

<http://cyberparks-project.eu/training-schools>

WORKSHOP

CO-CREATING OF INCLUSIVE & MEDIATED PUBLIC SPACES

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EUROPEAN COOPERATION IN SCIENCE AND TECHNOLOGY

cyberparks



UNIVERSIDADE
LUSÓFONA



LABORATÓRIO NACIONAL
DE ENGENHARIA CIVIL

walk
to plan to
walk





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to plan to
walk


EUROPEAN COOPERATION
IN SCIENCE AND TECHNOLOGY

cyberparks

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Walk & Plan

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- ICT's and walk to plan;
- Techniques for walk & plan.

PART III

Let's try

- Walking around and feel the space! A visit to Mouraria, Lisbon

Planning & Designing the open public space

To plan we follow technics and procedures

The planning process



Planning & Designing the open public space

ANALYSE

Understanding the territory



Collect

Study

Report



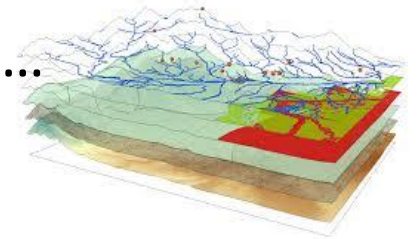
Planning & Designing the open public space

ANALYSE Understanding the territory

The “traditional” way is supported on:

- Data collections (census, geographic data, studies,...)
- Observation methods (surveys [land, space, people...], interviews...)

But... the technology is a(n important) part of it... We use a lot of technology...



Planning & Designing the open public space

ANALYSE Understanding the territory

“With the enormous improvement in the techniques of mathematical manipulations of electronic computers applied to the problem of projecting past trends, we are in danger of surrendering to a mathematically extrapolated future which at best can be nothing more than an extension of what existed before.” (Bacon, Design of cities – 1967; p.13)

So, as we need the new technologies (and techniques) to improve the space we need to be cautious!

Planning & Designing the open public space

1st we need to understand why we do urban planning/design?

Is to Give population (communities) conditions to achieve a qualified life... **?!?! complex**

Fitting space to human needs and desires, giving conditions to the development of their needed activities;

Take advantage of natural resources (responsible way) respecting past, living present and ensuring future;

To do this we need **work for and with communities**, taking advantage of knowledge and desires.

Never forget:

urban planning/design is not make the city, is just give the tools to communities to achieve their objectives using territory.



Planning & Designing the open public space



To achieve satisfactory results urban planner/designer (urbanist) must:

Understand for who, for what we plan... and the existent resources (material & immaterial)

“feel” the space, understanding the complex relations on it.

Its life; (people, natural issues, relations)

Desires/whishes and needs;

Knows (everything important about) **territory** (social/natural | material/immaterial)

**Receiving and transmitting the
information to communities**



Walk to plan

“Analysis of the site begins with a personal reconnaissance, which permits a grasp of the essential character of the place and allows the planner to become familiar with its features.”

(Lynch & Hack – 1984 – p.5)



Walk to plan

State of art

Perspectives

Main issues

XIX Century		Architecture as “spatial art”	Movement
Auguste Schmarsow, (art historian)		The direction of movement (by observers point)	Physical & imagined
XX Century		<i>Promenade architecturale</i>	<i>Axis and its breaks defines the path</i>
1950's	Le Corbusier	The scale and axis measure contributes to spatial activity Spatial experience and results on map (mapping)	<i>Visibility and Accessibility by axis graduation (scale)</i>
1960's	Gordon Cullen	<i>Serial vision</i> <i>existent vision vs emergent vision</i>	<i>The observer and his movement</i>
1970's	Kevin Lynch	<i>Legibility of urban space by structural elements that people uses as marks</i>	<i>The pathway vision by 5 elements Path, node, landmark, node, district</i>
	Herman Hertzberger	<i>Mapping Axial gradation</i> <i>(cf. Corbusier)</i> <i>Accessibility</i>	<i>From axial gradation marks the accessibility of a space. Relation between the users perception and the use of space</i>

Walk to plan

State of art

Perspectives

Main issues

<p>XX Century</p> <p>1980's Michel De Certau</p>	<p>Walking on the city allows tactile perception</p> <p>Walking as "thinking art"</p> <p>Understanding & Making urban space</p>	<p>Observing as a toll to understand and do urban space</p> <p>Walk as appropriation tool</p>
<p>Hillier B. e Hanson J</p>	<p><i>Axial gradation (development)</i> <i>(cf. Corbusier & Hertzberger)</i></p>	<p>Transpose the "feeling" of user (walker) on map in a gradation way</p> <p>The map shows the feeling and marks of the space based on users opinion</p>
<p>XXI Century</p> <p>2000's Francesco Careri</p>	<p><i>Walking as a cognitive act that could transform physical and simbolic understanding of space</i></p>	<p><i>Understanding the aesthetic part of the urban fabric and the problems by experiencing the space</i></p>

Walking before planning. Why?

“Chinese garden designers sat quietly for days in the location of a proposed garden, meditating on its character, before they began to consider its possibilities.”

(Lynch & Hack – 1984 – p.62)

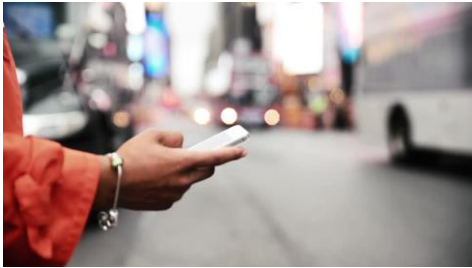
“Experience allows us to set realistic purposes before a particular site has been fully analysed and to judge a site before detailed purposes are known.”

(Lynch & Hack – 1984 – p.29)



ICT's and walk to plan?

ICT's and walk to plan?



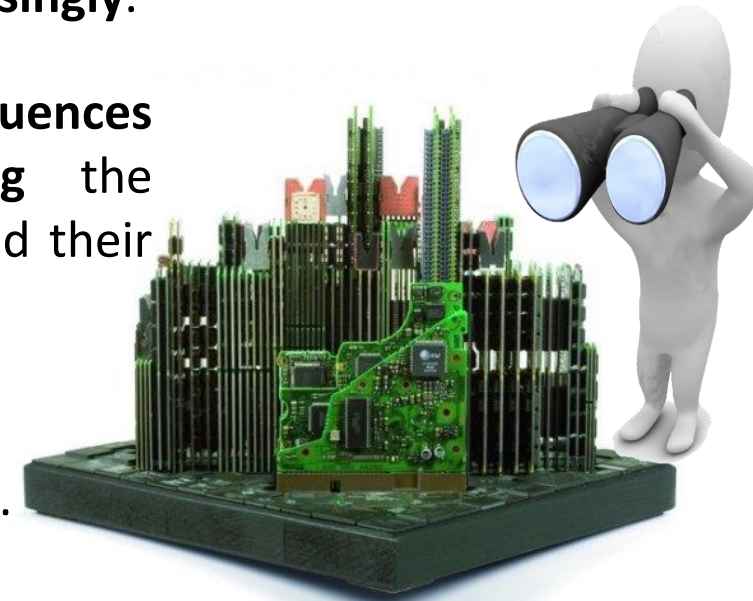
Technology is **developing quickly** and in **many directions** it is becoming an inevitable **part of contemporary life**.



Locative media and the penetration of digital technology **into the real urban space** is increasingly.

The **increasing use of ICT** in social life, **influences** significantly the **practices** and **changing** the **relationship between people and spaces**, and their **needs and interests**.

But, also **influencing the ways of doing research** and “**making**” city.



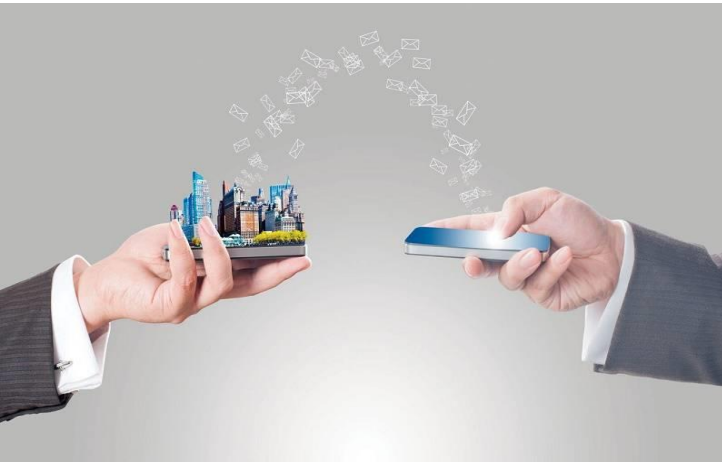
ICT's and walk to plan?

The ethnographic perspective

An essential **research methodology**, because it enables production of **detailed information** from **small-scale** studies.

Gain more **detailed knowledge** of:

- ▶ Behavioural scenarios, and
- ▶ The relationship between users, space/spatialities, time/temporalities and artefacts.



ICT's and walk to plan?

The ethnographic perspective

**A view from
near and
from inside**



**About
what?**

ICT's and walk to plan?

The ethnographic perspective

A view from
near and
from inside



About
what?



Considering (just as guidance) there are four main issues to be addressed

USERS

WHO



Socio-demographic profile
Socio-cultural attributes

TIMES AND
TEMPORALITIES

WHEN



Moments, Frequencies,
Backgrounds, Memories,
Historical time

SPACES AND
SPATIALITY'S

WHAT & WHERE



Use & appropriation, physical
environment, composition of space,
functions, accessibility, perceptions...

ARTEFACTS

WITH WHAT



What artefacts and objects are
being used, How and by whom in
different times and temporalities.

ICT's and walk to plan?

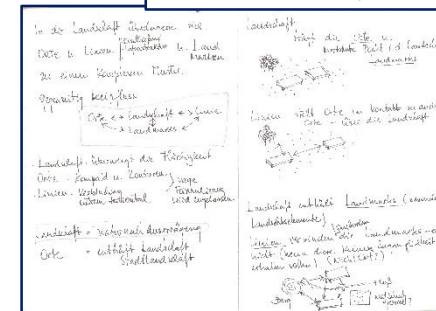
The ethnographic perspective

Generally, in ethnographic research the methods and procedures used are secondary data analysis, fieldwork, descriptive observations, informal and semi-structured interviews

Beyond these could be also interesting:

- ▶ Keeping **field diary** with notes about impressions, identifying the areas and/or spaces of observation; the periods of observation and users and practices observed.
- ▶ **Photos** and/or **videos** taken in different periods of observation; featuring types of users, practices and places.
- ▶ **Drawings, diagrams** and **sketches** of the local and practices observed, location of observed users; **behaviour maps**.

Observation record		Observer		Time		Date		Time		Date	
Green space	Urban Village	Observer	Time	Time	Time	Time	Time	Time	Time	Time	Time
Weather	Temperature	Time	Time	Time	Time	Time	Time	Time	Time	Time	Time
Day	Month	Year	Time	Time	Time	Time	Time	Time	Time	Time	Time
Subject	Activity	Time	Time	Time	Time	Time	Time	Time	Time	Time	Time
Sex	Age	Time	Time	Time	Time	Time	Time	Time	Time	Time	Time
Apparent age	Time	Time	Time	Time	Time	Time	Time	Time	Time	Time	Time
Attributes	Time	Time	Time	Time	Time	Time	Time	Time	Time	Time	Time
Place of observation	Time	Time	Time	Time	Time	Time	Time	Time	Time	Time	Time
Activity	Time	Time	Time	Time	Time	Time	Time	Time	Time	Time	Time



ICT's and walk to plan?

The tools ...



For planners

Path recording with possibility to save images, sounds, videos, interviews



EthnoAlly (only for iOS)

For users

Path recording with possibility to save images, sounds, videos, interviews



WAY CyberParks (iOS and Android)

Frank & Ernest

By Thaves



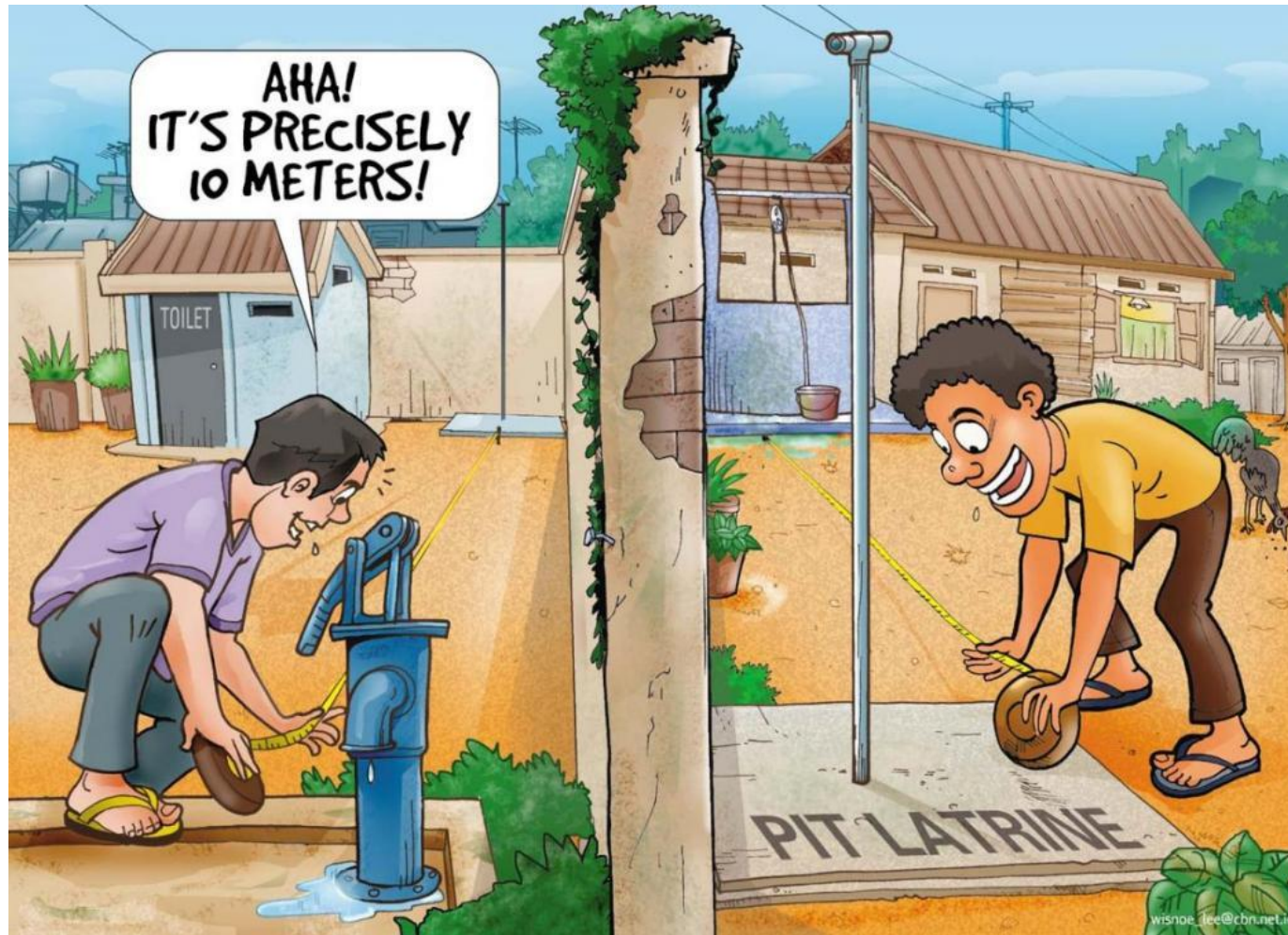
The digital world...



Digital is a tool.
Never dispense reality



and remember... always share information and intentions...



Let's walk 😊



walk
to plan to
walk

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