



Challenges of co-creation of public spaces

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Opportunities and challenges of ICT and new technology use

-personal experiences

.....Technology is quite a demanding tool
In many aspects.....





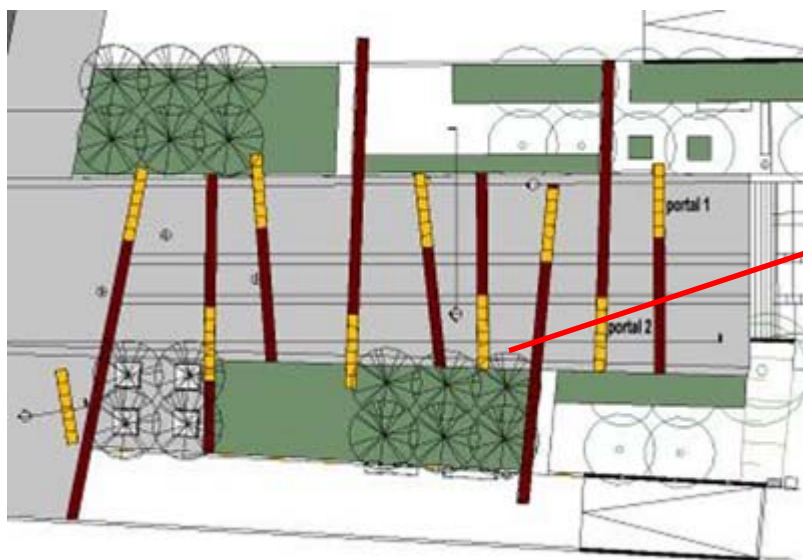
Designing new new multifunctional places

Severni 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
- Multifunkcionalnost
- Flexibility for development in time
- Interactivity
- Co-creation





use of technology for new park elements

Culture
Literature
Reading
Young people
New technologies
New park uses

Identity
Representation
Symbolism
Individuality
Everyday use
Special events

Need for new type of park management





forming a special place - identity



learning



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

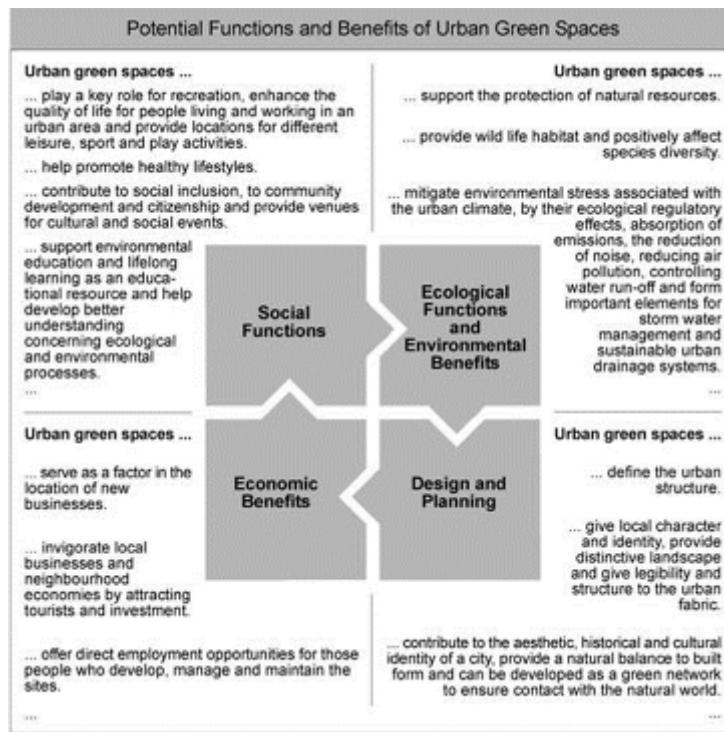
re-thought their role in contemporary and future cities
&
develop new situations, elements and types according to new lifestyles, values and attitudes

Public places- attractive, accessible and usable for all – for healthy lifestyles

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

UK PP17 ¹	Zürich (SCH) ²	Dublin (IR) ³	Montpellier (F) ⁴	Novo Mesto ⁵ (SLO)	Ljubljana (SLO) ⁶
Parks and gardens	Historical parks and gardens	Historic parks	Parks, gardens and public spaces	Public green spaces (parks, gardens, plazas...)	Parks and park areas
Amenity green space	District parks	Pocket/local and neighbourhood parks	Children playgrounds	Special green spaces	Squares and streets
Green corridors	Open spaces in the city centre	Georgian squares	Urban forests and natural reserves	Memorial and burial green spaces	Urban forests
Squares and other hard surfaced areas for pedestrians	New park areas	Coastal, riverside and linear parks	Residential green space	Residential green space	Residential green space
Provision for children and young people	River area	Sport playgrounds	Green spaces of schools, universities and institutes	Riversides	Riverside park areas
Outdoor sport facilities	Recreation areas and footpaths	Nature reserves	Landscape cemeteries	Sport playgrounds	Sport parks
Allotments, community gardens and urban farms	Riverside parks		Orchards and vineyards	Agricultural green space	biotopes
Cemeteries, churchyards and other burial grounds	Cemeteries		Green spaces along infrastructure	Green spaces of public buildings	Allotment gardens
Natural and semi-natural green spaces, urban woodland	Nature- orientated green spaces			Green spaces of industrial buildings and infrastructure	Green spaces along infrastructure
					Sanitation green spaces and separation belts
					Recreational use on agricultural areas
					Natural green spaces

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?

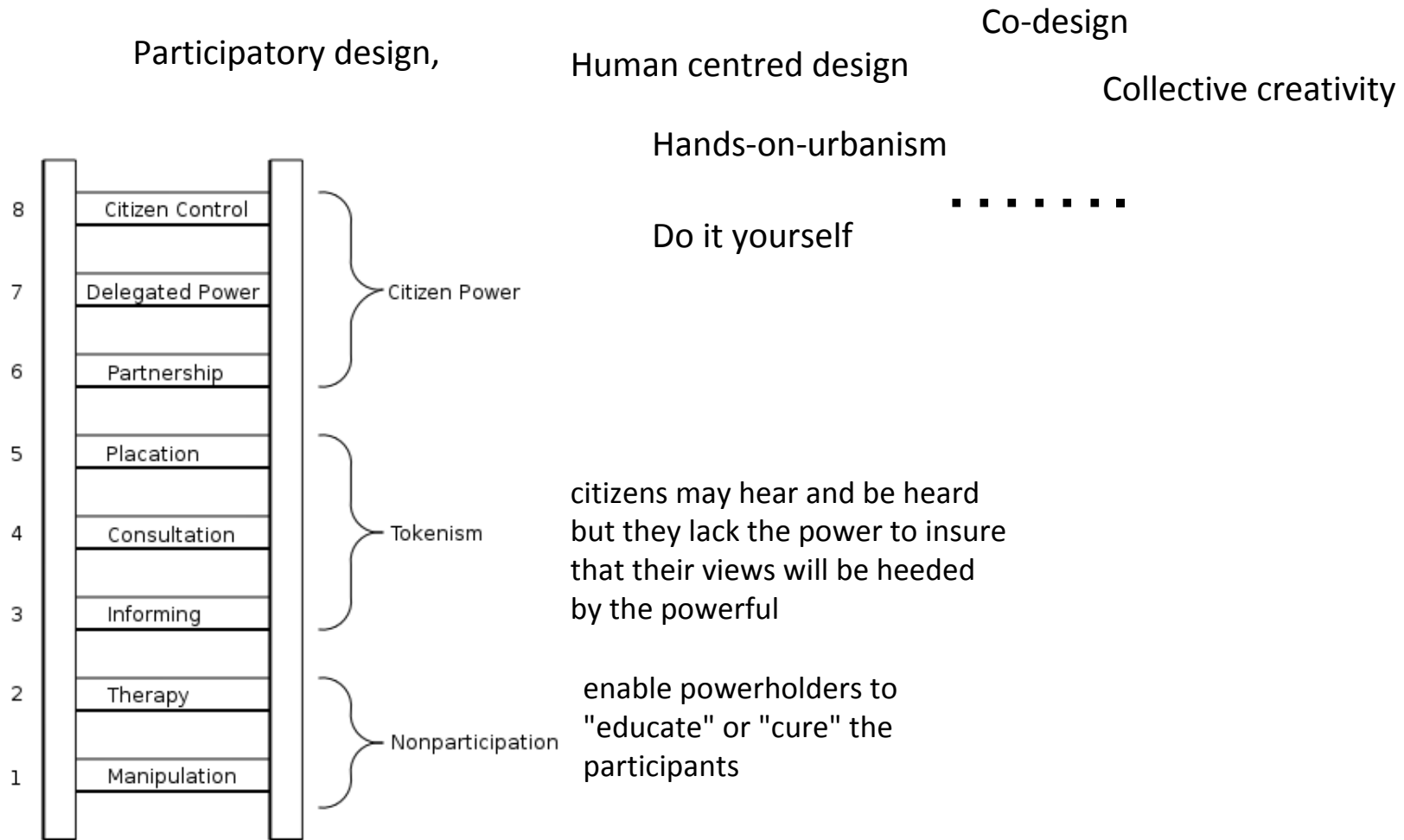
It is a special case of collaboration where the intent is to create something that is not known in advance.

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)



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

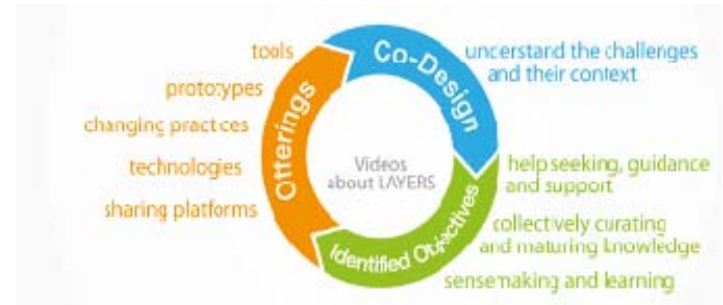


A lot of methodologies, tools, projects, examples, literature about co-design available

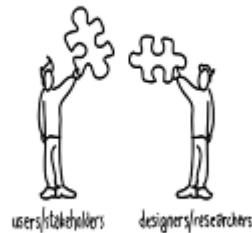


<http://learning-layers.eu/>

Why Co-design for an R&D project?



CO-DESIGN WHAT?

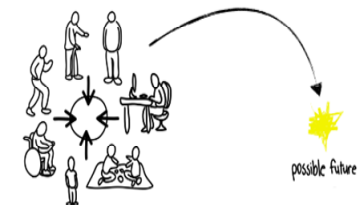


A **democratisation** of the design process

Penny Haggen:

<http://www.smallfire.co.nz/2013/09/27/doing-co-design-ux-australia-2013/>

CO-DESIGN HOW?



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

<https://fееoonah.wordpress.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 maintenance –
“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

**a lot of evidence everywhere
CHALLENGE**

USE OF PLACE IS A PART OF “CO-CREATION”

behaviour
activities
identity
a strong need for personalisation, creative
intervention
but also no –use “co-create the place” no
management

CHALLENGE

what to learn from that?
how it influence the concept of co-creation?





Temporality – events and activities in open public space

But also permanent change of perception of place a

s and memories





INTENTIONAL
UNINTENTIONAL

.....



**WHAT KIND OF PLACES ENABLE
CHALLENGE, ATTRACT, SUPPORT THE
CO-CREATION?**



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



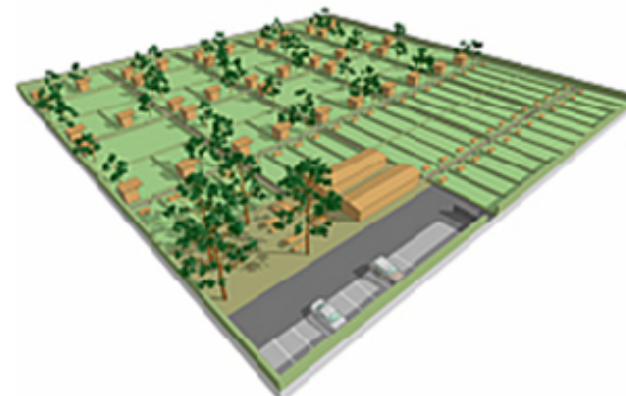
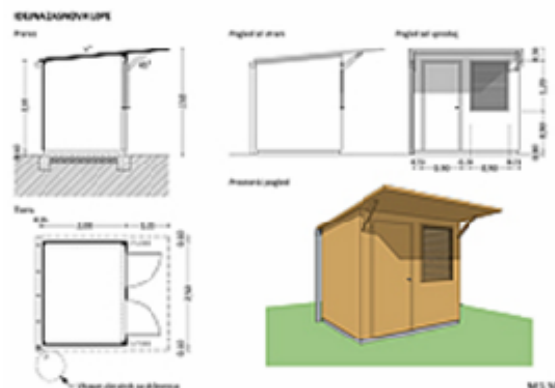
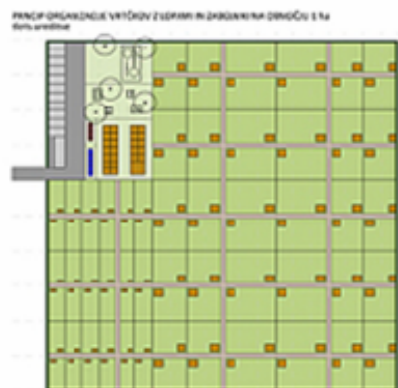
What kind of social environment?

PHISICAL CO-CREATION OF URBAN OPEN SPACE (phase of phicisical realization of place) exists long times in many countries in



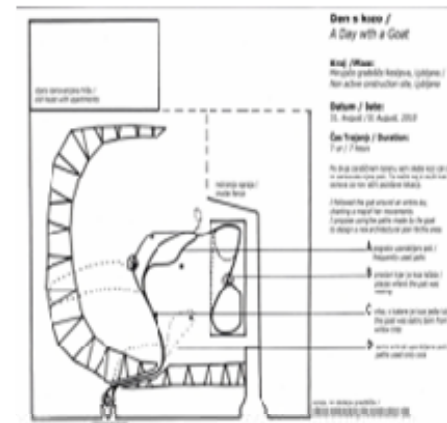
Most of the times the outcomes are not that as are desired really

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)

Co-producers: Obrat Association, [Bunker Institute](#) (2010/11).

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 Fundation, City of Ljubljana, Ministry of Culture of the Republic of Slovenia, Semenarna Ljubljana

Contact: cyberparks@bunkerinstitute.org CO-CREATING OF INCLUSIVE & MEDIATED PUBLIC SPACES, Lisbon, 13.2. 2017 – 16.2.2017

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

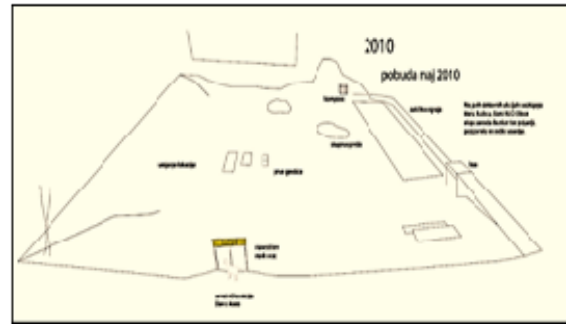
No serious interest and no real support from the city administration

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 succesful 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 Traffic Lights in Lisbon

<http://www.dezeen.com/2014/09/17/interactive-dancing-traffic-lights-installation-smart-car-lisbon/>

Coming from advertising: special pedestrian crossing light in Lisbon
Car brand Smart + BBDO advertising agency from Germany



**Interactive
Funny
Experience
Useful
Raising safety**





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”,

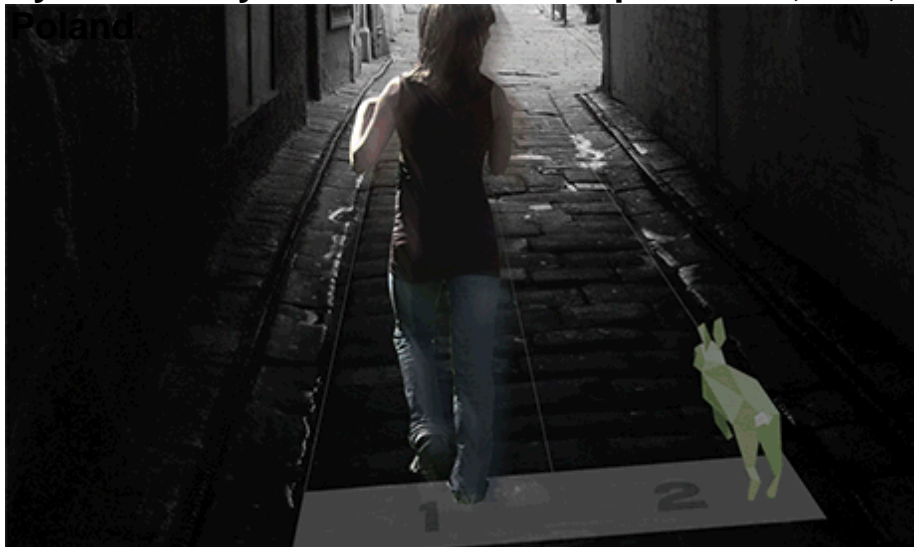
http://www.markuslerner.com/projects/reactive_sparks/

Examples coming from ART - Playable City Bristol

Urbanimals – the winner of the 2015 **Playable City Award**

by Laboratory for Architectural Experiments, LAX,

Poland



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, Urbanimals 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.

Interaction

Engagement /activities

New experiences



<http://www.watershed.co.uk/playablecity/winner/2015>



cyberparks

CyberParks Challenges – New Digital media for Attractive Urban Open spaces
Ina Šuklje Erjavec, MSc, UIRS

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, maintenance 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?