increasing the understanding of synergies between public spaces, people & technology

the COST Action TU1306 CyberParks











Fostering knowledge about the relationship between Information and Communication Technologies and Public Spaces supported by strategies to improve their use and attractiveness www.cyberparks-project.eu www.cost.eu/domains_actions/tud/Actions/TU1306

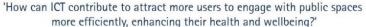






Leading questions







'How can ICT contribute to a better understanding of needs and requirements on public spaces from users' perspective?'

A **cyberpark** is a new type of urban landscape where nature and cybertechnologies blend together to generate hybrid experiences and enhance quality of life.



advance knowledge to be used in policies, research, design and space production in order to respond with sustainable and inclusive urban places



CyberParks' Network







Lisbon - Portugal CeiED Interdisciplinary Research Centre for Education and Development

82 participants = 29 countries

Urban management and development Landscape design and planning Sociology/anthropology/behaviour research and public health

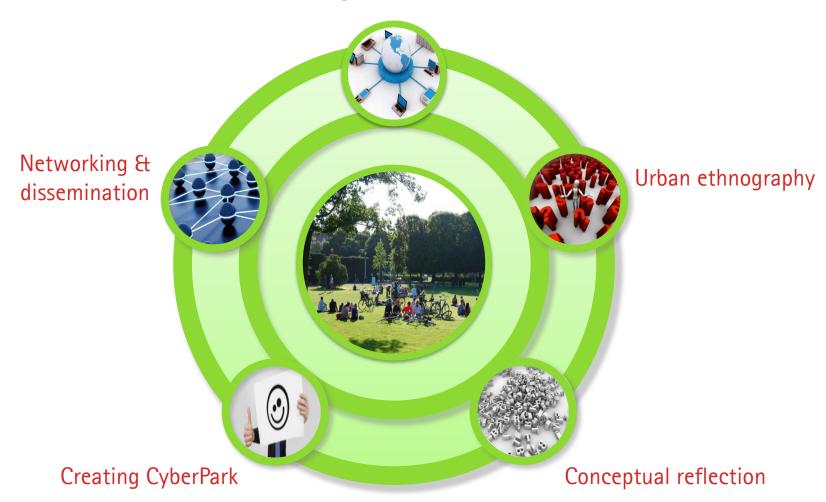
Education/psychology/minority research Marketing/communication sciences Creative/cultural industries/economic promotion

GIS / planning / geography ICT / computer sciences / development Participatory planning Urban gaming / cyber art Engineering / mobility Environmental sciences



Working groups

Digital methods





Work plan

WG 1 – Digital methods
How can we use ICT and new
media technology to enhance
our understanding of the uses
and users of public spaces?
What can we learn about public
spaces through the use of
tracking technologies or
scraping public data that users
of public space have produced?



WG2 - Urban ethnography What is known about the relationship between new media use and spatial practices? What do people want from public space? How this differ by socioeconomic status, gender, age? What technological developments are most likely to enhance current user behaviour or develop new user behaviours?



What can we learn from links between digital media in public spaces? Are new media practices changing the character, meaning, significance and functions of public spaces? What new possibilities new media offer for public spaces future development and design, and what are the problems and obstacles they are bringing?







Work plan

WG 4 - Creating CyberPark
How do ICT challenges the design
of public spaces?

What could be the added value of the new technologies for inclusive public spaces?

How can designers operate on these conclusions in the production of public spaces? What is the contribution of various disciplines and how should they work together in the process of spaces production?









WG 5 – Networking & dissemination is in charge with the dissemination strategy for tailoring and transferring knowledge, contacting interested persons and organisations (policy makers, internet service providers, legal experts) and the legacy plan with research perspectives and follow ups.

cyberparks

SOCIAL LANDMARKS BY CITY

Examples of intersection ICT & Public Spaces





















































Strawberry trees, Belgrade.sr





public solar-powered charging station created by the Serbian start-up strawberrycharge the phones on the go

http://senergy.rs/











Not available on the App Store





WG1 > Cognitive value of frameworks of informatics

Contribution to structuring relationships between man/space/ICT		LOADING WORK IN PROGRESS	
Framework	Level of Interaction Needed	Cognitive Value	Data value
Position Informatics	Data are automatically registered by GIS-enabled machine mediation. No further interaction is needed.	No cognitive-based learning.	Archival data value.
Sensory Informatics	Data are selected through preference-based inner mechanisms. Individualized interaction with portable machines is needed.	Basic learning mechanisms are facilitated.	Indexing data value for further retrieval.
Synergistic Interface	At any time, the generation of new data is determined by the interaction of the user with sets of already pre-structured datasheets and the decisions made by others to similar datasheets.	Correlations are gradually developed through understanding the role of the Other's presence. The development of cognitive critical arguments are highly encouraged.	A network of correlations is facilitated to foster awareness of interaction patterns as a value-added means for technologically mediated public spaces.

Ioannidis at all. (2015) "The Lure of CyberPark - Synergistic Outdoor Interactions between Public Spaces, Users and Locative Technologies", in Theona, I. & Dimitris, C. Data to the People, Athens: URIAC, pp 272-281. ISBN 978-960-99791-2-2





WG2 > Framework for an ethnographic approach









Just as guidance these are five main questions to be addressed

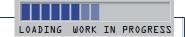
Menezes, Smaniotto (2016/in print) People, public space, digital technology and social practice: an ethnographic approach. ICiTy - Enhancing Places through Technology

people-driven concepts & visions

people friendly. smart. walkable. liveable. playful city. universal design. 8 80 places



WG4 > Design Analytical Framework





 $TU\,1306-Cyber Park: The\ relationship\ between\ ICT\ and\ PRODUCTION/USE\ of\ open\ public\ spaces\ and\ the\ relevance\ to\ sustainable\ development$

Working Group 4 - Creating CyberPark

TABLE 2: User technologically mediated activity

Cyberspace >>>>>>>> Open Urban Space (OUS)

Cyberspace use	Hybrid space activities	Provision
Gaming / playing	Location-based play, playable city	Play devices, urban games that are using (at least partly) the real space – tasks linked to special places of elements or
Meeting and communication	Meet in space, not necessarily synchronous	Post office infrastructure/benches (read only within a perimeter)
Creating, artistic expression	Virtual graffiti, online sound and music Interaction with the user Co-creation of place	ICT functions embedded in furniture, trees, lamp posts, touch screen painting displays (upload-able and local chalking), post office infrastructure as part of Internet of Things (IoT)
Learning and information	Gaining new knowledge, raising awareness, raising responsibility Helping to recognize the place, to orient, to read its functions Learning about the environment you are in at the moment and its history	Audiovisual displays - multifunctional elements, part of paving, walls, buildings focusing the user's attention on particular elements Artistic interventions
Legibility - orientation	Navigation of both space and information	Way-marking, physical and conceptual structuring, GPS, etc.
Exercise, health, mental restoration	Group activity, individual activity	IoT, exercise infrastructure Support with measurement opportunities, competition possibilities, (bio-) monitoring for individual to be attracted to do exercise
Buying, acquire material goods, sharing Commercial opportunities	Delivery points, commons	IoT supporting pop up markets, local trade, yard sales – in space we may provide suitable locations – urban design guidelines?



WG1 > App WAY CyberParks









WG 1 – Digital methods How can we use ICT and new media technology to enhance our understanding of the uses and users of public spaces



Deusto University, Bilbao.es

Case Studies

- → Lisbon.pt ➤ Parque da Quinta das Conchas & Mouraria
- → Barcelona.es ➤ Fòrum de Les Cultures & Carrer d'Enric Granados
- → Bristol.uk > open spaces in the city centre
- → Antwerp.be & Ghent.be ▶
- → Thessaloniki.gr ➤ Training School Enhancements New Waterfront Garden
- → Malta ▶ Valletta & Msida



Tracking user's with GPS - Jardim da Estrela, Lisbon.pt





A typical representation of itineraries with path and points. For each point the coordinates and the time it was reached are recorded.

Smaniotto Costa, Carlos. Menezes, Marluci, Mateus, Diogo (2014). How Would Tourists Use Green Spaces? Case Studies in Lisbon. Project CyberParks – Cost TU 1306. Entretextos 52, CeiED. ISNN 2183-2102.









Workshop Lisbon

cyberparks

Co-creating of inclusive & mediated Public Spac

LUSÓFONA

The production of **PUBLIC SPACES**

- → with *co-creation* approach
- towards achieving inclusiveness

LABORATÓRIO NACIONAL DE ENGENHARIA CIVIL

> through digital *media*





Amalgamation of physical & digital

cyberpark > mediated space > pervasive space > hybrid space > networked space

- No one is "willing to give up the use of machines" (Thomas 2013) ► the question is how to integrate these in a healthier life style.
- The quality of spaces play a decisive role, since nobody will expend leisure time outdoors if the environment is not attractive, accessible and safe.
- Louv (2005): The more high-tech our lives become, the more nature we need ▶ we should also call for right to access the nature in a healthy urban environment.
- Better to make use of attractiveness of new technologies the love to "wired way of life" (Thomas 2013) and transform cities in more liveable places rather than just more high tech.

Challenge _____ how to make use of ICT to make urban open spaces even more public – inclusive – interactive and to attract more people to live a healthier way of life.



Amalgamation of physical & digital 2

- ► Fact is > real & digital are blurring > changing social behaviour and interactions, crises, social polarisation ...
- Urban sedentary lifestyle, worldwide connected from home > long journeys indoors > negative aspects to health and wellbeing and for development of social skills
- ➤ To build a theory and to study the impact (social, political, economic, and cultural) of the ICT is not an easy task because ICT and their use are in a constant and accelerated development, transformation, resulting in turn in new interrelations.
- Technology-driven visions > smart cities, smart mobility > ICT is influencing use of public open space, **opening** new opportunities for increasing vitality, appropriation, quality and safety:
- People-driven visions > people friendly, liveable, playful > use of new technology to improve the interaction, accessibility, participation, co-creation, legibility, liveability and playfulness of the cities



the central challenge remains how to make use of digital technologies to transform our cities into interactive landscapes and urban places, encouraging involvement and better social environments, supporting sustainability, responsibility and knowledge about nature, people and the city



.(urban) planers & co.





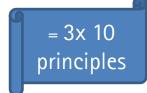


.decision makers.





- to critically discuss and define "10 principles" for the central topics of the workshop
 - inclusiveness
 - co-creation
 - technological approach.



These "principles" should reflect all relevant/fundamental aspects when the goal is to develop an *inclusive mediated public space*.

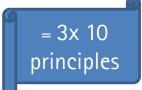
The 3x 10 principles should be specific to reflect the topics but also incorporate a general character to enact the same principles to be used in different situations (by different people across Europe and beyond).

These principles should be referenced and based on evidences and examples





- critically discuss and define "10 principles" for the central topics of the workshop
- inclusiveness
- co-creation
- technological approach.



- > deliver ideas to guide the production of better public spaces, or to design recommendations in the sense of policy, strategies and practices advises
- > setting the stage for long-term success!

THE POWER OF PRINCIPLES





critically discuss and define "10 principles" for the central topics of the workshop

inclusiveness

co-creation

technology approaches.

> deliver ideas (rules) to guide the product design recommendations in the sense of advises

> setting the stage for long-term

= 3x 10 principles

What do we should know about (a) Inclusiveness (b) co-creation, and (c) technology approaches?

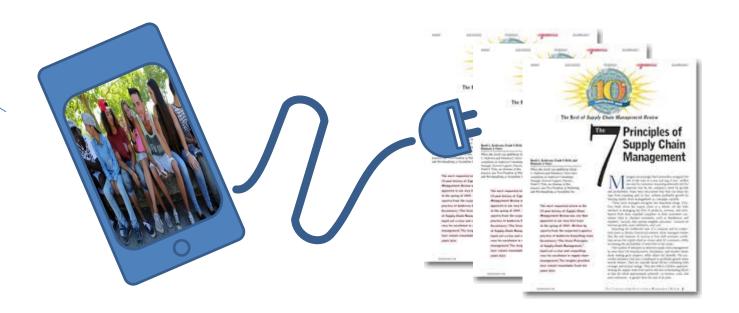






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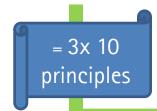








- 1 to present and discuss the 10 principles
 - inclusiveness
 - → co-creation
 - technology approaches.







THE POWER OF PRINCIPLES







Provide contributions to the CyberParks

POOL OF EXAMPLES ON THE INTERACTIONS BETWEEN PEOPLE, PLACES AND TECHNOLOGY.

CyberParks is collecting different examples on the interaction between people – places and enhanced technology. Do you know a good example to enrich the POOL?

http://cyberparks-project.eu/examples. At a later point the POOL will be

widely made public.





Programme (subject of changes)

Venue: Campus of Universidade Lusófona

Campo Grande 376

Room F 3.4 (Building F / 3rd floor, Room 4)

MON 13.02.17

08:30	Registration		
	Welcome	Antonio Teodoro/ Director of CeiED	
09:00 - 10:00	introduction to the workshop Introduction to CyberParks Projects	Carlos Smaniotto, ULHT (PT)	
		Ina Šuklje Erjavec, UIRS (SLO)	
		Diogo Mateus, ULHT (PT)	
		Marluci Menezes, LNEC (PT)	
		Monica Bocci/ Ancona (IT)	
		Tatiana Ruchinskaya, Cambridge (UK)	
10:00 - 10:30	Coffee break		
10:30 - 12:00	Introduction of participants	All participants	
12:00 – 13:00	Crowdfunding as a collaborative creation	Pedro Domingos, PPL/OrangeBird, Lisbon (PT)	
13:00 - 14:30	Lunch break		
14:30 - 15:30	Walk to plan plan to walk: Walking as a tactile method in urban planning	Diogo Mateus, Universidade Lusófona (PT) & Marluci Menezes, LNEC (PT)	
15:30 - 16:00	Coffee break		
16:00 - 17:30	Site visit Mouraria	Walking Tour	
		Diogo Mateus & Marluci Menezes	

TUE 14.02.17 Safety & Inclusiveness and Co-creation of Public spaces

	Introduction to the topics and preparation of working groups		
09:00 - 10:30	Safety and inclusiveness	Tatiana Ruchinskaya, TVR Design Consultancy, Cambridge (UK)	
	Creative landscapes	Monica Bocci, Università Politecnica delle Marche, Ancona (IT)	
	Challenges of co-creation of public spaces	Ina Šuklje Erjavec, Urban Planning Institute of the Republic of Slovenia (SLO)	
10:30 - 11:00	Coffee break		
11:00 - 13:00	Working groups part I	tutors	
13:00 - 14:30	Lunch break		
14:30 - 15:00	Working groups part II	tutors	
15:00 - 15:30	Smart cities without people - Foucault, Deleuze and the subjectivation process	Catarina Patrício, ULHT, Lisbon (PT)	
15:30 - 16:00	Coffee break		
16:00 - 17:30	Conclusions and outcomes 10 key principles	Plenary	

09:00 - 10:30	Introduction to the topics and preparation of working groups	
	Empowered by data - citizens and public spaces	Kai Dolata, Flussbad Berlin (DE)
	Technologies of Anthropogenic Spaces: co-creation aspects in the co-mediated landscape	Konstantinos Ioannidis, aaiko arkitekter, Oslo (NO)
	Playful Publics - The production of public space through play	Martijn de Waal, Lectorate of Play & Civic Media, Amsterdam University of Applied Sciences (NL)
10:30 - 11:00	Coffee break	
11:00 - 13:00	Technological pillars to enable Smarter (Collaborative + Inclusive) Environments: Internet of Things, Web of Data and Citizen Participation	Diego Lopez-de-Ipiña , University of Deusto, Bilbao (ES)
	Working groups part III	tutors
13:00 - 14:30	Working groups part III Lunch break	tutors
13:00 - 14:30 14:30 - 15:30		tutors

tutors

Plenary

THU 16.02.17

16:00 - 17:30

17:30 - 18:00

Working groups part V

10 key principles

Conclusions and outcomes

09:00 - 11:00	Educational dimension of CyberParks: technology enhance outdoor learning as a concept of learning in CyberParks	Michal Klichowski , Faculty of Educational Studies, Adam Mickiewicz University, Poznan (PL)
11:00 - 11:30	Coffee break	
11:30 - 13:00	Final Session Discussion on the outcomes - 10 principles for each topic Preparation for the presentation in the colloquium	Tutors
13:00 - 14:00	Lunch break	
14:00 - 19:00	COLLOQUIUM see programme at http://cyberparks-project.eu/colloquium	

STSM



Topic: "Content and layout design for a mobile application, paired with sensors installed in the Cardeto Park/Ancona (IT)". The design should be oriented towards the exploration of a urban park (Parco del Cardeto) with botanic and historic POIs

Host Organisation & Contact Person
Universitá Politecnica delle Marche - Engineering Faculty,
Prof Eva Savina Malinverni - Associate Professor in Geomatics
e-mail: e.s.malinverni@univpm.it

The tasks should encompass:

- Layout design of the application;
- Contents creation;
- Testing the application;
- Data Analysis collected from the beacon..

Candidate profile recommended:

- Content designer (possible also a Planner)
- Data Scientist/ app developer

Duration of 15 days: from: 27th March to 7th April.



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 - → #cyberparks &t/or #cyberparks_project. Doing
- **─** cyberparks_project
 - → https://www.instagram.com/cyberparks_project
- You → Cyber Parks
 - → https://www.youtube.com/channel/UC5rAwll3nFf7HX0BZr9qfXA)

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Thank you for your attention