Challenges of co-creation of public spaces

Ina Šuklje Erjavec, M.Sc. In landscape architecture
Urban Planning Institute of the Republic Of Slovenia

inas@uirs.si
Oportunities and challenges of ICT and new technology use

-personal experiences

……..Technology is quite a demanding tool
In many aspects……..
Designing new multifunctional places
Severnii mestni park - Navje in Ljubljana

Cultural program and activities
Multimedia Portals of Associated growing Books of the World

• Use of technologies for new park elements
• Multifunctionality
• Flexibility for development in time
• Ineractivity
• Co-creation
use of technology for new park elements

Culture
Literature
Reading
Young people
New technologies
New park uses

Identity
Representation
Simbolism
Individuality
Everyday use
Special events

Need for new type of park management
forming a special place - identity

Place for exhibitions

meeting point

presenting the books of the world – audio, video

Importance of urban green space - quality

- For well being and health
- For quality of life
- For quality of urban environment

New technology for new attractions & new types of uses - attracting also population with “wired lifestyle”

New ways of management are needed!

Experiencing nature
&
Different activities
&
Relaxation
&
Socializing / solitude
extensive, multifunctional, wide range of different types

Planning units – land use

Land use – green areas

Green spaces / gray spaces

Typology of urban green spaces

<table>
<thead>
<tr>
<th>Planning unit</th>
<th>UK PP17</th>
<th>Zurich (SCH)</th>
<th>Dublin (IR)</th>
<th>Montpellier (F)</th>
<th>Novo Mesto (SLO)</th>
<th>Ljubljana (SLO)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Parks and gardens</td>
<td>Historical parks and gardens</td>
<td>Historic parks</td>
<td>Parks, gardens and public spaces</td>
<td>Public green spaces (parks, gardens, plazas, ...)</td>
<td>Parks and park areas</td>
<td></td>
</tr>
<tr>
<td>Amenity green space</td>
<td>District parks</td>
<td>Pocket/local and neighbourhood parks</td>
<td>Children playgrounds</td>
<td>Special green spaces</td>
<td>Squares and streets</td>
<td></td>
</tr>
<tr>
<td>Green corridors</td>
<td>Open spaces in the city centre</td>
<td>Georgian squares</td>
<td>Urban forests and natural reserves</td>
<td>Memorial and burial green spaces</td>
<td>Urban forests</td>
<td></td>
</tr>
<tr>
<td>Squares and other hard surfaced areas for pedestrians</td>
<td>New park areas</td>
<td>Coastal, riverside and linear parks</td>
<td>Residential green space</td>
<td>Residential green space</td>
<td>Residential green space</td>
<td></td>
</tr>
<tr>
<td>Provision for children and young people</td>
<td>River area</td>
<td>Sport playgrounds</td>
<td>Green spaces of schools, universities and institutes</td>
<td>Riversides</td>
<td>Riverside park areas</td>
<td></td>
</tr>
<tr>
<td>Outdoor sport facilities</td>
<td>Recreation areas and footpaths</td>
<td>Nature reserves</td>
<td>Landscape cemeteries</td>
<td>Sport playgrounds</td>
<td>Sport parks</td>
<td></td>
</tr>
<tr>
<td>Allotments, community gardens and urban farms</td>
<td>Riverside parks</td>
<td>Orchards and vineyards</td>
<td>Agricultural green space</td>
<td>Biotopes</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cemeteries, churchyards and other burial grounds</td>
<td>Cemeteries</td>
<td>Green spaces along infrastructure</td>
<td>Green spaces of public buildings</td>
<td>Allotment gardens</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Natural and semi-natural green spaces, urban woodland</td>
<td>Nature-orientated green spaces</td>
<td>Green spaces of industrial buildings and infrastructure</td>
<td>Green spaces along infrastructure</td>
<td>Sanitation green spaces and separation belts</td>
<td></td>
<td></td>
</tr>
<tr>
<td>recreational use on agricultural areas</td>
<td></td>
<td></td>
<td></td>
<td>Natural green spaces</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
PUBLIC

- for all
- responsive to people’s needs and values
- understanding the relationship between people and places
- translating needs and wishes into places and elements
- offering more than demands are – going a step further
- challenging for different, new uses
- offer possibilities of choice, different experiences, personal development

- creating a special and recognizable place – integrity
- creating inviting places and elements
- building positive identity and strong relationships
- responsive to context of place on different levels – urban, local, site
- taking an important part in the city structure, link, articulate, define,

- developing further in time
- Flexible, enabling and challenging for changes and new interventions
- defined enough for long-term existence and own identity
CO-CREATION = any act of collective creativity = creativity shared by two or more people (Sanders, 2008) - a very broad term with a broad range of applications, very trendy

and also

latest trend of marketing and brand development - often perceived and used as a business opportunity, managing innovation

How is co-creation different from collaboration?

It is a special case of collaboration where the intent is to create something that is not known in advance.

co-design is a specific instance of co-creation.

co-design is collective creativity as it is applied across the whole span of a design process.

many different types of co-creation happening today, including:

• co-creation within communities
• co-creation inside companies and organizations
• co-creation between companies and their business partners
• co-creation between companies and the people they serve, customers, consumers, users or end-users

(Sanders & Stappers 2008, Co-creation and the new landscape of design)
Participatory design, Human centred design, Co-design

Collective creativity

Hands-on-urbanism

Do it yourself

Arnstein, Sherry R. 1969, "A Ladder of Citizen Participation"

citizens may hear and be heard but they lack the power to insure that their views will be heeded by the powerful
enable powerholders to "educate" or "cure" the participants

Arnstein, Sherry R. 1969, "A Ladder of Citizen Participation"
A lot of methodologies, tools, projects, examples, literature about co-design available

http://learning-layers.eu/,

Why Co-design for an R&D project?

The co-design loop ensures there is a continuous design cycle’ – (Fuad-Luke, 2009)


Penny Haggen:

https://fееооnаh.ωωрdsрωρωρωm.com/tag/co-design/
Time lines of co-creation

- **Preparation phase** – project background - information gathered is already shaping the project …. crowdsourcing,…

- Analysis and evaluation phase: co-defining problems, potentials, evaluation criteria - harmonizing motivations, values... but wishes? Private interests?

- **Design phase** – co-creating the project for the place: program, activities, concepts, place, elements…. (voluntary vs expertise)

- **Realization phase /phase of use** – co-creating the place itself – physical realization, doing things together (voluntary vs expertise), co-creating by use, by activities

- **Management phase** – volunteer work participation of inhabitants in maintainance – “citizens empowering, ownership – municipalities love it – less budget spent
  - But? Volunteer work as a source, ownership – privatisation vs public

- **Monitoring phase** – citizen science
(URBAN) OPEN SPACE = PHYSICAL & SOCIAL STRUCTURE
(build and natural)

Natural processes strongly “co-create” the open space
ongoing process
permanent change - maintainance
attractiveness

USE OF PLACE IS A PART OF “CO-CREATION”
behaviour
activities
identity
a strong need for personalisation, creative intervention
but also use “co-create the place” no management

a lot of evidence everywhere
CHALLENGE

what to learn from that?
how it influence the concept of co-creation?
Temporarity – events and activities in open public space

But also permanent change of perception of place and memories
WHAT KIND OF PLACES ENABLE CHALLENGE, ATTRACT, SUPPORT THE CO-CREATION?

Not:
Over-maintained
Over-designed
Exclusive
Over narrative (Skopje)

What kind of social environment?
PHISICAL CO-CREATION OF URBAN OPEN SPACE (phase of phical realization of place) exists long times in many countries in

Most of the times the outcomes are not that as are desired really

Guidelines
limitations
Beyond a Construction Site, since 2010
A Community-Based Garden Intervention in a Degraded Urban Space in Ljubljana

A Day with a Goat BY Polonca Lovšin
Beyond a Construction Site, Resljeva street, Ljubljana, August 2010

Location: The fenced-off construction site, Resljeva Street, Ljubljana
Plot owner: The Municipality of Ljubljana – the contract for the use of the land at no charge has been prolonged on a yearly basis.
Initiator: KUD OBRAT (Obrat Culture and Art Association): Stefan Doepner, Urška Jurman, Polonca Lovšin, Apolonija Šušteršič in collaboration with Nina Vidič Ivančič (2011/12)
Duration: August 2010–present
The project started as part of a programme by the Bunker Institute, Garden By the Way.
Support: European programme MED – European Regional Development Foundation, City of Ljubljana, Ministry of Culture of the Republic of Slovenia, Semenarna Ljubljana
Contact: obrat@obrat.org
HUMAN CITIES III - co creation of residential open space Bratovševa ploščad

Civil initiative – a young architect living in the area -
+ International project

Observation from the Human Cities III UIRS project team

In 3 years, in spite of many activities, no real development regarding who is really active

Still all the work and initiative on the same person

No serious interest and no real support from the city administration

Only temporary solutions (1-2 years) and events

- Not enough budget – cheap materials
- No real maintenance
- A need for comprehensive technical reconstruction – a roof above garage
Why is it still successful and alive?

- Long term vision for development
- Strong community – Beyond the Construction site (Onkraj gradbišča)
- Core group of people permanently taking care of the development
- Strong project identity and wide international recognition
  - Communication skilled people involved
  - Permanent support from different associations (KUD Obrat, Onkraj Gradbišča)
  - Initial support from Ministry of culture for event *A Day with a Goat*
  - Support from city administration – from guerilla
Dancing Trafic Lights in Lisbon

Coming from advertising: special pedestrian crossing light in Lisbon
Car brand Smart + BBDO advertising agency from Germany
Osram, Seven Screens – Munich (till april 2008)
by Markus Lerner

installation of seven double-sided vertical screens in front of the OSRAM main office in Munich, next to the highway “Mittlerer Ring”,

http://www.markuslerner.com/projects/reactive_sparks/
Examples coming from ART - Playable City Bristol

**Urbananimals** – the winner of the 2015 Playable City Award by Laboratory for Architectural Experiments, LAX,

Bristol, September & October 2015

A playful pack of wild beasts will appear in unexpected places across the city of Bristol, waiting for people to play with them. Take up the dolphin’s challenge to leap together, chase a shy rabbit down the pavement or skip with a cheeky kangaroo. Lurking behind city walls and hiding in dark corners, Urbananimals are eager to brighten the day. Triggered by people passing or stopping, this magically interactive project will be created using projectors and sensors and will stretch across the whole city.

http://www.watershed.co.uk/playablecity/winner/201
**Supernatural**
by Kevin Walker and Yuri Suzuki  
Wood, water and soil act as musical instruments, when you approach and touch them. re-wires and re-wilds the city, giving magical properties to natural materials in historical locations.

**Lighting Conductor**
by Strange Thoughts Ltd.  
an interactive installation that allows Bristolians to conduct their very own light orchestra through the movement of their bodies.
Shadowing – the winner of Watershed’s 2014 Playable City
by Jonathan Chomko and Matthew Rosier.

gave memory to Bristol’s city lights, enabling them to record and play back the shadows of those who passed underneath.

Whispering Clouds
By Tine Bech

Two fluffy clouds hang over the city - lighting up and displaying people’s messages and encouraging people to play and connect. Hanging over the streets, these beautiful, colourful clouds explore new ways of communicating in the city, inviting people to send messages to each other via the clouds.
- **Time consuming** – the process itself is usually longer & participants need to devote a lot of time – who has enough time really?
- **Relevance of co-creation** - many times semi public spaces schools, neighbourhoods – focuss group
- **Who are possible co-creators for PUBLIC?** How to reach them and How to keep them interested and motivated?
- **Public vs individual** = ALL vs PARTICIPANT (co-creator) / public good vs private interest
- **Change in time and society** – how to follow the change? Adaptability of solutions? Repetition of the process?
- Financial support needed – who is financing, the budget for usual project vs co-creation project
- **What is financed?** Different phases – not only planning and design, also functioning and management, maintainance of the place is necessary... (ICT vs nature – different kind of management is necessary – different management expertise, different sectors/ city departments involved – NEW ISSUES AND DEMANDS Nature in permanent process of change – can be selfsufficient but goes its own way vs ICT in permanent need for management and expertise support – is not selfsufficient
- **Volunteer work vs expertise/ job work (free time vs paid time)** – can be a huge problem – very clear benefits needed
- Temporary vs permanence
- **Commitment for realization!!!** – one of the biggest obstacles at the moment
- Enhancing ownership of people by co-creation (+ care more about & - danger of privatization of public)

Skills needed
usability of outcomes
The value of information
The transferability of ideas, values, motivations, solutions for ALL
• What are the key aspects of co-creation and how to understand them within public space?

• Who are/could/should be possible co-creators and how to involve them?

• What “tools” do we need to enable and support co-creation?

• What new possibilities and benefits new technologies could offer for co-creation?

• Which key principles should be taken into consideration for co-creation of public spaces?