

WG4 Scenarios

Illustrative example	Typology	Physical Attributes	Physical Affordance	Enhancement/ Added Value	Means of Enhancement
New York Bryant Park	City square	Location Connectivity	Outdoor office working	Flexible working environment	Wi-Fi and Sheltered power stalls/benches
London –Richmond	Green Park	Scale	Education and exercise		Exercise trails and intelligent markers Digital Nature trails
Bristol Harbourside	Waterfront			Information guides Improved access Games and sports Automatic shading Water features	App/interactive board Interactive lights Wi-Fi/ intelligent surfaces/ speakers Sensors/actuators Interactive fountains and surfaces
	Nature Reserve			Information systems and interactive guides Game and discovery trails Geo-caching	3G/4G cover/Mobile apps Discrete markers and hiding places/ Mobile apps
	Cemetery			Information Improved access Enhanced ceremonial	QR codes Interactive lighting Sound installations Digital guides/location finding

	Allotments			Information systems/guides to food and methods of growth Automated irrigation/ shading	Application/interactive codes/Rfid tagging Responsive environmental systems using sensors and actuators
	Plaza			Traffic and crowd control Information systems Entertainment events Urban games	Automatic barriers and lights Interactive signage Dedicated apps Embedded sound and video systems/screens Wi-Fi coverage/ reserved areas
	Street Market			Spatial Guide Produce information Entertainment system Assisted shopping	Apps and interactive boards RFID/QR/apps Sound and video projection Automated trolley system
	Open market (including open mall)			Pricing info/comparative prices Information related to special products e.g. local produce, bio products Management of stalls Do we need further ICT in this typology? Does ICT homogenise this more traditional typology, which may be more desirable?	Screens Wi-Fi Smart furniture

	Pedestrianized area			Education Gathering potential Gaming Demonstration Presenting street art Create a different visual and multisensory experience Provision for disabilities Safety and security, surveillance	Smart furniture Creation of adaptable environments Microclimate control (shadows, Ventilation, cool down using vapour)
	Playground			Education Variations of play experience	Interactive play equipment Sensors
	Sports grounds			Information (e.g. health-related, instructive) Education E-commerce Communication among clubs/teams	Wi-Fi Touch screens
	Greenway			Assistance Navigation Information e.g. about route, species, potable water points	Specific points of assistance Hiring points e.g. bicycle areas Info points (screens, QR codes...)
Severni mastni park Navje in Ljubljana	Urban park For the whole city – all residents Constitutional for urban structure Strong common identity	Green space Bigger scale Different areas and elements – bigger variety Accessible to all Inclusive Different means of moving Not only pedestrians but also cyclists	Recreation, Play Sports Exhibiting Events Education Meeting Visiting by tourists Cultural aspect is important Art aspect	Use of ICT for: Enhancing attractiveness and promotion of the city Challenging for different users and activities Using ICT for interaction between different people For giving information for visitors	

		multifunctional	Distinctive design aspect – identity and representativeness Commercial interest A lot of visitors Big expectations from the visitors	Support for game playing Monitoring and for management and maintenance of place Support for cultural and art developments Educational activities Different, new experiences	
Paley plaza Small Neighbourhood parks, squares as in New York GreenThumb Reinvent Paris project	Small urban pocket Different types of urban spaces from green to playground...	Small scale Strong social function? Clear spatial frame Strongly related to the urban surrounding /layout Local use A need for respect for local context Strongly integrated into local community	Local social functions Connection place for the neighbourhood Structuring urban tissue Landmark, identity meaning Should fit to the local identity	Support co-design of such place The function strongly depends of the location (among the office buildings could be working place, residential area as meeting place, market place...)	ICT tools for co-design and participation Social media, platform Devices on the site? Wi-Fi For working but also for digital accessibility (for deprived communities as free Wi-Fi hot spots for deprived areas Tables + benches with the possibility of power supply Limitations for interventions – they should not disturb the life or work there
Lyon contemporary art biennale event as pop up spaces	Pop-up space (bottom-up)? Is it really bottom up or imposing some pop-up	Temporary /not permanent Unplanned Variety of use of space	Have a well-defined purpose – related to something as an event, art intervention, commercial use...	Information and communication about it – because it is temporary and new High creative potential - Less limited for development of	A great variety of ICT From social media to different technological solutions, experimental solutions,

	solution to the place from different reasons	Change of primary function from previous Offering a different experience Unexpected use of the space Time dynamic Lively	Mono-functional? Tourist attraction visits	unusual, different, innovative temporary solutions Experimentation potentials Different approaches are expected	
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