this toolkit for

Active ingredients and stakeholders

The different roles depend on the project's goals and thematic but in general there are two discrete roles:

1. Coordinators and facilitators of the workshops: People with experience in participatory processes, or expertise in urban design, art or cultural heritage management, young researchers, architects, urban planners or graphic designers even representatives that the community/team/grass root movement has chosen.

2. Participants:
   - Youth (aged 16-30 years old).
   - Young researchers in architecture, urban planning, sociology, social media
   - in NGOs or Institutions
   - Young artists
   - Inhabitants of the neighborhood where the project is implemented
   - Young students in high schools
   - Young Workers
   - Youth with fewer opportunities that want to express and reflect their needs in public space
   - Grass root movements in the neighborhoods

# 1.C Who is this toolkit for

Active ingredients and stakeholders

Note** All the results and decisions are products of collective and teamwork. During the workshops, the participants are divided into smaller groups with a specific role in order to co-design different subjects of the topic. All the ingredients and the material created are finally gathered by the coordinators, and presented to the participants, who can co-compose the final results-products-plans through continuous communication with local authorities.

Coordinators and **experts**

Participants

Municipality or other local authorities
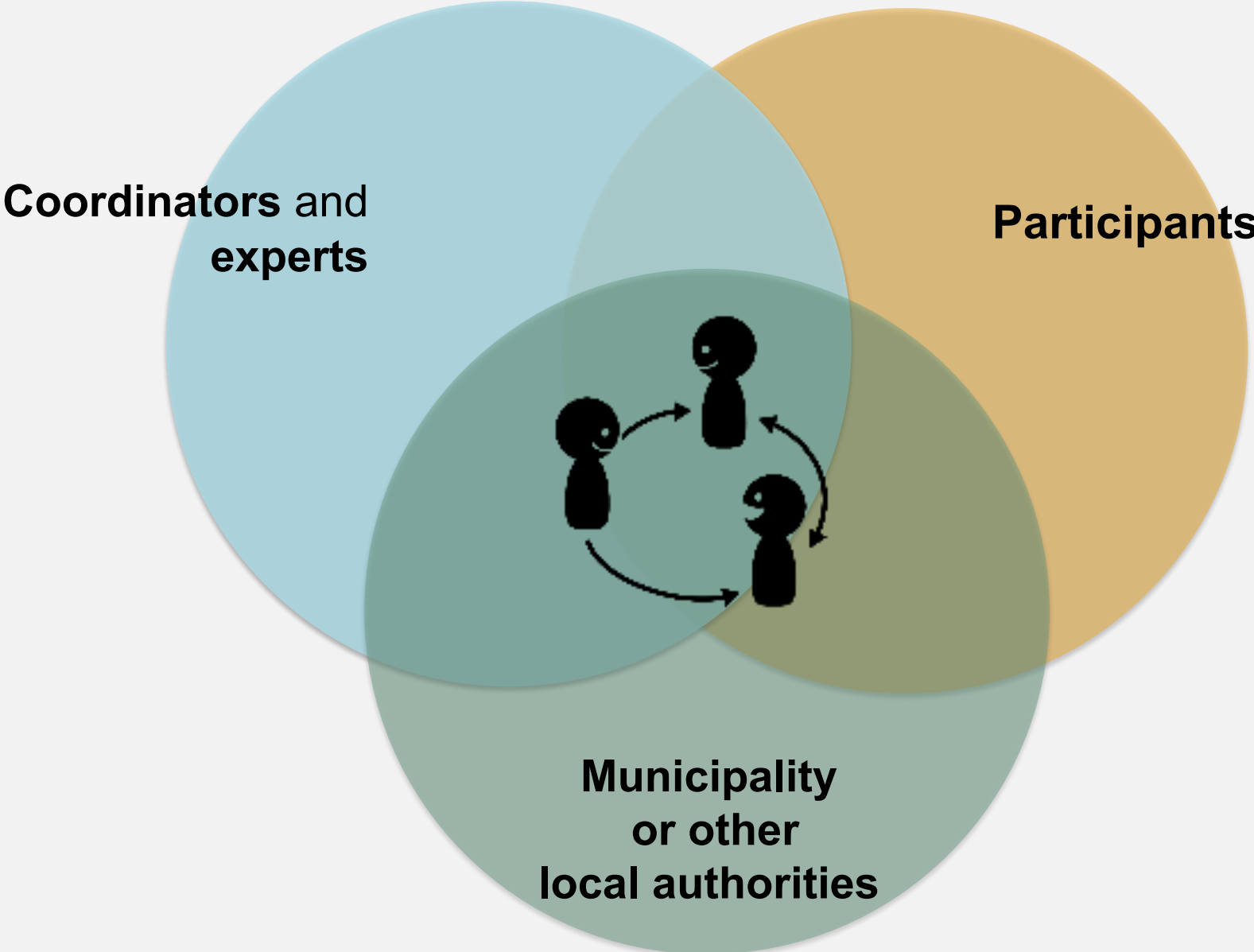
1.D What is the thematic and the scale
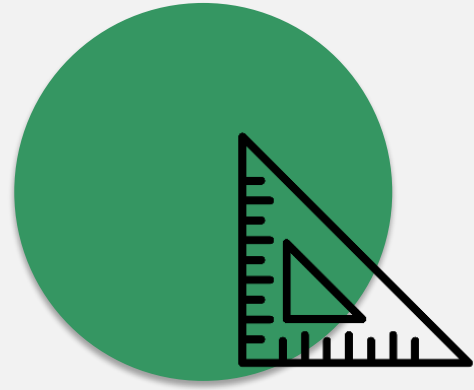
The scale and the subject of the participatory design or planning vary from a strategic plan for a municipality to the design of a schoolyard.

In this toolkit the proposed scales where the methodological steps and tools can be easily implemented are the following:

- Design of small scale public spaces in the neighborhood (for example a schoolyard, a playground, a small square, a small plot)
- The design of small scale art and cultural projects: (the design of a sculpture, a poster, the revealing of a monument, a mural)
- The design of a communication campaign (for example a communication campaign for a local festival)

2. The toolkit

Crowd Creative Urban Design
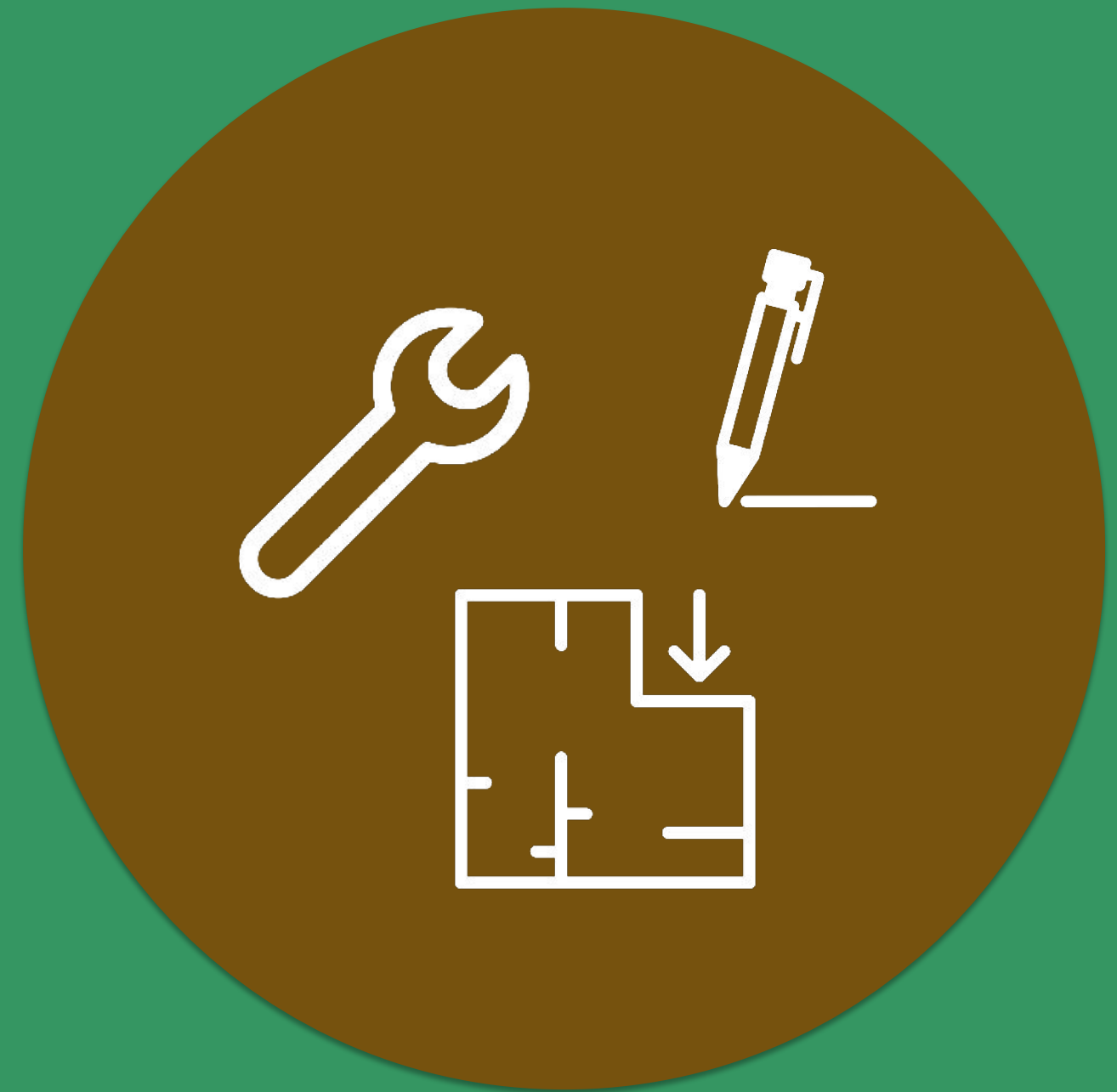
The toolkit

This chapter consists of the main body of the toolkit.

All the methodological steps are described.

The templates of different tools that can be used are displayed.

Some examples of different participatory projects performed by commonspace are also presented.

The toolkit

Note: All the tools, templates and examples that are displayed in this toolkit can be found in the following repository in ckan**:
https://repository.participatorylab.org/group/green-artivism

This tool works as a repository for commonspace which keeps being filled in with new materials, examples, case studies and useful templates for participatory planning and design.

**In order to change the language of the interface of CKAN go to the end of the page as you can see in the screenshot.
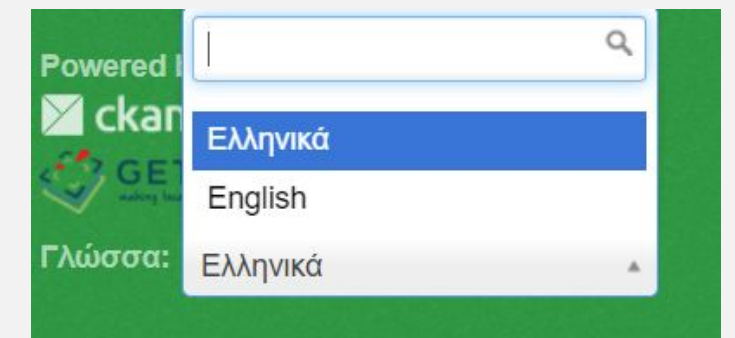

*** All the images and the examples are from projects elaborated by commonspace in collaboration with other partners.

****The repository was created in the terms of The project "participatory LAB". It is funded by the Green Fund under Priority Axis 3: Citizen Participation "Innovative actions with citizens" of the funding program "Natural Environment & Innovative Actions 2020".

***** All the materials of the repository were translated in the terms of Green Artivism Project

The methodological steps
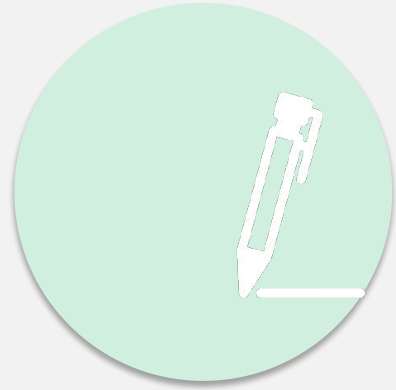
The discrete steps proposed in this toolkit **lead to** different participatory procedures that depend on the participants, the participatory goals, the needs and the agenda of the participatory project.

The basic steps of a participatory project are:
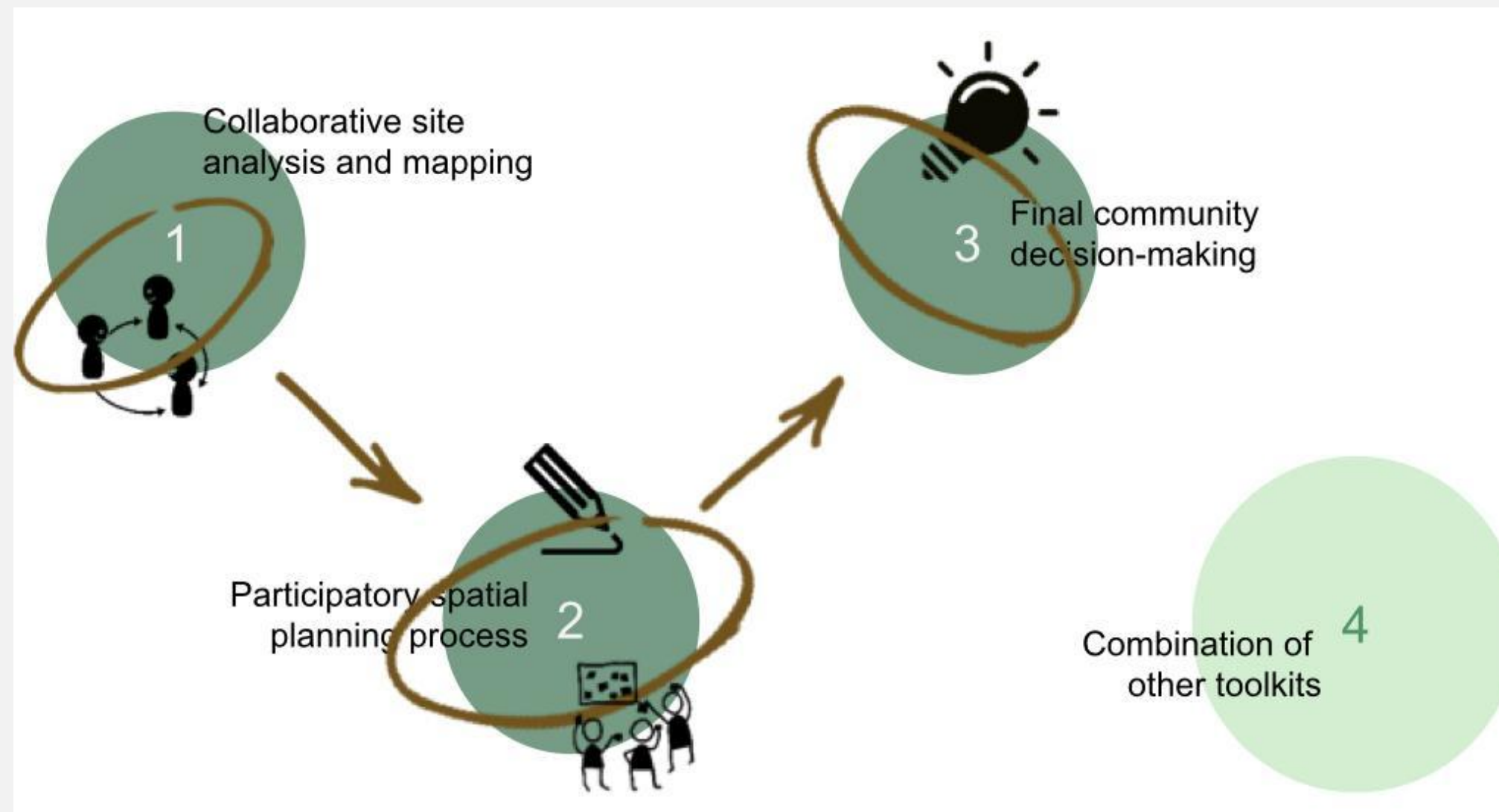
The methodological steps

Step 1

1. **Collaborative** site analysis and mapping

The first methodological step includes the following phases:

1. **Identification of the problem and definition of the subject**

   Definition of what the field of study and the subject of the participatory design program are. At this point of the project, it is important also to describe the desired results (in other words "the change we want to see"). It also sets out the timeframe at which these results should be achieved and how they will be measured.

The methodological steps

Step 1

1. **Collaborative** site analysis and mapping

2.   Stakeholder analysis

This element is important, as local stakeholders must be carefully identified. The team should identify all the people and actors affected (both directly and indirectly) by the problems being addressed and the solutions that will be implemented. At the same time, it is important to analyze and record the influence that these stakeholders have and their interest in the project.

3.   Local experiences

An important part of this process is to record the local experiences. It is important to try and take input on the place at stake from different points of view. No matter how many people participate in a project, there always will be social groups that for various reasons will be underrepresented in the team. So, it is important to find different ways to collect and use their experience of the place, the problems they face and their vision of the ways the place should function. This is an important element that the whole team should share as a responsibility, in order to make the project – and the future space - as inclusive as possible.

The methodological steps

Step 1

1. **Collaborative** site analysis and mapping

2.   Data Collection

One of the project's most important steps includes analysing the place at stake. At this point, after we have the basic framework of the problem we want to solve and the goals we have put for ourselves, the analysis goes on a deeper level, to lead us to the solutions and to the design of the interventions needed. To analyse deeper the place in question, there are many elements that could be taken into consideration depending on the project's characteristics. This step may contain actions of data collection and public space analysis such as:

- Walking tour in the field of study
- Public space recognition by collective mapping of positives, negatives and ideas in the area of interest
- Sensory studying and mapping by creating conceptual and mental maps, photographic collages, videos and other artefacts that can describe the sense of the place and the conceptual ideas around the participatory project

The methodological steps

1. **Collaborative** site analysis and mapping

Games, artistic technics and tools that can be used during this step:

- **Icebreaker games**

An ice breaker activity could be useful in order to welcome and warm up the conversation among participants during the first workshops. Ice breakers range wildly, from simple one-question answers to elaborate role games.

Find examples and templates here

The methodological steps

1. **Collaborative** site analysis and mapping

Games, artistic technics and tools that can be used during this step:

- **Stakeholder matrix**

The mapping of local stakeholders is a very important step. The identification of all the people and stakeholders who are affected (both directly and indirectly) by the problems under consideration, is necessary.

The transfer of information to the public and the community during the start of the participatory program is a very important part that the participants should not overlook.

It's a common phenomenon that due to the fact that there is a distrust, which spreads, there is a hesitation among people to participate. The part of the direct, honest communication strategy by the organizer is a very powerful tool in order to attract the participation of more and more stakeholders that are affected by the problem.

Find examples and templates here

The methodological steps

1. **Collaborative** site analysis and mapping

Games, artistic technics and tools that can be used during this step:

- **Questionnaires**

Questionnaires are a very effective method of collecting information.

There are different types of questionnaires according to what data they gather (qualitative or quantitative).

The purpose of the participatory project and the type of questions (closed-ended questions or open-ended.

The questionnaire should collect some basic information related to the respondent's profile, but at the same time, it is customary to remain anonymous.

See examples and templates here

The methodological steps

1. **Collaborative** site analysis and mapping

Games, artistic technics and tools that can be used during this step:

- **Tree diagrams: Problem tree, Tree of ideas**

There are different types of tree diagrams. The Problem Tree is a method of recording a problem. In this exercise technique, the problems are recorded on a tree diagram. The team is supplied with materials such as paper and stationery of different colours and gathers around the place where the 'problem tree' will be designed. The facilitator informs the group about the dominant problem, and the members are left to think for a few minutes (brainstorming method). They are encouraged to write down their thoughts on this problem as well as its causes, effects and various sub-problems. A tree is drawn on a board to record the causes at its roots and the effects on the branches. The cards are slowly opened and debated as to whether they are the cause or effect of the problem and slowly begin to be clarified and placed on the tree.

Another common example of participatory urban design is to write down the positives/negatives/ideas on a public space, a plot, a spatial route or the field of study.

See examples and templates here

The methodological steps

1. **Collaborative** site analysis and mapping

Games, artistic technics and tools that can be used during this step:

- **SWOT analysis**

SWOT analysis is a tool that can be used in the public space recognition but also during the recording of issues related to the development of a strategy. It is widely used in different professional and scientific sectors as this method manages to map an issue/problem easily, in depth and mainly with wide participation.

The acronym SWOT comes from the English: Strengths, Weaknesses, Opportunities, Threats (respectively in Greek: strengths, weaknesses, other words, threats).

See examples and templates here

The methodological steps

1. **Collaborative** site analysis and mapping

Games, artistic technics and tools that can be used during this step:

- **Collective mapping**

Collective mapping is perhaps the most important data collection method in participatory design. Its goal is to conclude in the design of a public space or a strategy by the stakeholders.

The process of collective mapping aims to make the participants see, understand, document, and finally record how they perceive public space/the field of study.

See examples and templates here

The methodological steps

1. **Collaborative** site analysis and mapping

Games, artistic technics and tools that can be used during this step:

- **Mental maps | Mind maps**

Through this process, any kind of information that is spatially reported can be collected. Using a map as a background, participants can note down issues, assets, ideas, preferences, and feelings about a specific part of the public space or general senses. An additional interesting category is this sensory and mental mapping. The participants evaluate different parts of the city with criteria of their senses and categorise them as something positive or negative.

See examples and templates here

The methodological steps

Examples >>>

1. **Collaborative** site analysis and mapping

Collective mapping of Athens created in Miro, after a field trip.
Project: V-Global Erasmus +
Year: 2022

The methodological steps

Examples >>>

1. **Collaborative** site analysis and mapping
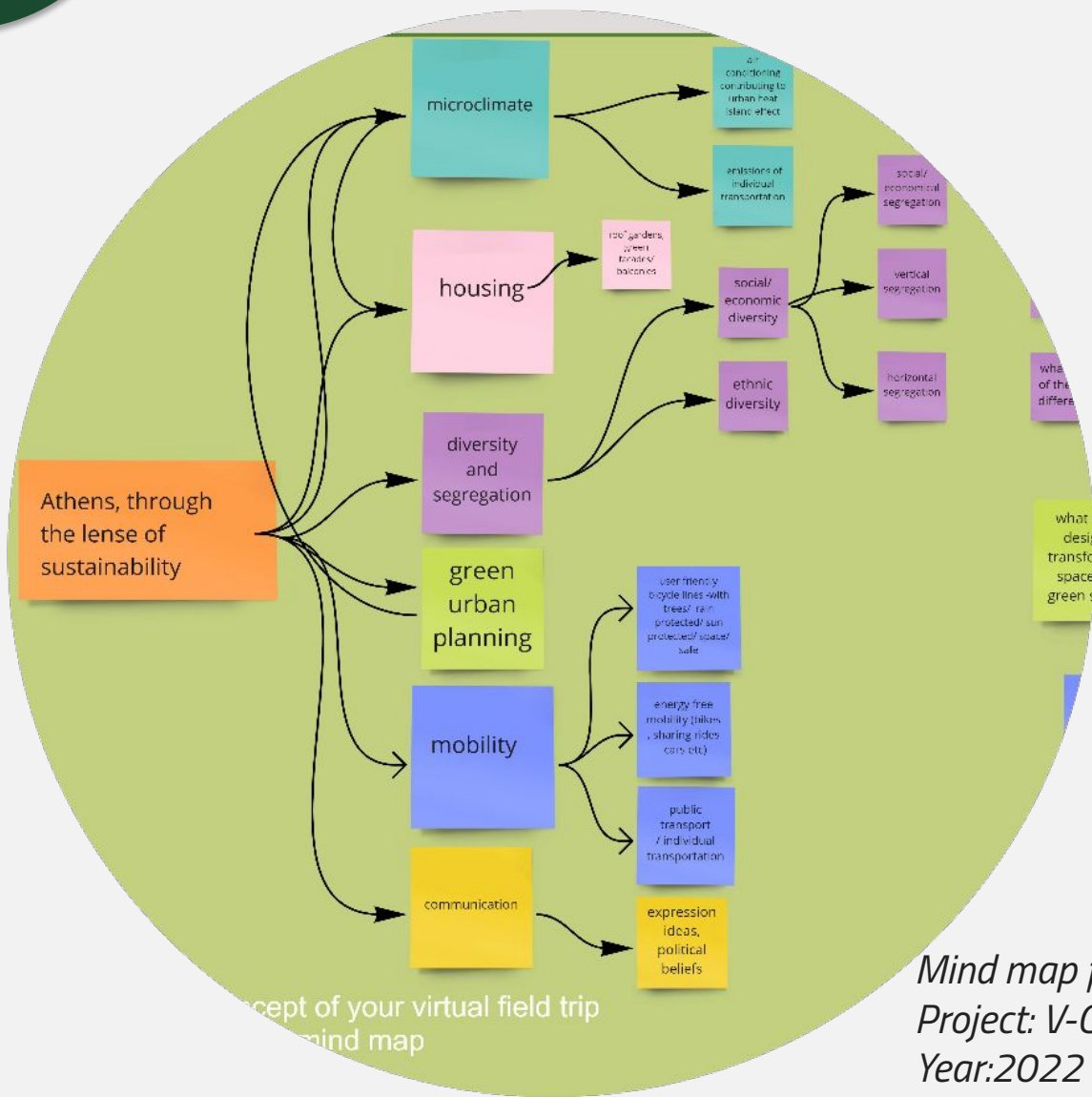
Mind map for creating a virtual fieldtrip for Athens.
Project: V-Global Erasmus +
Year:2022
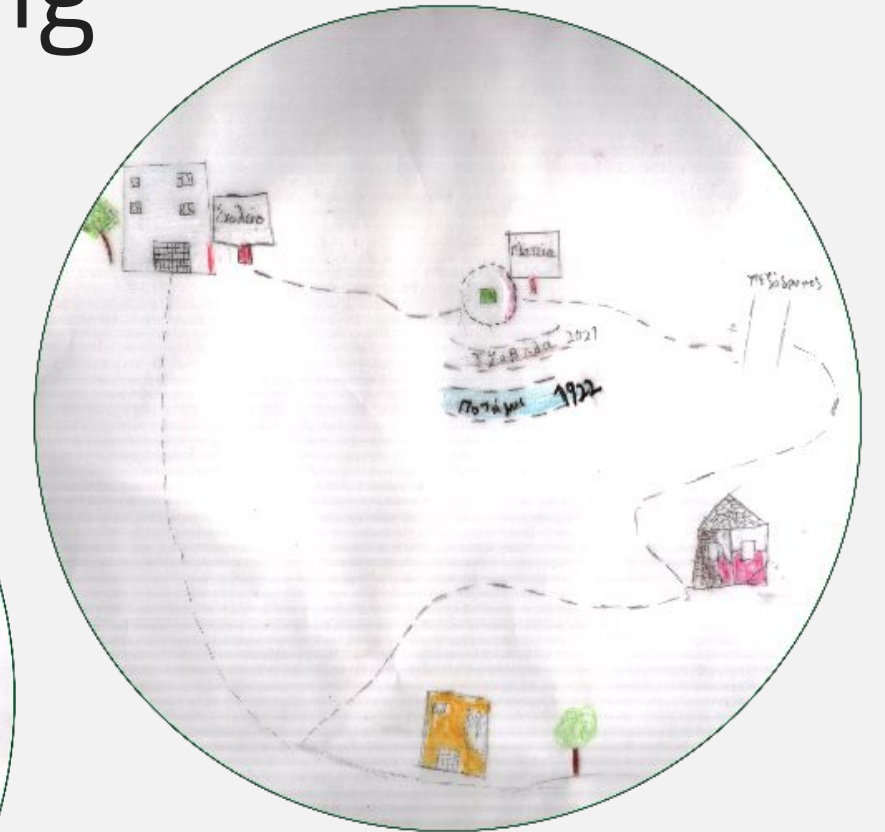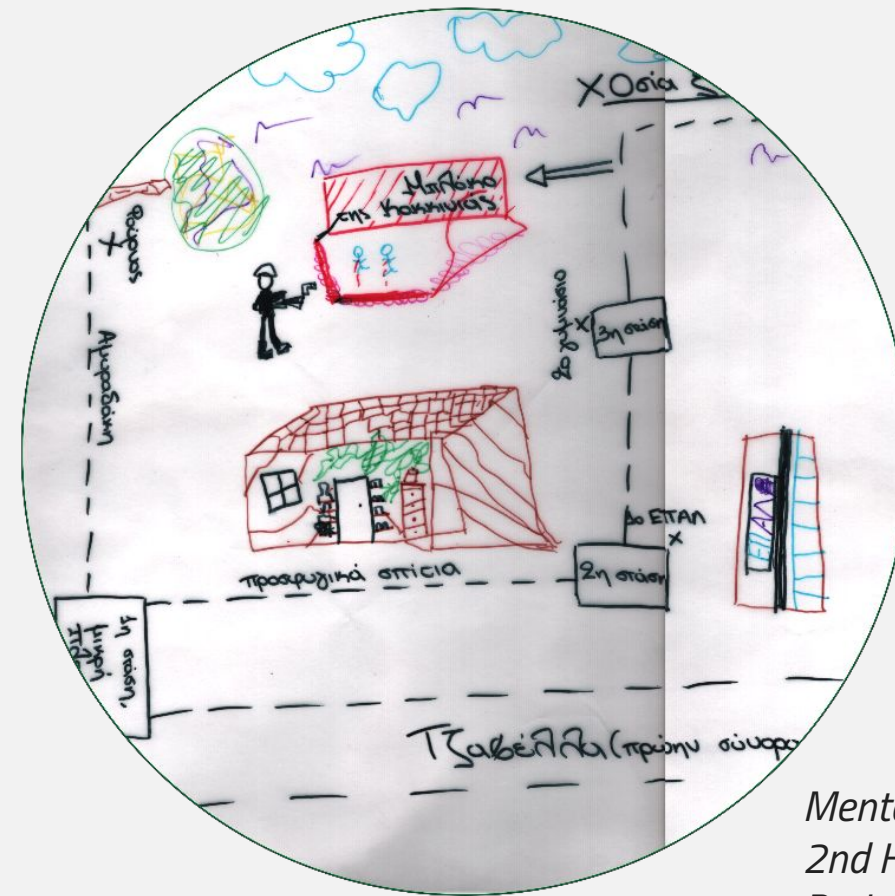
Mental maps of a route in Nikaia. Created by the students of
2nd Highschool and 2nd Primary School of Nikaia.
Project: 1oo Memories
Year:2022

The methodological steps

Examples

>>>

1. **Collaborative** site analysis and mapping

Spatial online questionnaire on Jot Form, about designing a schoolyard with a connection to Hadrian Aqueduct in Halandri as an environmental and cultural commons.
Project: Cultural H.ID.RA.N.T., UIA
Year:2021
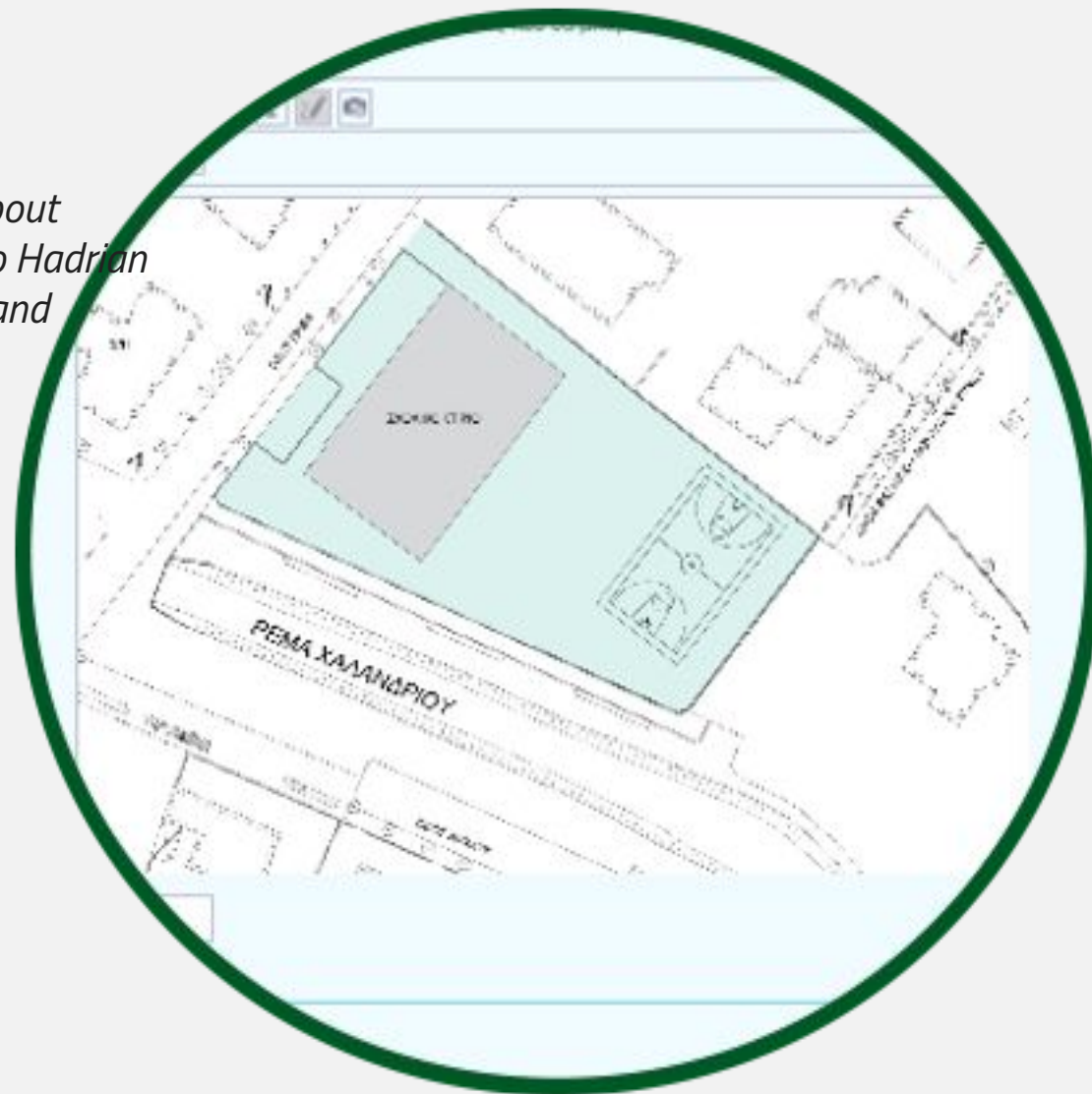
The methodological steps

Step 2

2. **Participatory** spatial planning process

Spatial design. Formation of spatial solutions

While expressing one's' relation to the place, ideas on the interventions that need to be done may emerge. At this point the participants can start designing the future space, having in mind to try to find solutions to the problems they have identified in the first phase. This point can become really complex as the team must keep in mind the different approaches, all the problems identified and their collective vision of the place at stake. They need to synthesize all these elements to come up with a satisfactory proposal.

The final results produced by the team may be different spatial solutions, cultural products, final ideas, or communication material, that may be voted and lead to a final plan or strategy during the last step of the final community decision-making.

The methodological steps

2. **Participatory** spatial planning process

Games, artistic technics and tools that can be used during this step:

- **Participatory platform**

ppGIS: It's a unique tool in the concept of participation, presenting innovative features. The platform provides the tools, knowledge and steps for equal and effective participation of citizens and users. The proposed projects and actions set by the organization are communicated to the users through a targeted and structured communication campaign to ensure the increased participation of the target groups. Supports processes of analysis and selection of appropriate design solutions, proposals, and ideas. Multi-criteria analysis algorithms prioritize the interventions and the weight of the participants' opinions, who are invited to participate in all stages of the process.

Find examples and templates here

The methodological steps

2. **Participatory** spatial planning process

Games, artistic technics and tools that can be used during this step:

- **Plans, Sketches, Collage, Digital representation of the final proposals**

At the phase of the main step of creating the final solutions of the project, different base maps and floorplans can be used as a base for the participants to start designing their ideas.
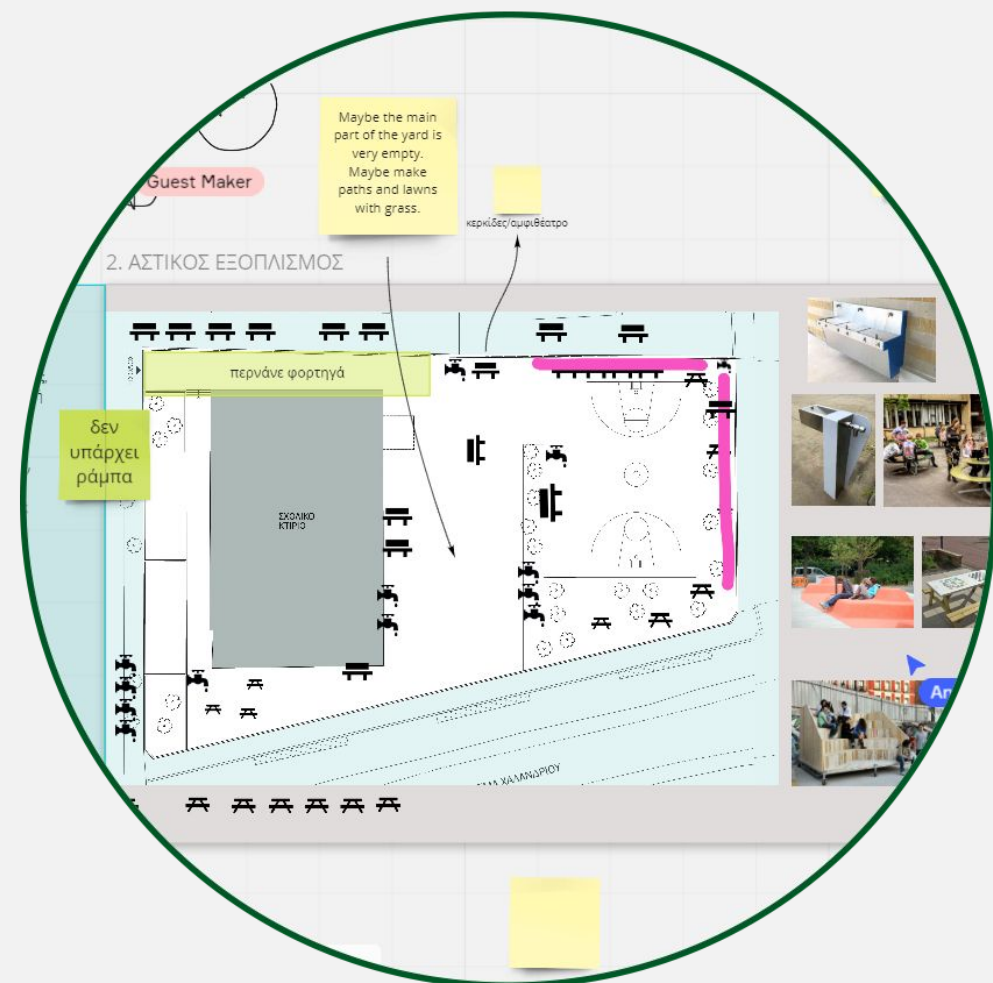
The final proposal can have the form of plans, collages, multimedia files, digital representation, narration, essays or whatever technical or artistic form can describe better the main idea.

The methodological steps

2. **Participatory** spatial planning process
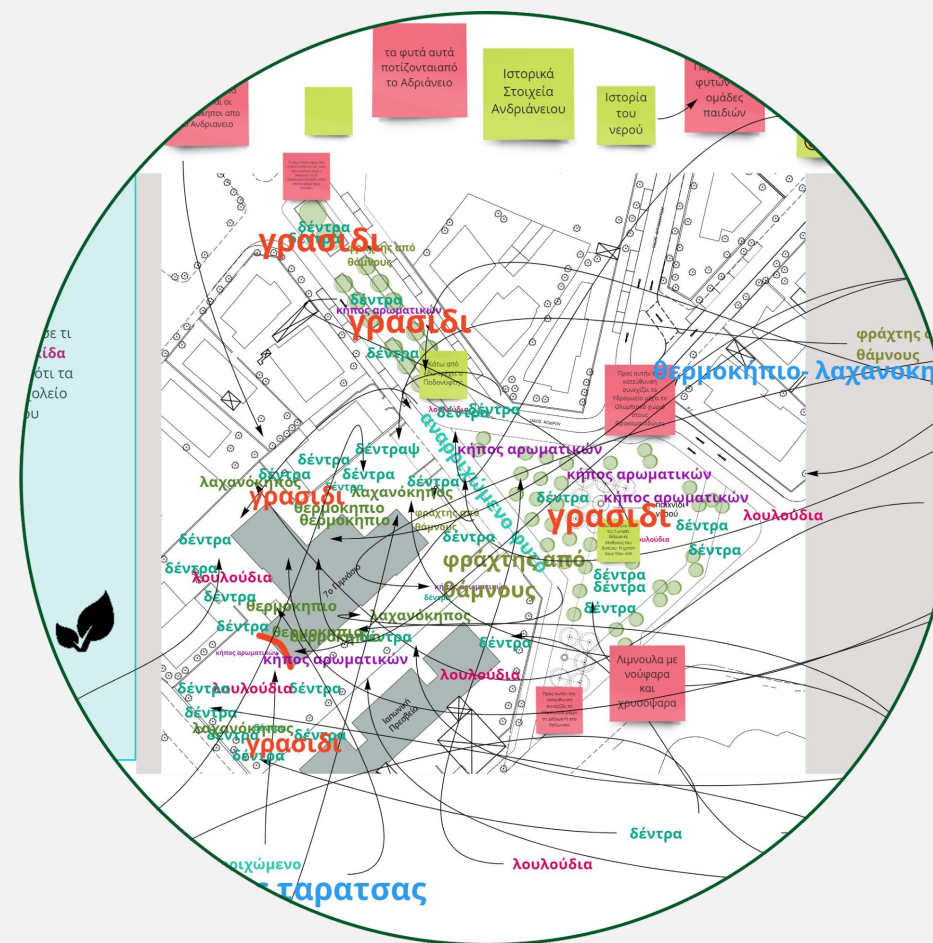
The students of the 6th Secondary School of Halandri design their schoolyard in Miro
Project: Cultural H.ID.RA.N.T., UIA
Year:2021
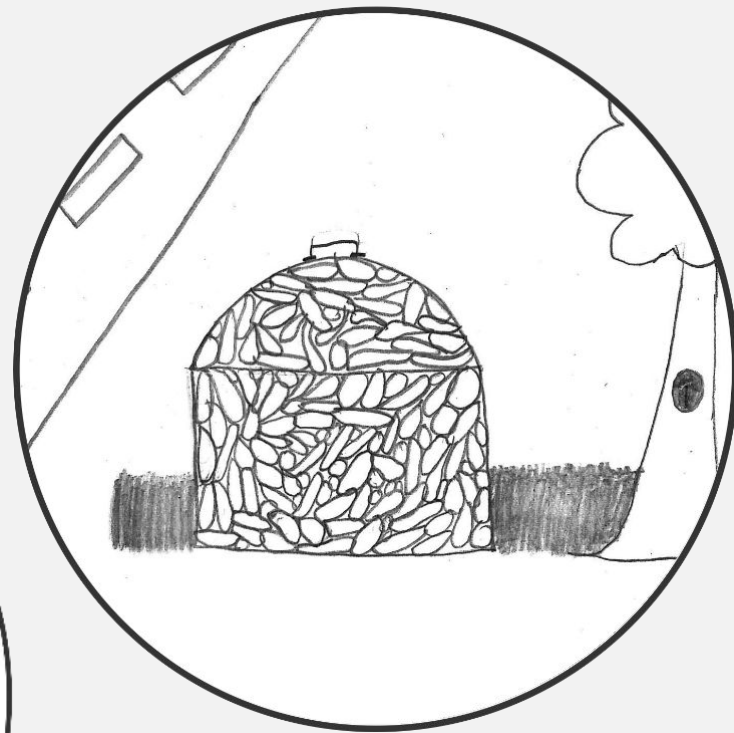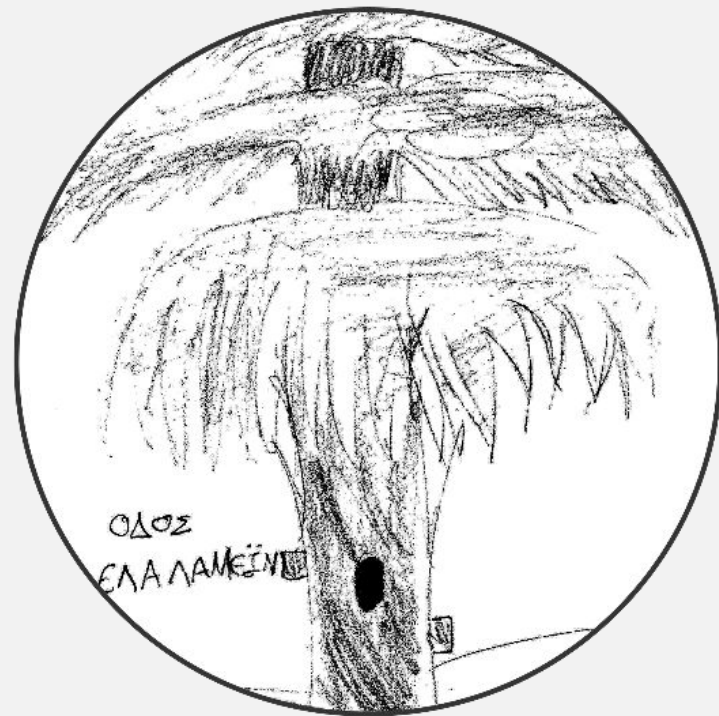
The methodological steps

2. **Participatory** spatial planning process

The students of the 3rd Secondary School of Halandri create an online booklet with sketches as a spatial narration of their sense about Hadrian Aqueduct, water and nature in Halandri.
Program: Becoming Flâneurs of Water in our neighborhood
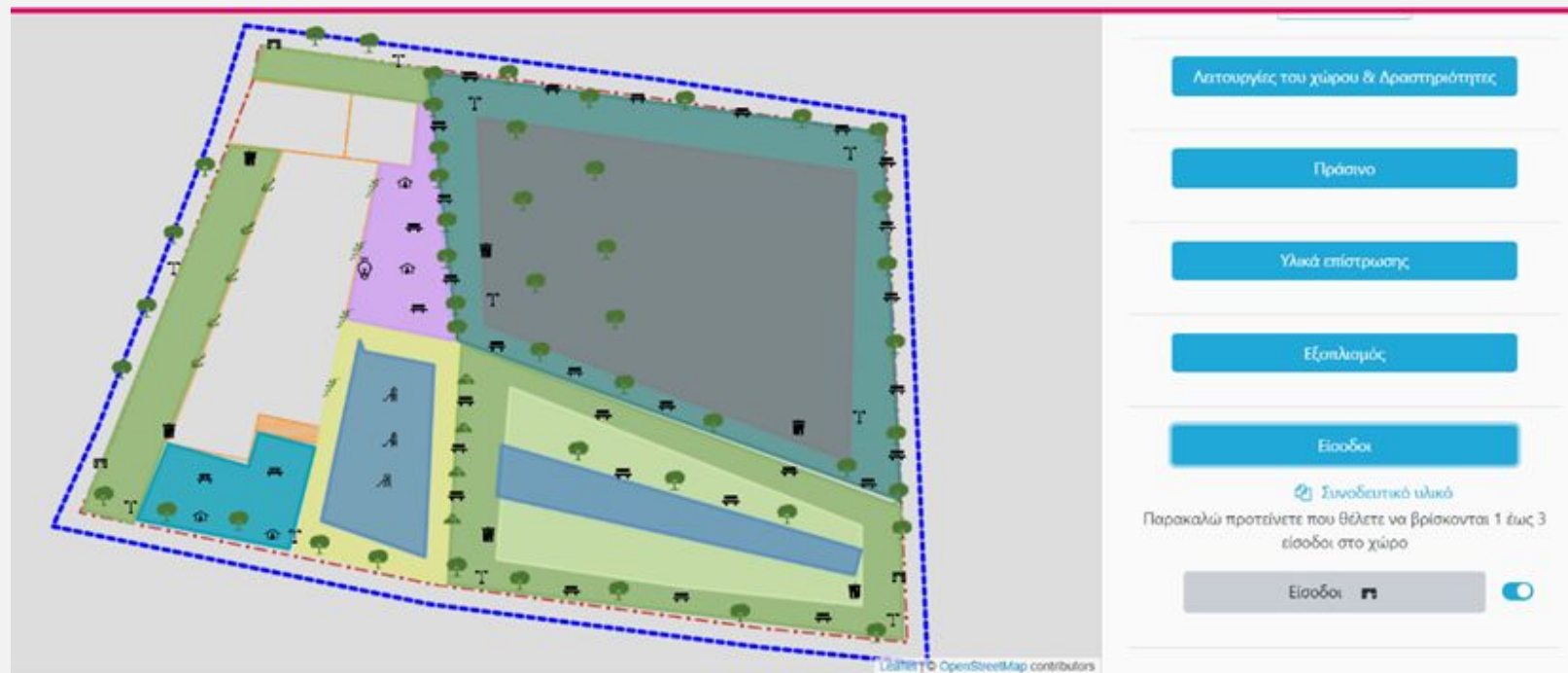*Project: Cultural H.ID.RA.N.T., UIA*
Year:2022

The methodological steps

Examples ⋙
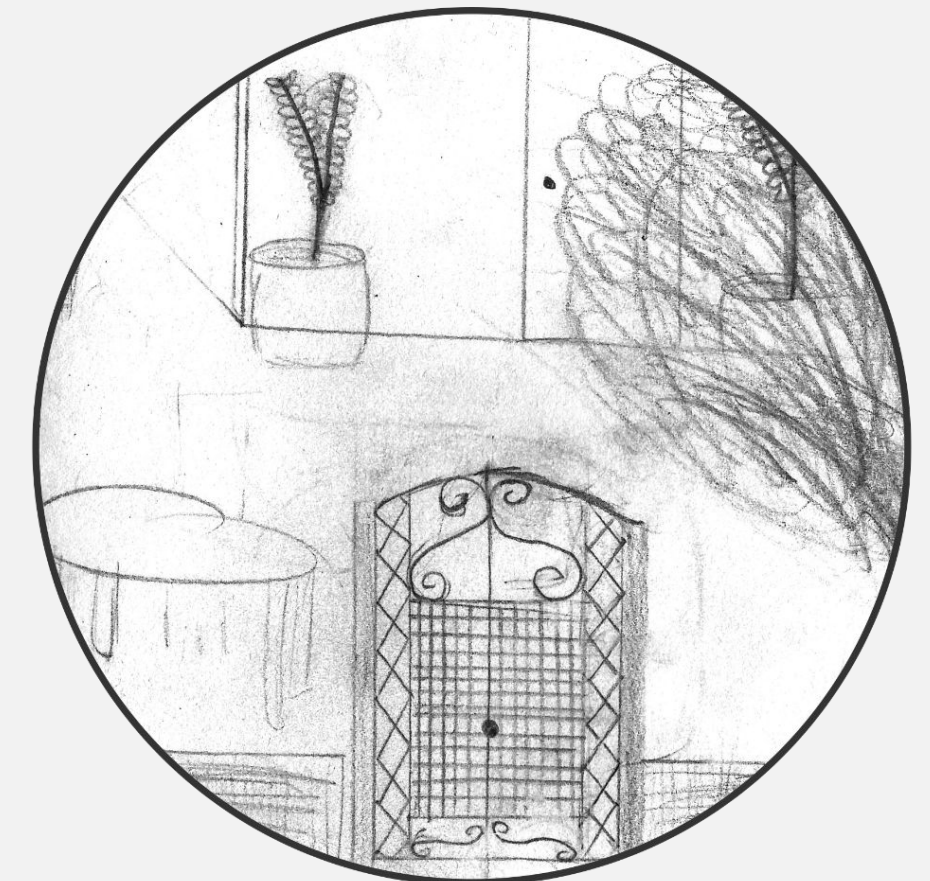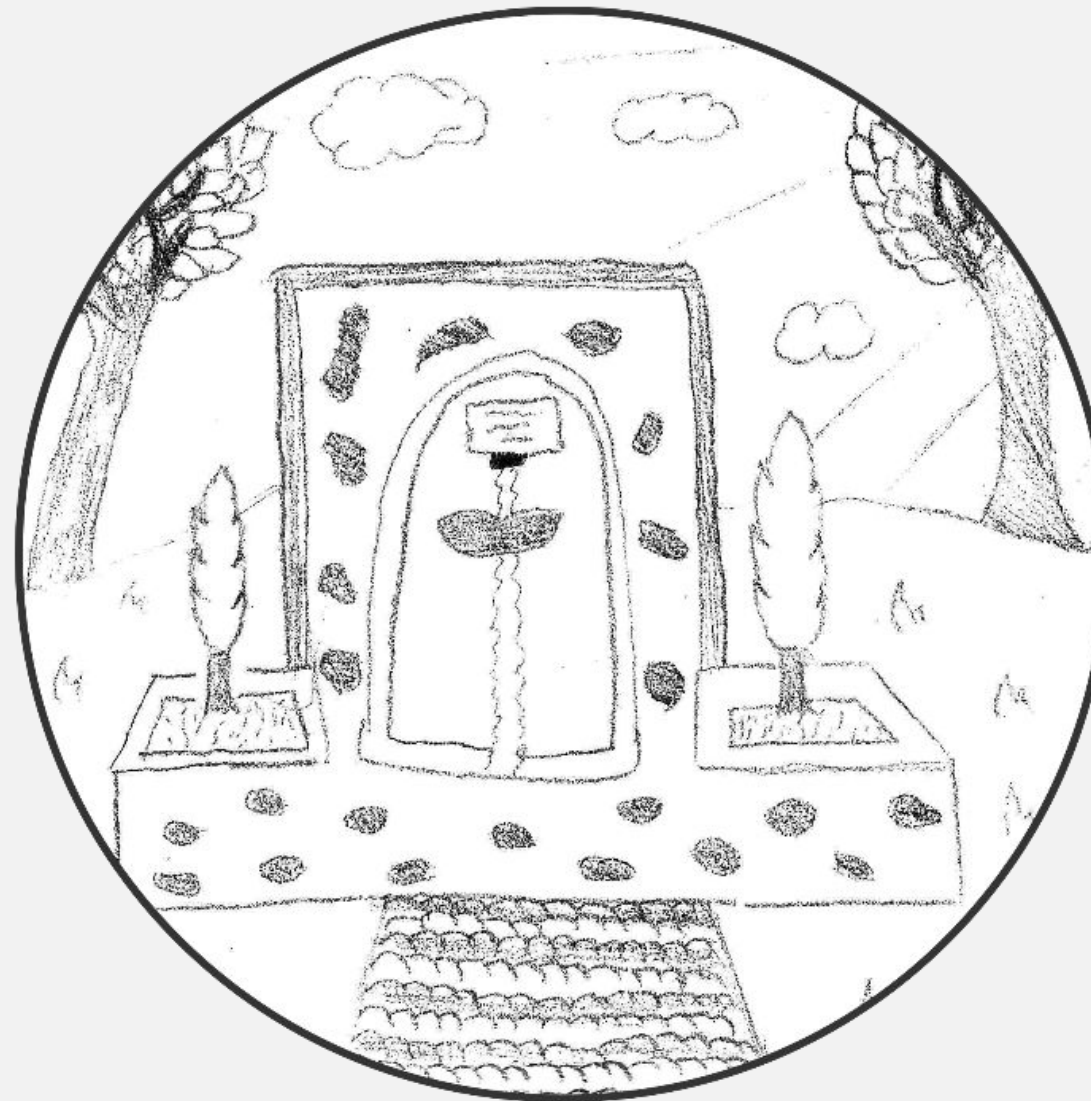
2. **Participatory** spatial planning process

Participatory online Platform. Pilot program.
Designing a schoolyard in Thessaloniki
Project: ppCITY
Year: 2018-2020

Participatory online Platform. Pilot program.
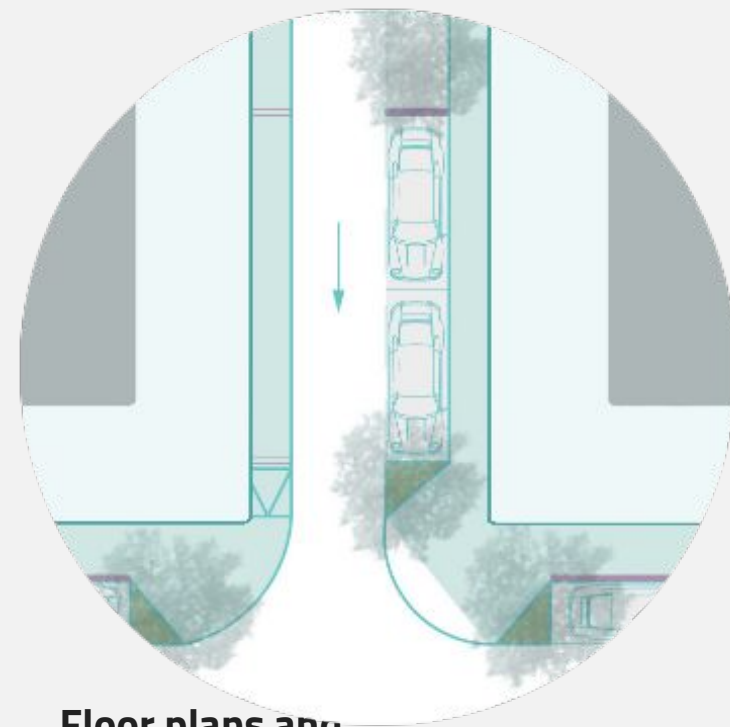*Designing a schoolyard in Thessaloniki*
Project: ppCITY
Year: 2018-2020
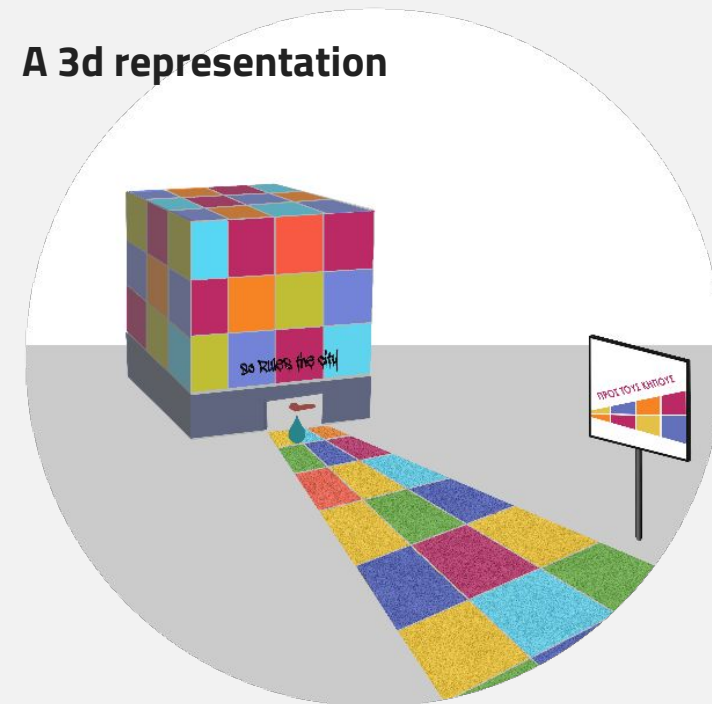
The methodological steps

Examples
>>>

2. **Participatory** spatial planning process
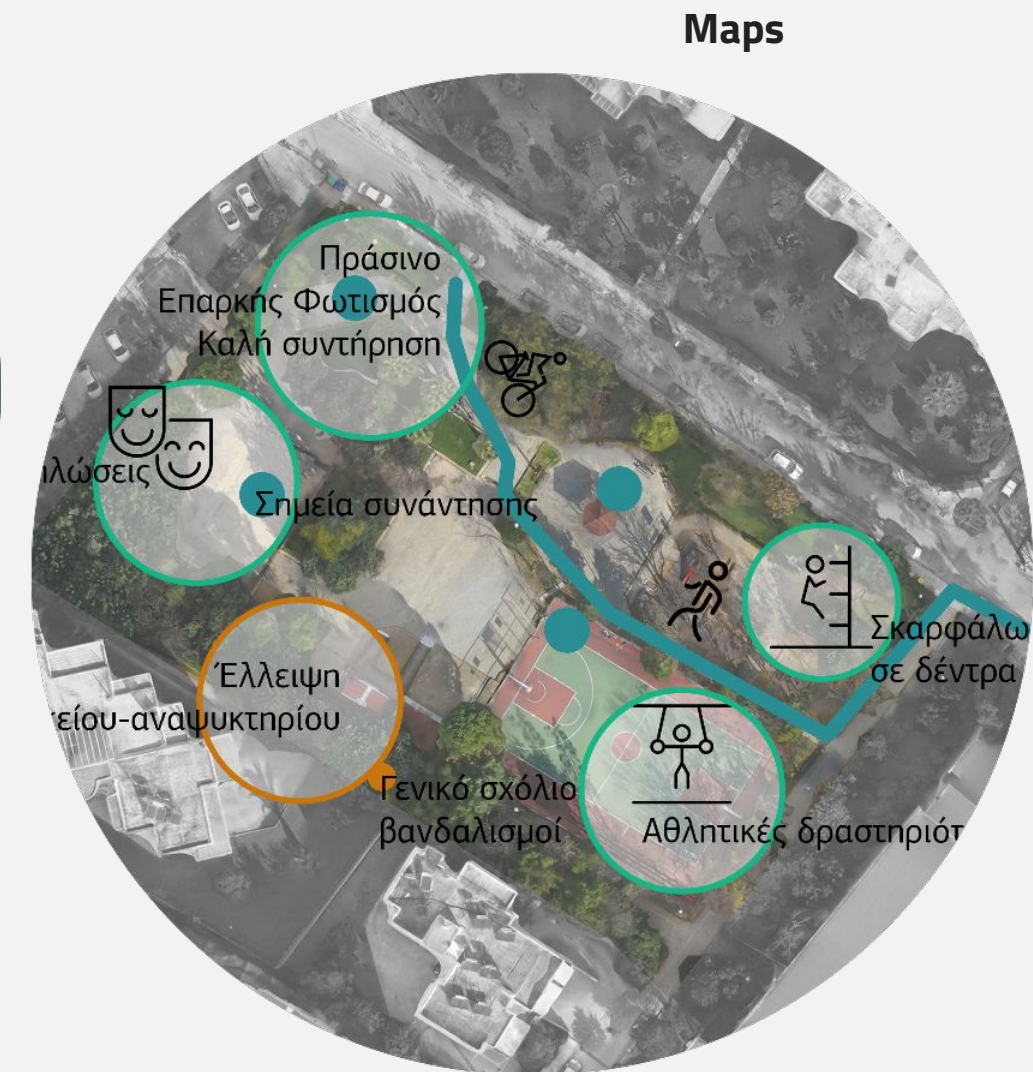**Some examples of different digital representations of final results and proposals**

Maps

A 3d representation

Sketches

Floor plans and details

Πράσινο
Επαρκής Φωτισμός
Καλή συντήρηση
...ώσεις
Σημεία συνάντησης
Έλλειψη
...είου-αναψυκτηρίου
Γενικό σχόλιο
βανδαλισμοί
Σκαρφάλω
σε δέντρα
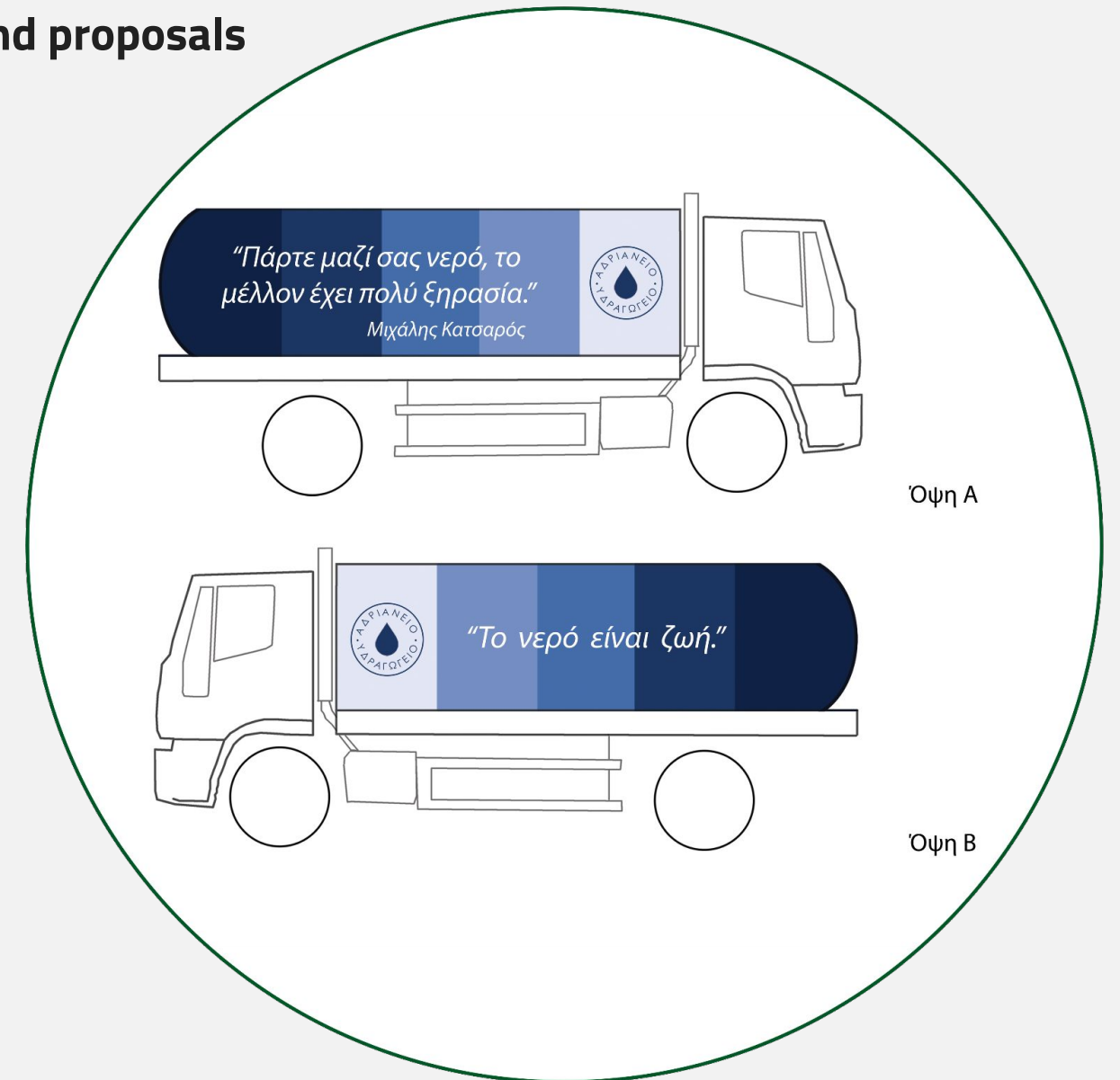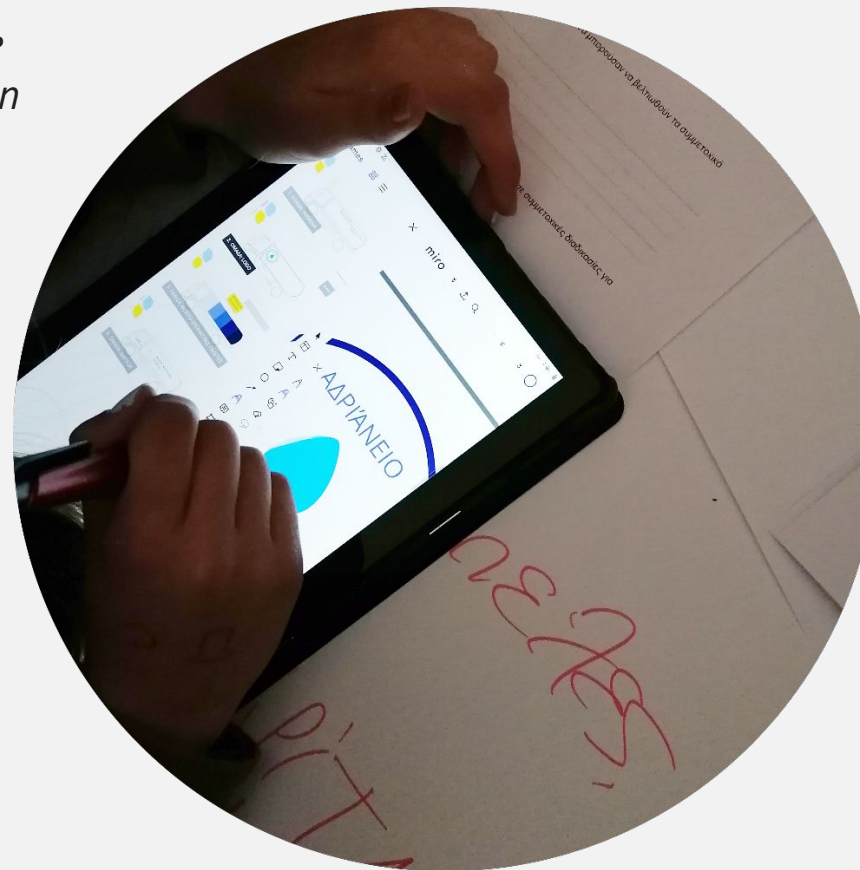Αθλητικές δραστηριότ

The methodological steps

Examples

2. **Participatory** spatial planning process

Some examples of different digital representations of final results and proposals

The students of 8th Secondary School in Halandri designed the municipality's vehicles that will transfer the water from Hadrian Aqueduct to their neighborhood.
Digital design in Miro
Project: Cultural H.ID.RA.N.T., UIA
Year:2022

"Πάρτε μαζί σας νερό, το μέλλον έχει πολύ ξηρασία."
Μιχάλης Κατσαρός

Όψη Α

"Το νερό είναι ζωή."

Όψη Β

The methodological steps

Step 3

3. Final **community** decision-making

The end of the project is a very important phase for everyone involved. The objectives that should be achieved during this phase are mainly the following:

- Voting the final strategy or spatial plan.- this step includes the organization of a voting campaign.
- Define the project's future.- As stated above, a very important part of managing a participatory planning project is to handle the participants' expectations. So, it is very important to make clear what the future of the project could be. At this point, the team can come up with ways to continue having a relation to the space or the intervention proposed, but this should be considered in a realistic framework.
- Celebrate.- An important part of the project is also the celebration. Participation is – among others- about social interaction and the creation of bonds between the participants and other stakeholders. So, we should not forget to finalize a participatory design project by sharing its results and celebrating our common achievements.

The methodological steps

3. Final **community** decision-making

Games, artistic technics and tools that can be used during this step:

- Voting sessions

- Interactive and sensory play in the community. **See more examples here**

- A participatory communication campaign in the neighborhood
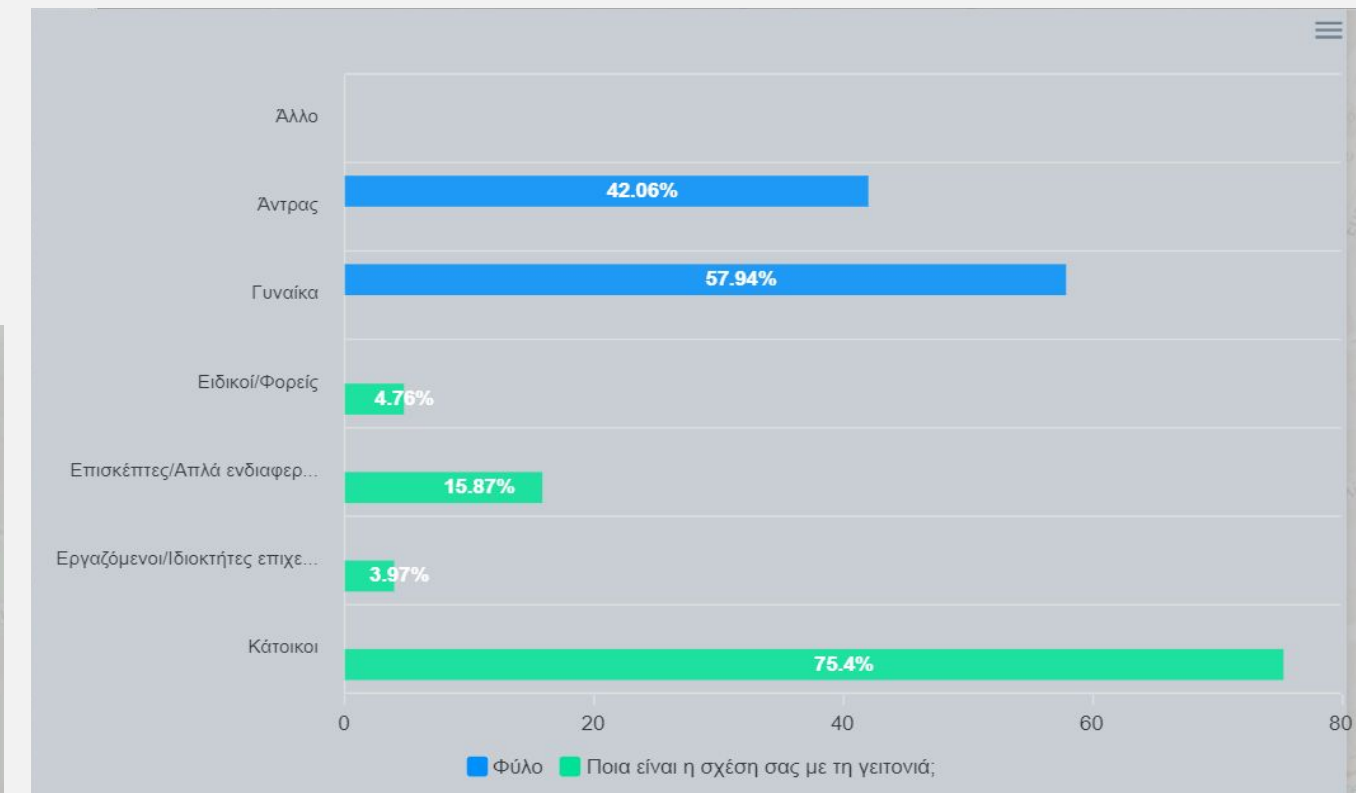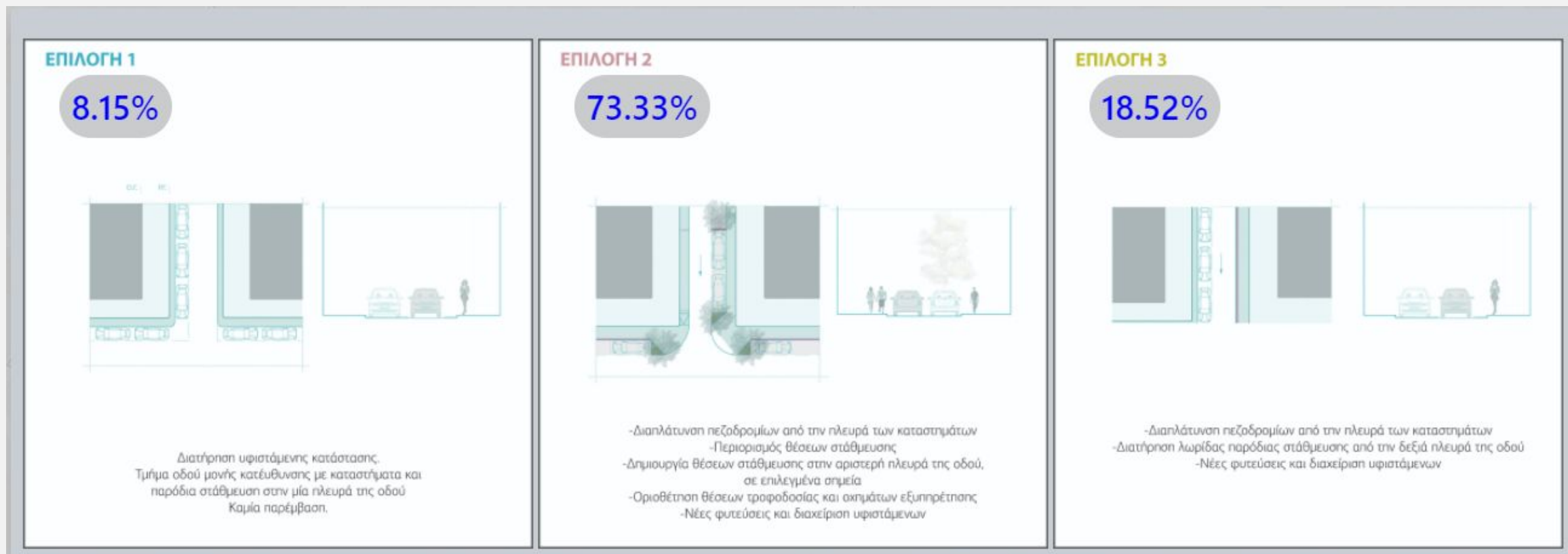
- Community festivals and activities

The methodological steps

Examples ▶▶▶

3. Final **community** decision–making
Games, artistic technics and tools that can be used during this step:

Participatory Workshop with citizens of the Municipality of Halandri, for the design of Sofokli Venizelou street. Voting for the final spatial solution in the participatory platform
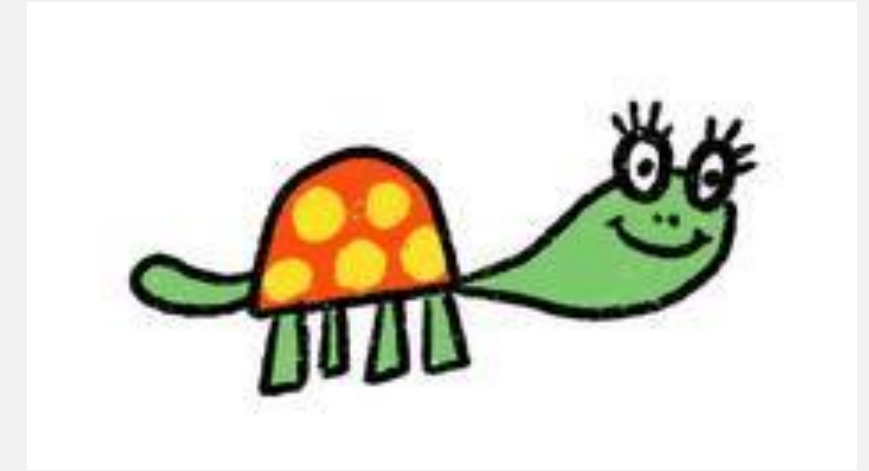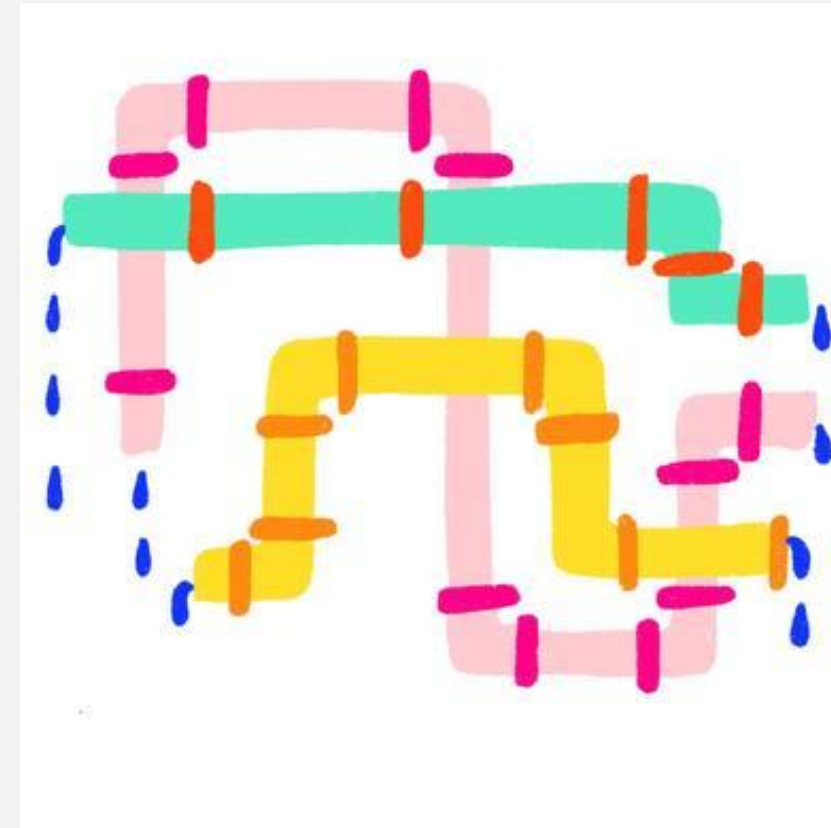Year: 2020

The methodological steps

Examples
>>>

3. Final **community** decision-making

Creating a memory card game for children, about water, nature and Hadrian Aqueduct in Halandri.
Project: Cultural H.ID.RA.N.T., UIA
Year:2022

The methodological steps

Examples

>>>

3. Final **community** decision-making

Games, artistic technics and tools that can be used during this step:

The students of 1st Highschool of Halandri created a poster to invite the community to HIDRANT FESTIVAL which will be devoted to Hadrian Aqueduct and water as commons.
Project: Cultural H.ID.RA.N.T., UIA
Year:2022

ο HIDRANT Festival
Σχολικές εκδηλώσεις
Μάιος-Ιούνιος 2022

Σας καλούμε στις τελικές εκδηλώσεις των συμμετοχικών εργαστηρίων των σχολείων του Χαλανδρίου στο πλαίσιο του Cultural H.ID.R.A.N.T. 2021-2022

14/5/22 στις 17:00-20:00,
στο 8ο Γυμνάσιο, στο Πάτημα

21/5/22 στις 16:00-19:00
στο 1ο Δημοτικό

28/5/22 στις 11:00-13:00
στο Πάρκο Καλλιθέ...

Cultural Hidden
IDentities ReAppear
through Networks
of WaTer
**CULTURAL
HIDRANT**

Other useful online tools and platforms

- **Collaboration/ brainstorming/ team building**

  - Miro

  - Jamboard, during the step of urban planning

  - Bigbluebutton (for the introduction)

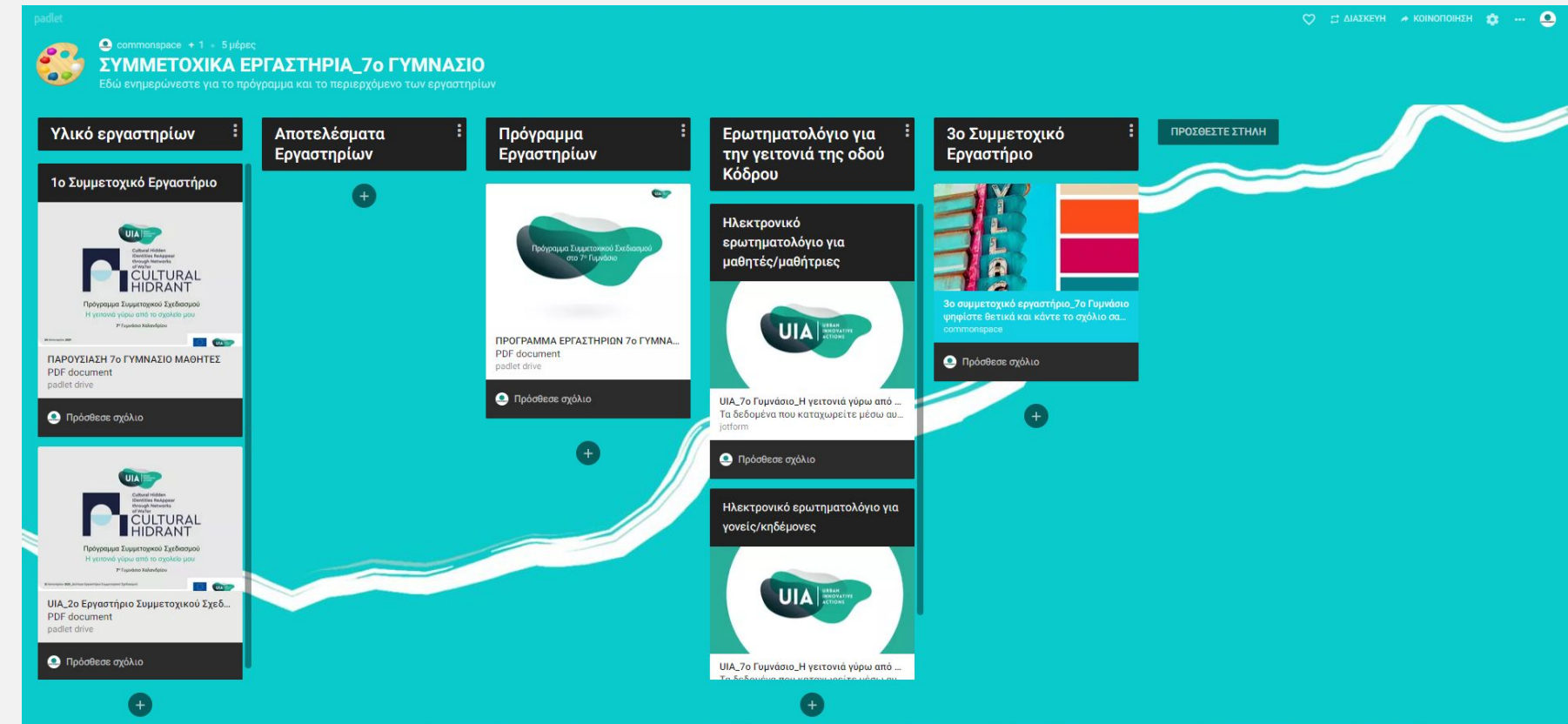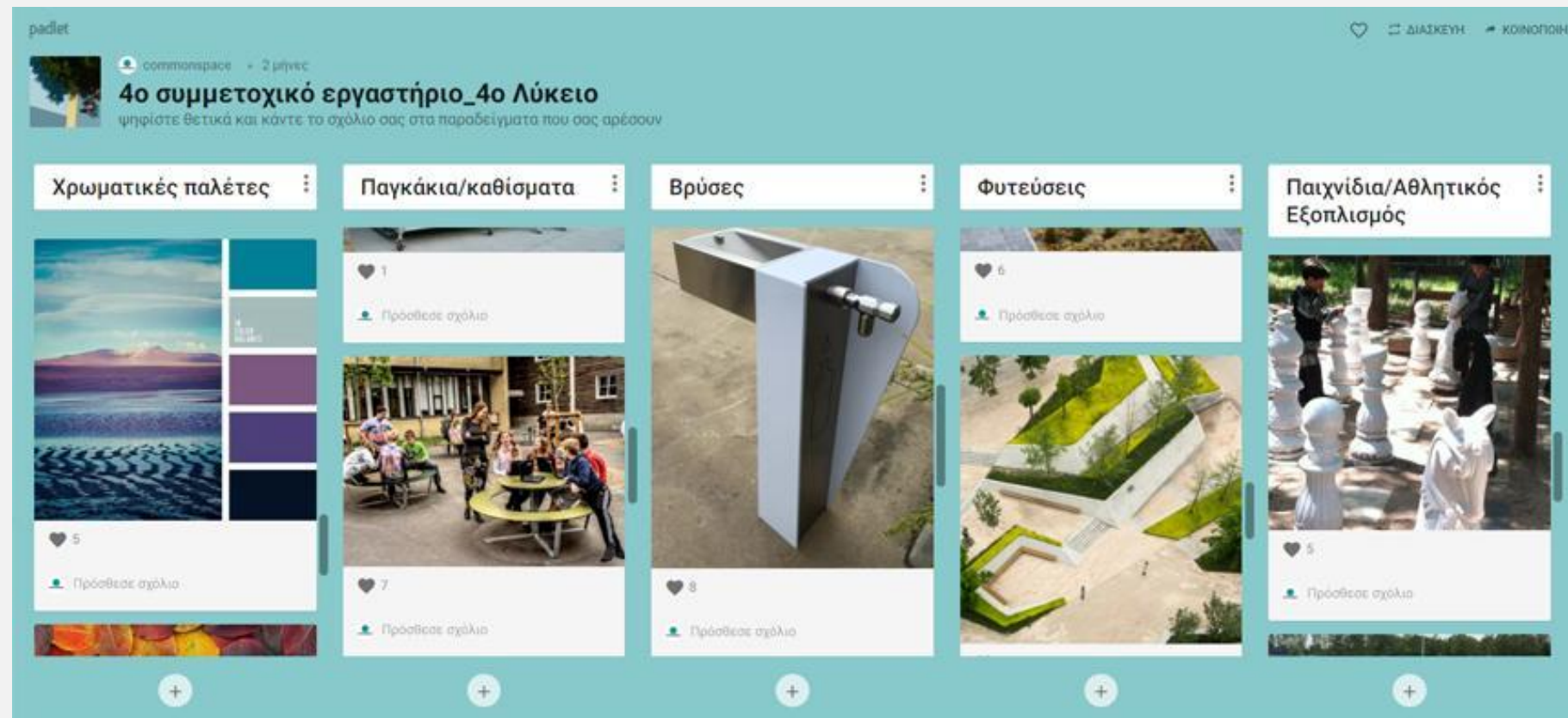 - Genially (for defining Objectives)

  - Quick draw

  - Lino

- **Questionnaires/ voting for first steps or ending sessions**

  - JotForm

  - Google Form

  - Doodle

  - BigBlueButton
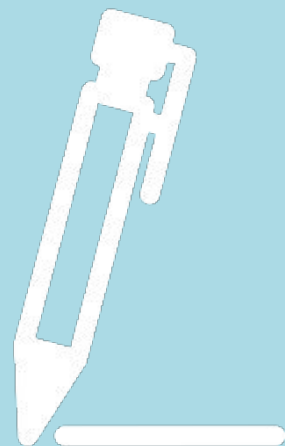
  - Mentimeter (for debate/review)

Other useful online tools and platforms

Library of references and material / Padlet

Integration of other "CREATIVITY"

Tools and tutorials into participatory process

The ultimate purpose of this toolkit and Green Artivism project is to try and combine all four different toolkits and tutorials and integrate them into participatory processes. This can happen through the pilot testing of all the tools and tutorials and the GREEN CITIZENSHIP Workshop, which is the Project Result 2 (PR2) of the Project.

Participation is an open field that never ends and never closes its borders…

Congratulations

You've reached the
end of this course

Go back to Index

Green Artivism

Creativity Web Tool Kit ✳ 2022

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Artivism

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