

CITY TOOL DEPOT



City Making Tool Depot

Toolmakers around the world are developing methods, prototypes, and tools for (bottom-up) urban transition, citizen empowered change, and complex, multistakeholder design challenges.

In this aisle you will find tools for participatory city making. These artefacts have been carefully collected and picked. As the result of the call for participation of the PCM LAB, these artefacts are the tangible results of research and design processes by designers, researchers, and citymakers.

The lab will bring together experts on this topic in order to exchange insights and knowledge.

Join the lab and get in touch with Participatory City Making on all levels!

Participatory City Making

Cities are increasingly complex environments where different actors and stakeholders co-exist and learn how to live together. Within these complex environments, different types of grassroots initiatives are arising that represent a new form of urban insurgent activism that aim at transformation, calling for new answers to citizens' needs.

These kind of initiatives are typically formed by social entrepreneurs, civic volunteers, local activists and similar groups. They are challenging the traditional ways through which urban services, spaces and buildings are managed. These new and different makers also bring along the need for new processes and a different way of City Making; processes that not only bring together various disciplines but also enable a collaborative new way of working between these different disciplines of professionals, academics, private enterprises, policy makers and citizens.

The aim of the Participatory City Making project is to develop a framework that can enhance participatory city making of the various groups. In particular, the project will explore the interaction between grassroots initiatives and the public administration through small-scale experiments. Collaborative construction of new visions through small-scale experimenting, as a way of triggering a process of broader change and transformation, are studied within a Transition Management perspective. In the city of Rotterdam, the case study context, the project aims at uncovering unique insights and governance issues by analysing the opportunities, challenges and barriers for Participatory City Making. A new toolset will be developed that should enable heterogeneous stakeholders to participate actively, explore the collaborative envisioned potential, and articulate their own role in the new city making process. This development of the toolset will contribute to the understanding of the value of prototyping for systemic change. The project is developed by the TUDelft in collaboration with the Dutch Research Institute for Transition and the Hogeschool Rotterdam (Creating 010).

Call for participation on City Making Tools

The city is ours. Well, if so, how can we make it together?

In a fast-changing world, city development is no longer a straightforward process of vision, design, build and use. We, as citizens, are all called to make the city together. To do so, (new) tools, settings, methods, data and skills are needed.

Join the Participatory City Making Lab to:

1. Think, discover and envision (new) tools for city making!
2. Bring your tools with you to present and test them!
3. Be part of the debate and active network of city making across Europe!

On the 15th of June, let's talk about, envision, and test inspiring and creative city making tools.

We, the Research Through Design (RTD) team of the project Participatory City Making, like to put our money where our mouth is by hosting this lab, as a participatory city making platform for knowledge sharing between peers and curious fellow city makers. You are welcome to show your tool, prototype or toolkit at the exhibit/marketplace, and contribute in participatory city making workshops, share insights in panels and at the un-conference.

This is what you need to do

Participate without a tool

- by registering on the Border Sessions lab site
- Bring yourself to the Border Session Lab the 15th of June and take a look at the tools at the exhibit/marketplace, test their workings as a participant in a workshop, and discuss with peers in panels and at the un-conference
- Great contribution already!

OR

Participate with a tool

- by registering on the Border Sessions lab site and sending following files by download link (wetransfer) to b.piepgras@hr.nl before the 1st of June 2018

1. A photo and/or a drawing of your prototype, tool, kit etc. (max 2 images of 3 2MB each)

2. A short text explaining the workings of it (max 300 words)

3. A story board to accompany the text (one A3, max 5 MB) or a short film/vlog showing and explaining the tool (max 2 mins, NB: send this as a vimeo or youtube link)

- Bring your tool, prototype, kit to the Participatory City Making Lab 15th of

June and place it in the exhibition

- Show it on the exhibit/marketplace
- Show its workings in a workshop (of approximately 1 h, let us know whether you would like to do this)
- Test others' tools workings as a participant in a workshop
- Discuss with peers in panels and at the un-conference
- Great contribution to the international participatory city making tool community!

We are looking forward to meet you, see your city making tools and hear about your experiences and insights! See you the 15th of June in The Hague!

Best regards,

Ingrid, Peter, Emma, Jotte, Arn, and Berit

More on the project Participatory City Making:
<http://participatorycitymaking.nl/about/>

The lab is organised by the members of the NWO funded project Participatory City Making project in the Research Through Design Programme (Project number: 14604), led by Dr. Ingrid Mulder (TU Delft), in collaboration with Erasmus University Rotterdam (Drift) and Rotterdam University of Applied Sciences (Research Centre Creating 010).



MIJNWIJKP

PCM LAB



PCM LAB

MUNWIKPLAN



PCM LAB

ENERGY SAFARI

Testing the Tools

summary by Klaartje Jaspers

Following a day of workshops to test the tools, the workshop leaders and tool makers came together to discuss what new insights the PCM LAB at Border Sessions had given them. To open the debate with some practical input, discussion leader Peter van Waart asked the workshop leaders what they had learned from testing their tools with a group of fellow toolmakers.

Cristina Ampatzidou (University of Groningen)

- more interaction = more joy

'We made 'Energy Safari' specifically for Groningen, but in fact a lot of workshop participants here liked it too, so I think there is a **potential to broaden** its use. I also gained useful critiques: 1. there's too much chance in the game, we need to adapt that, and 2. **more interaction**, makes the game vivid and **more enjoyable**'

Craig Martin (TU Delft, Architecture & Built Environment)

- time to build trust

'To do the city-zen roadshow in different cities around Europe, we face a challenge: we **need to build trust**. There are other challenges, like to be sustainable and use zero energy. However, building the trust that is needed to get in touch with the local people is probably the most challenging, facing the fact that we only have five days to set up the show.'

Kaspar Kazil

- you can't involve everyone

'The tools we made aim to have all people participate in it, but we wondered whether that is realistic: can you really expect that you can reach out to everyone? Maybe there are people who don't speak the language we use, and we have to **accept that we can not reach all**.'

Like Craig, Kaspar recognises the need to build trust, yet there are **so many other variables** that determine the outcome of his online tool 'Localab' as well. After having discussed it

'A tool is not necessarily a prototype; f.i. a coalition can also be a result of design. A tool can be something very simple, small or even something that already exists.'

- Peter van Waart, concluding the PCM LAB at Border Sessions, June 15 2018

with his workshop-fellows, Kaspar feels he made the right decision not to go into all that: it's simply impossible, there are too many.

Paula Steenstra (University of Twente)

- distinguish what one is and what one wants to be

'We created a role game in a role play, based on a metaphor of a sailing ship. Participants can pick a character, a setting and an object.

During the workshop, we found we need to distinguish the **'ist'** - a German phrase reflecting how you are now -, and the **'soll'**, reflecting what you desire to be. We need to recognise how people feel they are, but also ask how they desire to be in the future.'

Berit Piepgras (RUAS, Creating 010)

- dissemination demands different versions

'We wondered **how to get the smart citizen sensor kit to the user**, and concluded we need different versions, like an educational version and a home version. Also, we need

to think about the way to offer it: do people need to buy it, lease it, or do we give it away for free? Some users may only use the device temporarily, using it as a service that could be obtained like a book in a library. Others would like to own the device in order to "hack" it or understand the technology better.'

'The tool seems especially useful for **urban development projects**, f.i. when the population

changes as old people move out and new residents come in. We also need to find a way to get them involved, f.i. via an association of concerned citizens, equipped like a squad, so they can deliver service with the device. In the introductory phase, but also when it is in use.

Rick Fleur (Planterra)

- multitude of perspectives faces limitations

'The participants of the workshop all came from different countries, bringing **different perspectives as citizens**. At a point, we did realise there may be some limits to the number of incentives people have and the role of the municipality can play.'

Renée Miles Rooijmans (STIPO)

- a city is a living organism you can change

'A city needs to be nourished like an organism that needs feeding. We used the cooking book as a metaphor, but did face the criticism that we should not take that metaphor too far: it is a good tool to provoke a conversation, but it still needs to make sense in the settings we are referring too.'

The - open source - cooking book, has a number of ingredients: the problem, the actors, the setting and the physical characteristics. Then, we have the kitchen tools, including the tools that were presented today. It concludes with the recipe: how do we use those tools and these ingredients? The result is a new situation, one we created.'

Mercedes Leipoldt

- ask your neighbours

'We discussed experiences from the street where we lived and we saw many different problems. For instance, one of the workshop

participants feels he is not connected to his neighbours. Discussing that, we also realised that something could be done about that: like going to his neighbours and ask how they feel about it.' Her storytelling toolkit '**Blik op Buurt**' ('peep at the neighbourhood') invites all neighbours to create a common story.

Jennefer Verbeek (Peen & Ui)

- sometimes you need to use the backdoor

'With 'wandel de wijk' ('walk the neighbourhood')

we go into the streets and ask people we meet on the street about their perceptions. But I realised it is not equally useful everywhere. For instance, in this area (around the city hall in The Hague) some of us did not find many inhabitants on the streets, only a group of ladies from nearby offices having lunch. It made me realise that in certain areas, people do not meet on the street, yet they do meet: via their backyards.'



Arn van der Pluijm (RUAS, Creating 010)

- don't profile just on basic questions

RUAS had designed its smart badges to send a signal when a person gets near somebody with similar interests, expecting they would then have something in common to talk about. However, awkward silences revealed it didn't really work out as planned. "We expected the Transparency Tool to be a conversation starter, but we now realise that we shouldn't lean towards computer based decisions. A kind of **randomness seems fundamental** in that process. So we should not profile people only by the basic questions that are programmed in the smart badge, but customise it. Ask people who they would like to get connected with.'

Prototyping, end user relevance and location specificity

More workshop participants joined the conversation, as the conversation moved away from the tools presented today. Focussing on general characteristics of prototyping, end user relevance and location specificity, a number of points featured the debate:

I. on prototyping

1. **A tool can be as simple as a question**, like 'what do you like about your street'. Maybe we are monitoring things very much like academics, making things very complicated, when maybe finding your answer is really not as hard as it seems.

2. We should **be careful with the classifying choices** we make when making these tools, there are many. Decisions we make during the process, determine the results we will get.

3. Sometimes we tend to get caught up in theory, when in fact we just could **go into the streets and test it**

4. **Tool Making can be part of the participatory process**

5. A tool like the narrative building 'Verhaalt' can help **define the role you are in**, which is very helpful as that is often what creates confusion

II. on end user relevance

1. Who is the 'end-user'? Are we not all? The end-user could be a collection, an individual, or a municipality - maybe we should **get out of the target group thinking**: we are all participants

2. Although individual users are so varied, **big data** could be able to give us a focus, set **collective narratives**

3. **A tool should be flexible**, so you can adopt it to different users

III. on location specificity

1. **Each tool can not fit each place**: some tools can be adapted to fit another location, but not to fit all locations

2. To adapt to specific contexts, perhaps instead of introducing tools, we should **introduce tool makers**

New Questions

Heading forward from the discussion today, a number of new questions arose:

- How do toolmakers design the community? We need to integrate social and cultural ideas
- What do people feel confident with?
- How to include non-active citizens?
- How to deal with time? Note f.i. cities which are clearly designed for summer, and are notoriously maladapted for winter

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Prof. Craig Martin / TU Delft

A societal impact methodology, connecting citizens, sustainability awareness, technological interventions & co-creative city visions

CITY-ZEN ROADSHOW



PARTICIPATORY CITY MAKING



CITY-ZEN ROADSHOW

Sustainable cities need professionals and methodologies that can bring the architecturally qualitative and scientifically quantitative together to reveal the latent potential of our cities and people.

These experts must have the necessary communication skills, personalities and backgrounds to firmly place city stakeholders at the heart of this local and global challenge. This approach, developed during the 'City-zen Roadshow' (a European Union FP7 funded initiative to develop and demonstrate Zero Energy Cities), began life as a powerful but over simplistic idea. It has since developed into a realizable, mobile, intense, creative, amenable and proven approach that supports cities in their efforts toward carbon descent. The methodology continues to evolve 'city-by-city' by embracing diverse climates, cultures, economies, existing urban morphologies and building typologies. It has been successfully applied in Amsterdam, Belfast, Izmir, Dubrovnik, Menorca and Sevilla. Upcoming destinations will be Preston (United Kingdom), Bucharest (Romania) and Nicosia (Cyprus). A team of internationally recognized experts in sustainable urbanism & architecture, carbon accounting, energy potential mapping and advanced technologies travel with the City-zen Roadshow to facilitate this co-creational approach. This tool with its Societal Impact Methodology will refer to previous outcomes, activities, experiences.





PCM LAB

WANDEL DE WIJK

Nieuwe participatieve aanpak

Leren omgaan met schaarste

Samen mogelijk keuzes maken

Iedereen aan het woord

Direct zien wat we zeggen

Ronde 1: Functies

Ronde 2: Principes

PCM LAB

SERIOUS GAME PLAYSPACE

Nieuwe participatieve aanpak

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SERIOUS GAME PLAYSPACE

TOOLKIT

BRUIC OP AANR

PCM LAB

Bruno Setola / Playspace

Serious game voor participatieve ontwerpprocessen

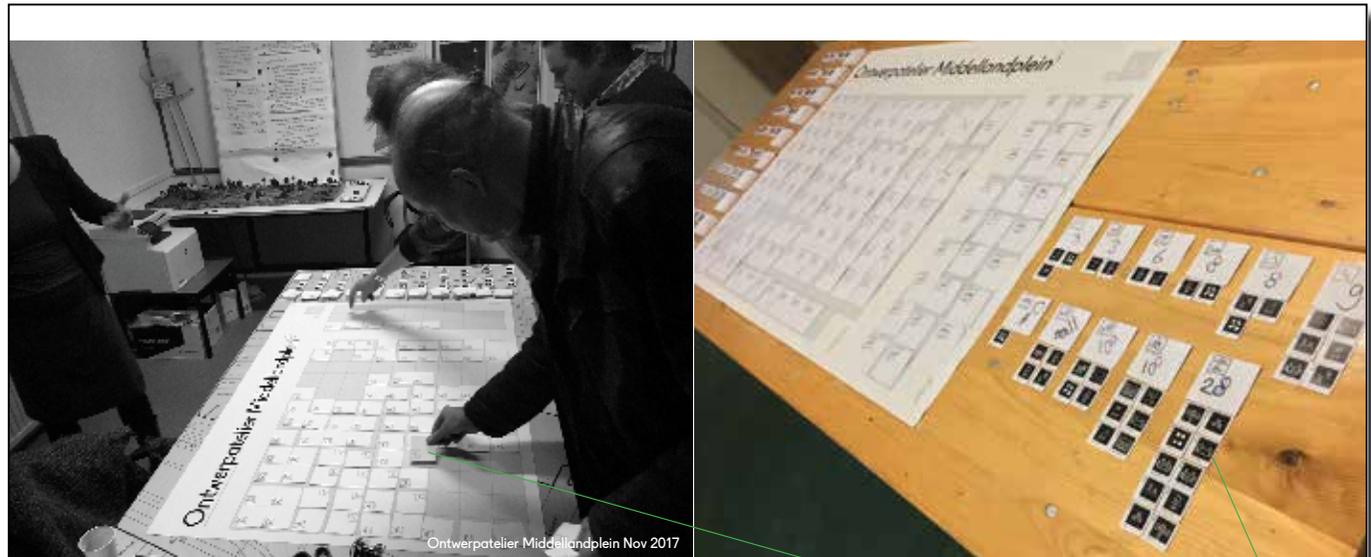
SERIOUS GAME PLAYSPACE

PARTICIPATORY CITY MAKING

SERIOUS GAME PLAYSPACE

Hoe kunnen we in een participatief ontwerpproces tegemoet komen aan de wensen en behoeften van gebruikers, zonder te verzanden in een berg verlanglijstjes die uiteindelijk niet gehonoreerd kunnen worden en de daarop steevast volgende teleurstelling?

Hoe kunnen we de gebruikers daadwerkelijk invloed geven op het vormgeven van de eigen leef-, werk- of leeromgeving? En hoe kunnen we transparant communiceren over de beleidskaders (visie, ruimte, tijd, geld)? Het Rotterdamse bedrijf Playspace beantwoordt deze vragen met haar unieke serious game voor participatieve ontwerpprocessen. Dit toegepaste spel biedt alle deelnemende stakeholders een gedeelde taal om ongrijpbare wensen en behoeften te vertalen naar concrete, praktische ontwerpcriteria. Daarbij zijn de te honoreren beleidskaders reeds in het spel verwerkt en staan dus niet ter discussie.



Nieuwe participatieve aanpak

Leren omgaan met schaarste

In de eerste fase selecteren de deelnemers alle functies die zij terug willen zien in een schetsontwerp.

Vervolgens leggen zij deze in het 'speelveld' en komen er al snel achter dat niet alles in de beschikbare ruimte past.

> heldere kaders

Samen moeilijke keuzes maken

De lastige keuzes die daarmee tastbaar worden, bieden concrete aanknopingspunten voor samen prioriteren.

De daarop volgende keuze uit tegenovergestelde ontwerpprincipes vereist onderbouwing van keuzes.

> gedeelde taal

Iedereen aan het woord

Doordat ieder om de beurt aan zet komt, krijgt ook iedereen evenveel recht van spreken.

De spelregels en de coöperatieve aard van het spel zorgen voor respectvol maken van keuzes.

> goed samenspel

Direct zien wat we zeggen

De benamingen en iconen bieden de deelnemers een gedeelde taal die misverstanden beperkt.

De verhoudingen worden meteen overzichtelijk en kunnen direct geëvalueerd en bijgesteld worden.

> tastbaar en meetbaar

Hoe kunnen we in een participatief ontwerpproces tegemoet komen aan de wensen en behoeften van gebruikers, zonder te verzanden in een berg verlanglijstjes die uiteindelijk niet gehonoreerd kunnen worden en de daarop steevast volgende teleurstelling? Hoe kunnen we de gebruikers daadwerkelijk invloed geven op het vormgeven van de eigen leef-, werk- of leeromgeving? En hoe kunnen we transparant communiceren over de beleidskaders (visie, ruimte, tijd, geld)?

Het Rotterdamse bedrijf Playspace beantwoordt deze vragen met haar unieke *serious game* voor participatieve ontwerpprocessen. Dit toegepaste spel biedt alle deelnemende stakeholders een gedeelde taal om ongrijpbare wensen en behoeften te vertalen naar concrete, praktische ontwerpcriteria. Daarbij zijn de te honoreren beleidskaders reeds in het spel verwerkt en staan dus niet ter discussie.

playspace.cc/games/spacesandprinciples

Ronde 1: Functies

In de eerste ronde maakt elke deelnemer voor zichzelf een ultieme selectie van gewenste functies, waarbij men zelf mag bepalen in welke verhoudingen.

Vervolgens legt men om de beurt functies neer, totdat de beschikbare ruimte vol is.

Daarna onderhandelt men onderling over een indeling die het meest aan de wensen van ieder tegemoet komt.

Ronde 2: Principes

In de tweede ronde kent men ontwerpprincipes toe aan de gekozen functies. Uit paren van tegenovergestelde principes maakt men samen een afgewogen keuze.

Dese ontwerpprincipes vormen de basis voor de debriefing aan de ontwerper. Ze zijn 'open' genoeg voor verdere creatieve, professionele invulling en specifiek genoeg om wensen van deelnemers te honoreren.



Cristina Ampatzidou & Katharina Gugerell

A serious game for the Energy Transition (Game prototype)

ENERGY SAFARI



PARTICIPATORY CITY MAKING

ENERGY SAFARI

The serious game prototype 'Energy Safari' is a six-player board game which targets the aspiration for the energy transition in the province of Groningen aiming: (i) to communicate the complexity of the energy transition, and the multiple scales in which the transition is operationalised, (ii) to inform the players on the policy vision for the energy transition in the region, (iii) to introduce existing opportunities to engage in local and regional energy projects, and (iv) to stimulate debate and exchange of real-world, personal experiences regarding energy behaviour and social practices.

The goal of the game is to collect energy and community points and coins by joining different project consortia and implementing energy projects in the province of Groningen. The game board is an abstracted map of Groningen, divided in a hexagonal grid where different colours represent different policy areas (energy saving, renewable energy production, large scale industrial or agricultural projects and infrastructural projects). When their turn comes, each player rolls a dice and move their avatar the rolled number (A on storyboard); the colour of the tile they land on determines the type of project they can realise (B, C). There are three conditions required to implement a project: creating a network of partners, obtaining a permit, and paying implementation costs (D). Every project has hidden effects which can be either positive or negative (H) and delivers three different outputs to the involved players: coins, KWpoints and community points (G). At the end of each round the players need to settle their annually increasing energy bills (I). Additionally, event cards are played representing global events such as political changes, natural disasters, or newly implemented taxes or subsidies (J). At the end of the game players count their resources: the Business Mind is the player with the most coins, the Energy Tycoon is the player with the most KWpoints and the Community King is the player with the most community points.



THE SOUL OF THE CITY

DESIGN •

A theoretical City Identity Framework (CIF) is developed for city identity creation in postdisaster situations focused on citizen-centred rebuilding, especially connected to the focus on coping with a collective trauma.

WHY •

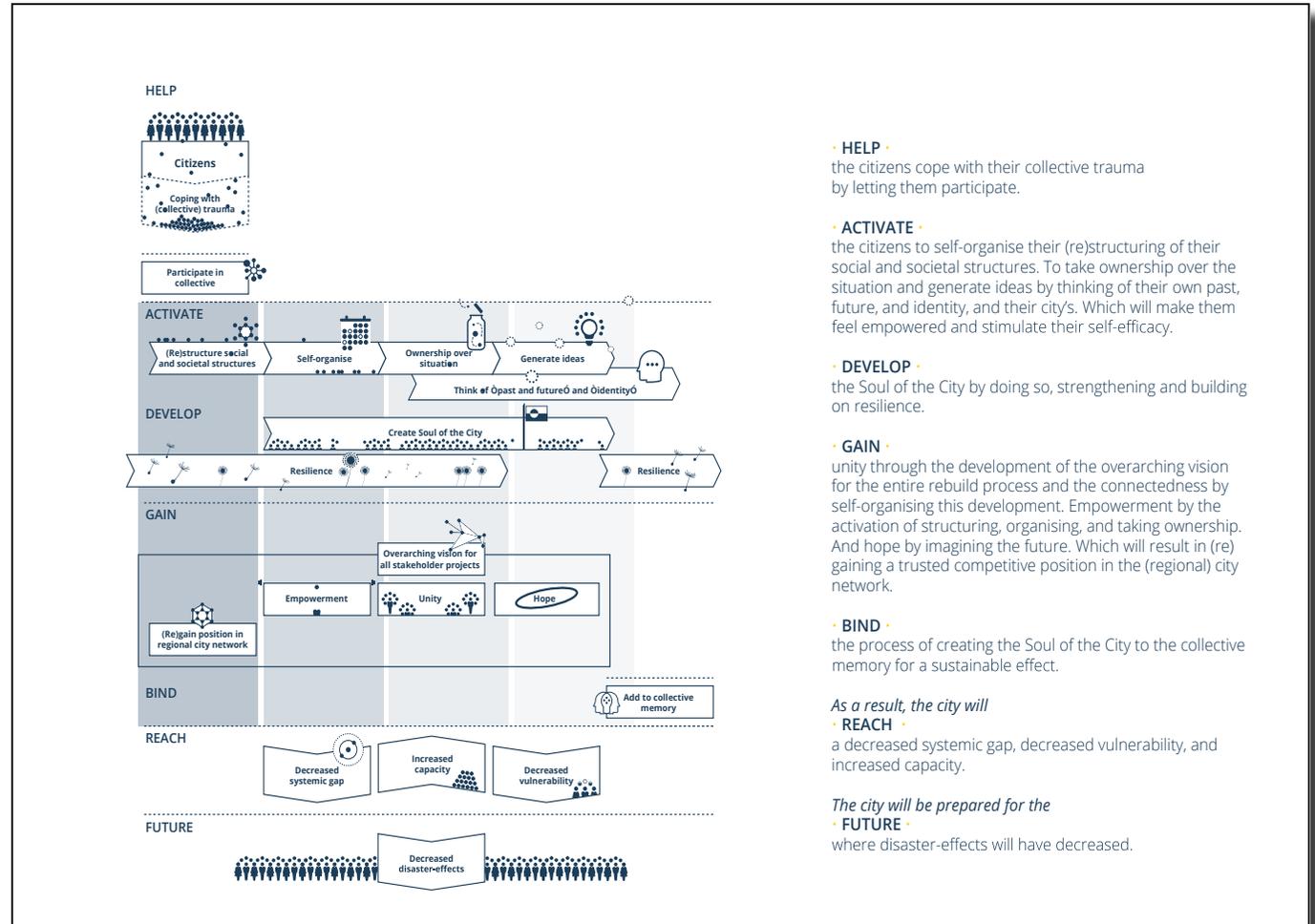
This research thesis is built on the idea that the city identity should be developed by the citizens when rebuilding a city after disaster. This idea stems from the intertwined triangle of government, business, and society, where the psychological needs of the citizens are most underestimated.

WHAT •

The objective of this thesis is to develop grounds to empower the disaster-struck citizens in their need to rebuild their acreate ownership to give this rebuild a sustainable start and future from a citizen-centred perspective.

HOW •

This question is answered by deductive study combining both literature and case study. CIF for short, consist of a combination of theory on disaster, trauma, city identity creation, collaboration and participation. Aceh (Indonesia), Christchurch and Napier (New Zealand), and Rotterdam (the Netherlands) are the studied postdisaster cities functioning as case studies.



Eva Verhoef

A theoretical framework for city identity creation in post-disaster situations

THE SOUL OF THE CITY



PARTICIPATORY CITY MAKING



Kaspar Kazil

An online tool that makes it possible to involve large numbers of citizens in the earliest, fuzziest stages of large-scale building processes.

LOCALA3

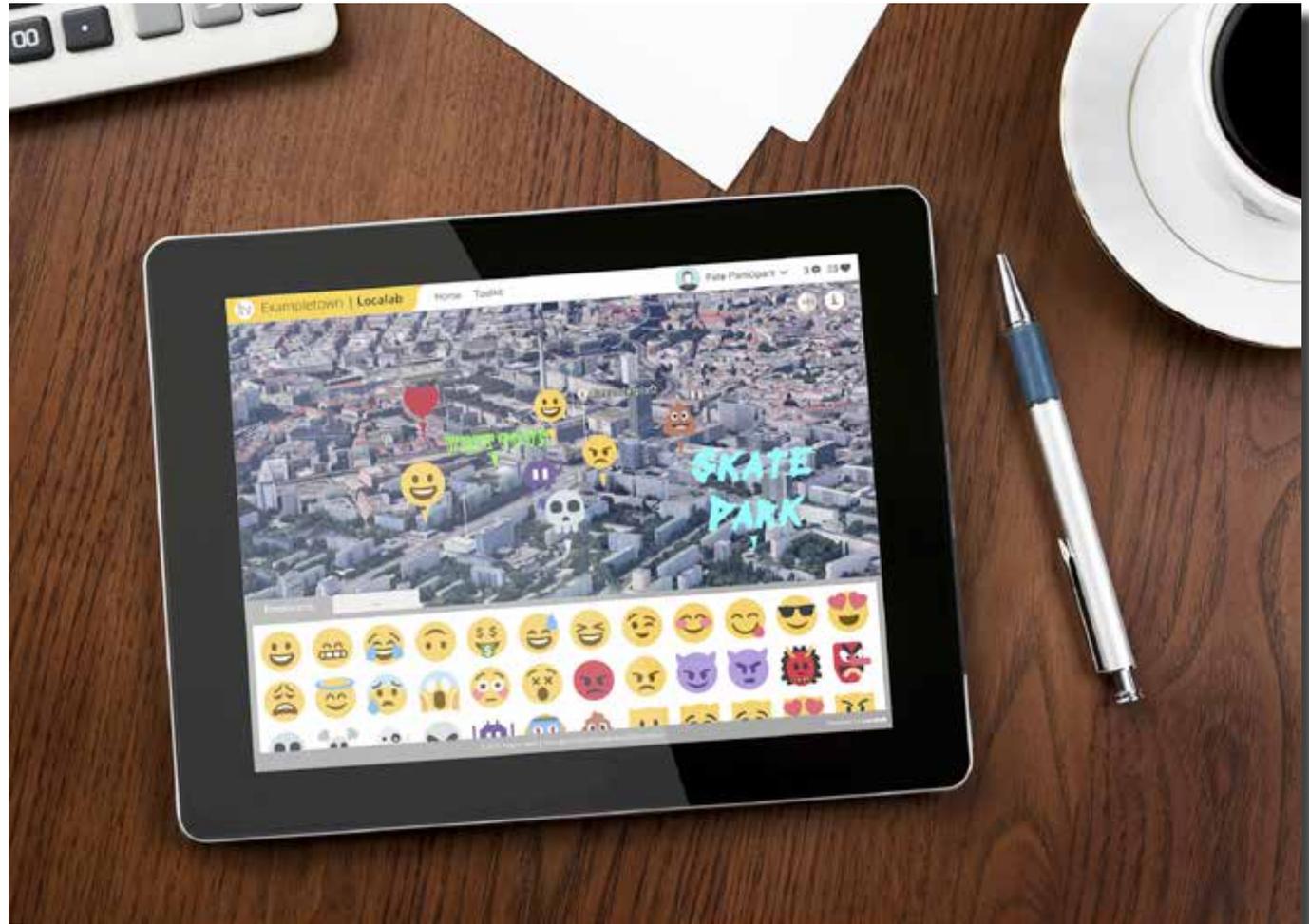


PCM LAB

Localab is an online tool that makes it possible to involve large numbers of citizens in the earliest, fuzziest stages of large-scale building processes.

Localab combines the proven strengths of mass-scale online crowdsourcing with the proven strengths of small-scale generative research. The result is an online tool that elicits local knowledge in a playful & creative way, resulting in rich & immersive output on a scale previously impossible. Localab also allows for a much more flexible and cost-effective engagement of large numbers of citizens. While the tool can be used online, it can simultaneously be used 'in the field' in live workshop settings, booths, or interactive installations that can be distributed throughout a city. In this way the tool greatly enhances the ability to engage hard to reach target groups. This allows Localab to reach it's ultimate goal which is not to involve as many citizens as possible, but rather to have the widest range of opinion represented.

LOCALAB

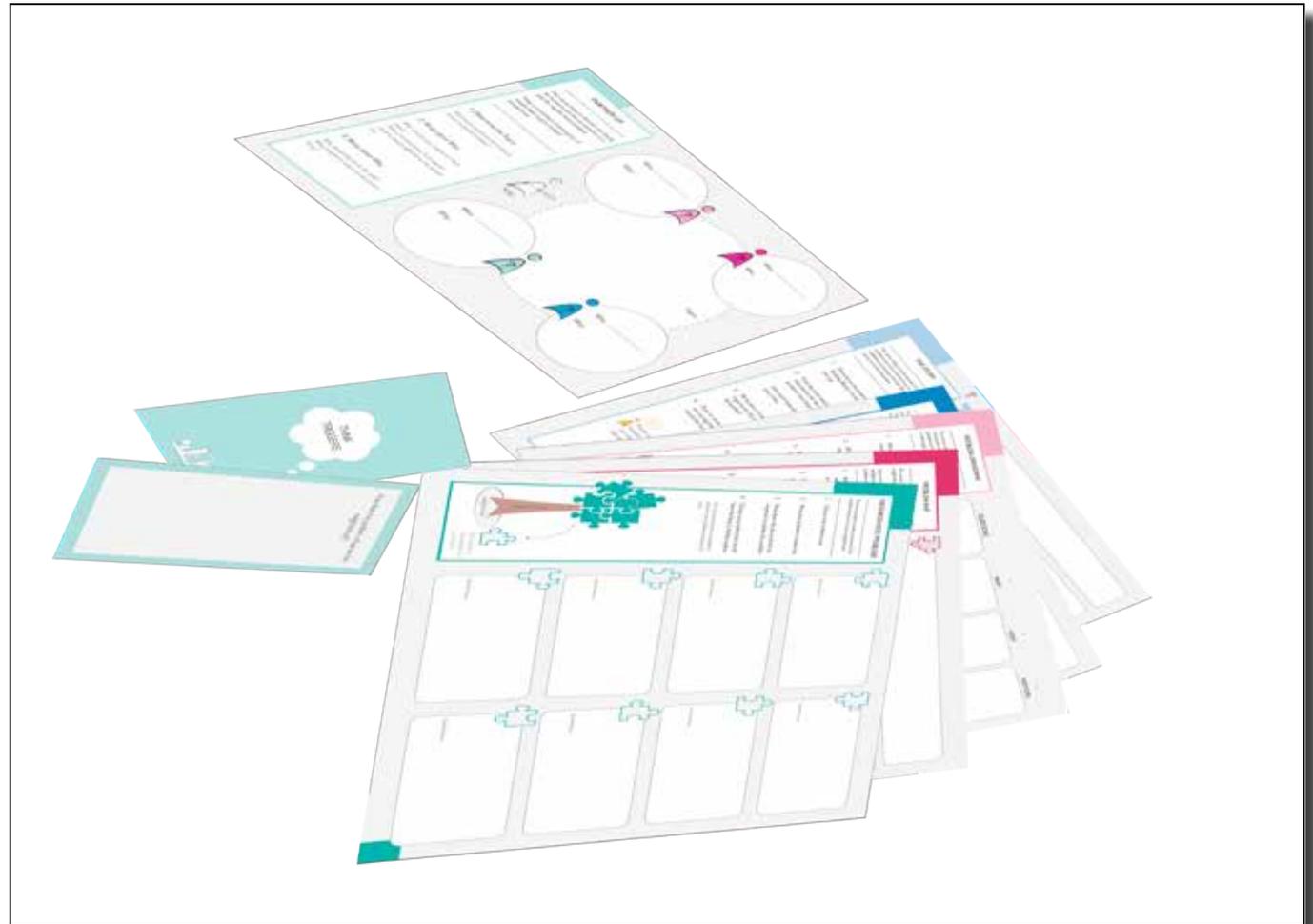


BLIK OP BUURT TOOLKIT

The 'Blik op Buurt' toolkit proposes a clear structure for citizen initiators to collaboratively surface and define problems that occur in the neighborhood, helps to select potential partners and communicate these insights to them.

By going through a story-finding process, citizen initiators are stimulated to make use of their contextual data (small data) about the neighborhood problem in order to reveal missing information and knowledge. For forming a complete picture of these real-world problems, both numbers and stories should be combined (Wang, 2016). To find and make use of (open) data in order to support citizen initiatives, the challenges these initiators face should be clearly defined and articulated.

Blik op Buurt comes with a set of 7 tools and a process overview to help citizen initiators through the story-finding process. Each tool is self-facilitating. By doing this in a collective set-up, shared ownership to commit to tackle these problems can be achieved. Next to that it supports initiators in the self-organization of improving their neighborhoods by making smart use of their local perspectives. This can help them in their collaboration with the municipality to work towards mutual goals.



Paula Steenstra / UT

Game to create a space for the players to discuss their expectations, experiences and desires about their own and other one's skills, positions and resources in the group.

VERHAALT



The object of the game is to create a space for the players (as participants in an initiative) to discuss their expectations, experiences and desires about their own and other one's skills, positions and resources in the group.

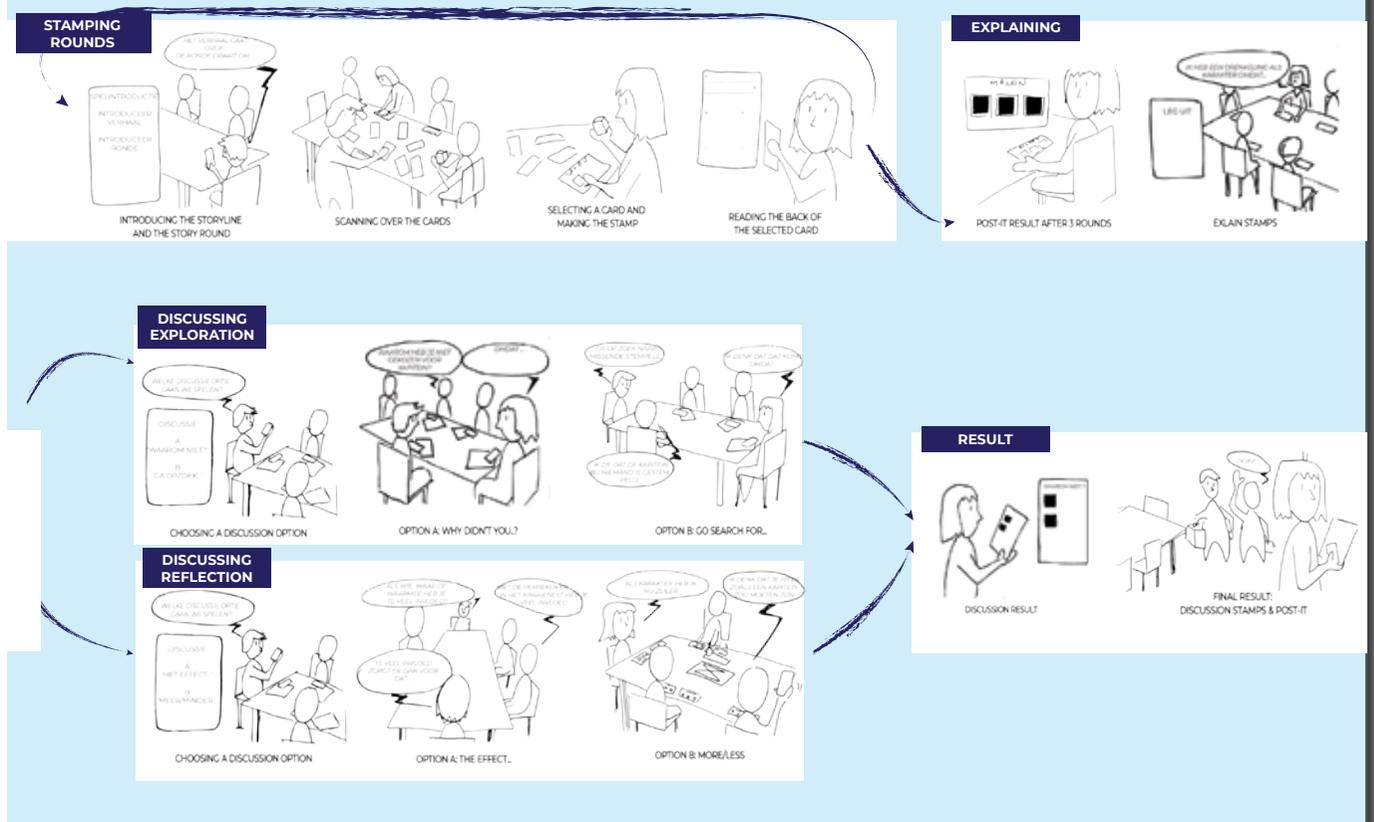
Use this game when: The participants in the group don't know (about) each other. There is (a feeling that there is) always a lot of discussion but little or unsatisfying results. People feel uncomfortable with how things are going right now. The group needs a refreshment in their practices to increase their progress. There is a or there are overruling participant(s)

This game is all about metaphors with which you will identify. In the context of the initiative the players will imagine a storyline, for example the sailing of a boat. Players will need to select a character, a setting and an object of that story that they identify with, for example the captain, the crow's nest and the deck mob. On the back of the card a quote and two positive and two negative effects of that card on the collaboration are described. After every player having explained his/her selected cards, the discussion will be opened. When the game is played for the goal of exploring roles the players can play the discussion options 'go search for' and 'why not?'. When the game is played for the goal of reflection the players can play the discussion options 'the effect' and 'a bit more/less like'. Finally the players have selected, explained and discussed about characters, positions and objects in the metaphor of that boat.

Though noting is more true than that, the players have been selecting, explaining and discussing about their own and each others roles in the collaboration within the initiative and their experiences, expectations and desires about them.

VERHAALT

STORYBOARD -VERHAALT- HET KAARTSPEL DAT PARTICIPATIE ROLLEN VERHAALT, VERTAALD EN VERTELD



Jennefer Verbeek

Citizens' guide for values in the neighbourhood

WANDEL DE WIJK



PARTICIPATORY CITY MAKING

I AM A
PLANET
EXPECTING
HUMAN
TO GIVE IT
ANOTHER TRY

I AM AN
OCEAN FLOOR
INTERESTED IN
3D PRINTING
TO PRESERVE
SEA LIFE



WANDEL DE WIJK

De gemeente Leiden wilde weten hoe er door bewoners over de buitenruimte wordt gedacht. Daarom ontwikkelde Peen en Ui Wandel de Wijk. Zij vroegen wijkbewoners naar hun favoriete plekjes in de wijk en wandelde met hen daarnaartoe. Daarvan maakte ze een wandelkaart die onder de wijkbewoners is verspreid. Zo helpt Wandel de Wijk met het ontwikkelen van de gemeentelijke visie over deze wijk, en draagt Wandel de Wijk bij aan de waardering van de bewoners voor hun wijk.

In de Stevenshof wordt door verschillende wandelgroepen gewandeld. Er bleek zelfs ooit een wandeling door de wijk te zijn uitgezet door de Hartstichting. Deze wandeling was echter behoorlijk verouderd. Dit gegeven bracht Jennefer Verbeek op het idee van het project 'Wandel de Wijk'. Peen en Ui wandelde samen met bewoners door de wijk en gingen met hen in gesprek om er achter te komen wat de bewoners fijn vinden aan de Stevenshof. Verschillende bewoners namen hen mee naar hun favoriete plekken in de wijk.

Deze ontmoetingen leidden tot vier speciale voorjaarswandelingen waar iedereen aan mee kon doen. Er werd gewandeld met de stedenbouwkundige van de wijk, en met bijzondere bewoners: een archeologe, een bioloog en een verhalenvertelster. Al deze verzamelde verhalen en informatie heeft kunstenaar Robbert van Strien in de uiteindelijke wandelkaart verwerkt. Deze wandelkaart heeft Robbert volledig met de hand getekend. Dit maakt het een uniek kunstwerk dat bovendien allerlei informatie geeft over de wijk. De wandelkaart is deze zomer gratis aangeboden aan de bewoners van de Stevenshof. De wandelkaart werd een veelgevraagd item door bewoners en wordt binnenkort herdrukt. Bovendien zal er in september in een andere wijk van Leiden een Wandel de Wijkproject starten.



Bij Nico: Creating a design space to facilitate cohesion between special new neighbours.

The Nico van der Horst Park is a new neighbourhood with 100 houses. 50% of the houses will be new homes for refugees and 50% will be new homes for the usual tenants. Peen en Ui has been asked to help these new Leideners with becoming part of this small community so the Nico van der Horst Park can become a normal Leiden Neighbourhood. To make that possible Peen en Ui has designated the communal garden house and the direct surroundings of the Nico van der Horst Park as design space. For three days a week Peen en Ui works from this garden house. They are there to help neighbours ask neighbours for help, they help with finding the way in the network of organisations needed to settle in the city of Leiden. More importantly, Peen en Ui helps the tenants to design their neighbourhood and activity programs there to make them feel at home. Firstly especially in their own neighbourhood, but finally also with the Leideners in their district and city.

An important tool in the garden House is the Design wall. We have used big paper roller. This gives the Peen and Ui and the neighbours the possibility to communicate plans, wishes, important information and fun facts. Because of the size the roller makes it possible to take the liberty to draw or write whatever seems important or nice, without thinking about how long it has to stay, or if it is important enough.

Jennefer Verbeek

A design space to facilitate cohesion between special new neighbours

BIJ NICO

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Rick Fleur / Planterra
Method for development of a better neighbourhood

MIJNWIJKPLAN



PCMLAB
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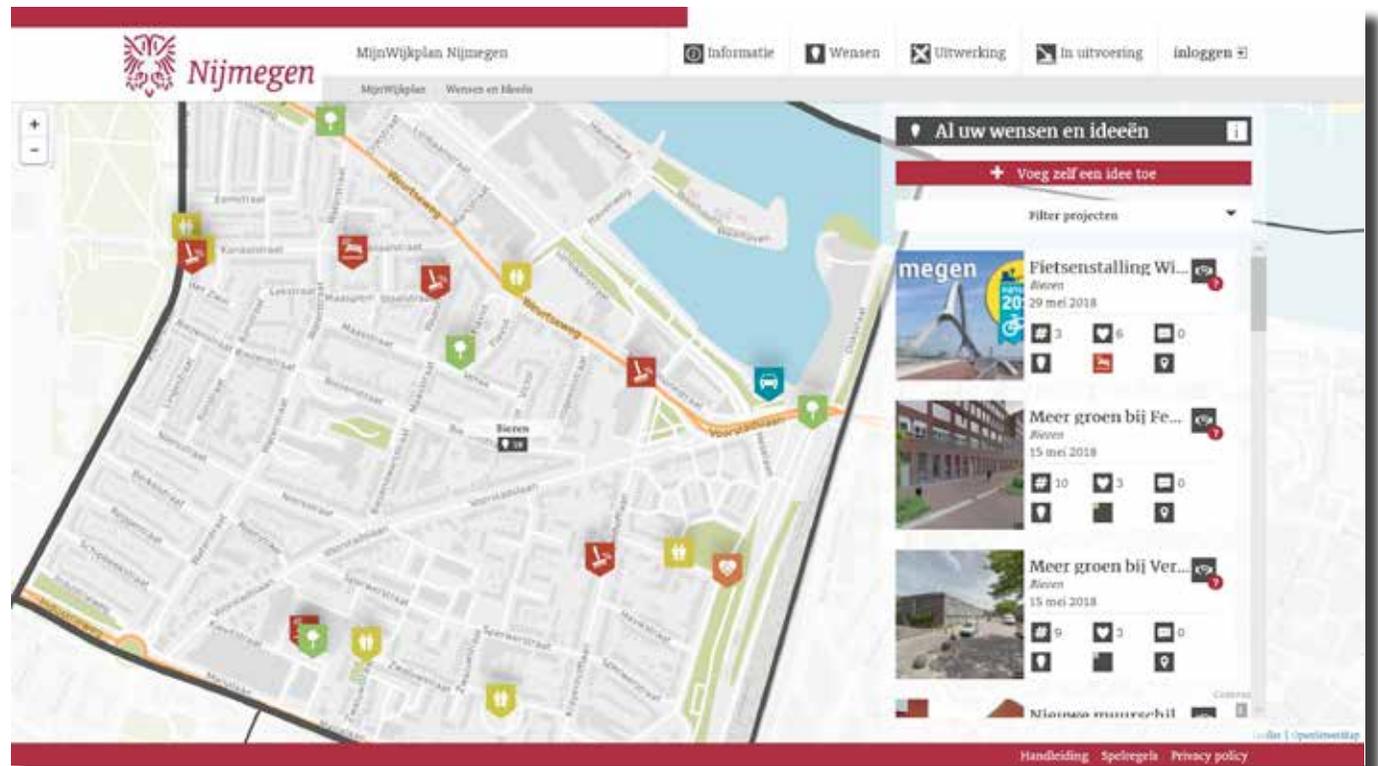
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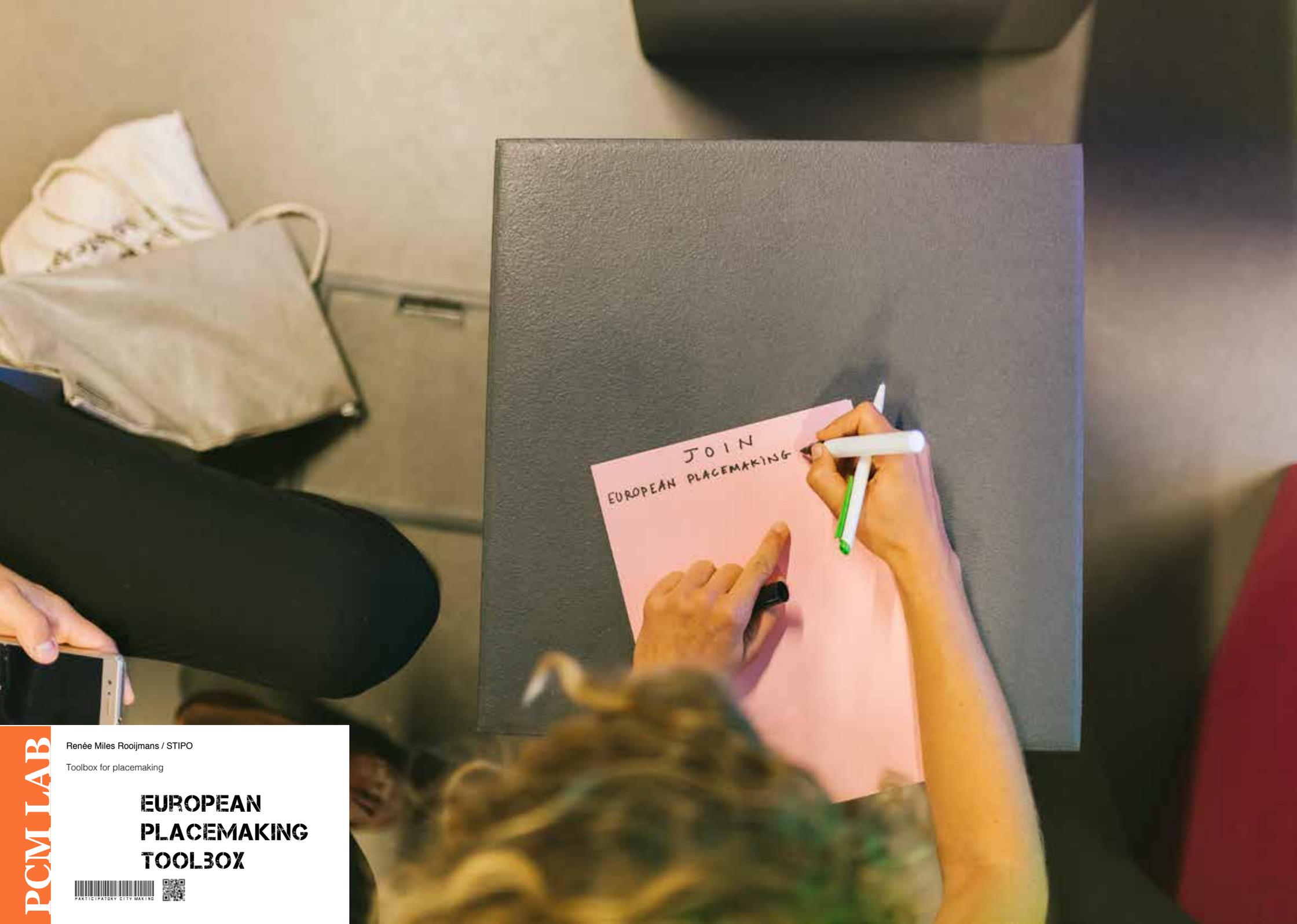
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MIJNWIJKPLAN

At MijWijkplan, residents and local government inspire each other and together work toward developing a better neighborhood by sharing their ideas and plans. Whether these refer to safety, cleanliness, attractiveness, liveability or social engagement – everything can be uploaded to MijWijkplan.

Examples are suggestions to lower the speedlimit, to create a community garden or playground, to plant more trees and to install picnic tables so neighbors can meet one another. Next to people's suggestions, the local government also uploads its plans and intentions for the neighborhood, in order for all residents to engage in and be up to date on local developments. A map on the website displays all the uploaded ideas. Residents can comment on, like and join these ideas. If an idea receives sufficient support from fellow residents and meets the requirements set by the local government, it can be realised. The next phase involves residents and local government working together to realize the idea. At MijWijkplan, everyone can participate in the thinking process. What will the outcome of the project look like? What is needed in order for this idea to be realized? What are the costs and who carries them? What is the role of the local government and the residents during the implementation of the plan and once the project is finalized? A calendar on the project's page at MijWijkplan shows the execution process. MijWijkplan therefore also is the perfect place to check planning details of developments in the neighborhood. If you have a question, you can directly ask the people responsible for the project. This is how MijWijkplan helps to bring ideas into reality!

MIJNWIJKPLAN





EUROPEAN PLACEMAKING TOOLBOX



PCM LAB

There are dozens of toolboxes currently focusing on the subjects of placemaking, community-led development, implementing city-strategies, etc. around the globe. Some of them are run by communities, some by municipalities, and some as part of academic research.

During the creation of the European Placemaking Network (EPN), we also started to create a common toolbox for everyone from the network to share knowledge and experiences, assisting us in developing our cities for the future.

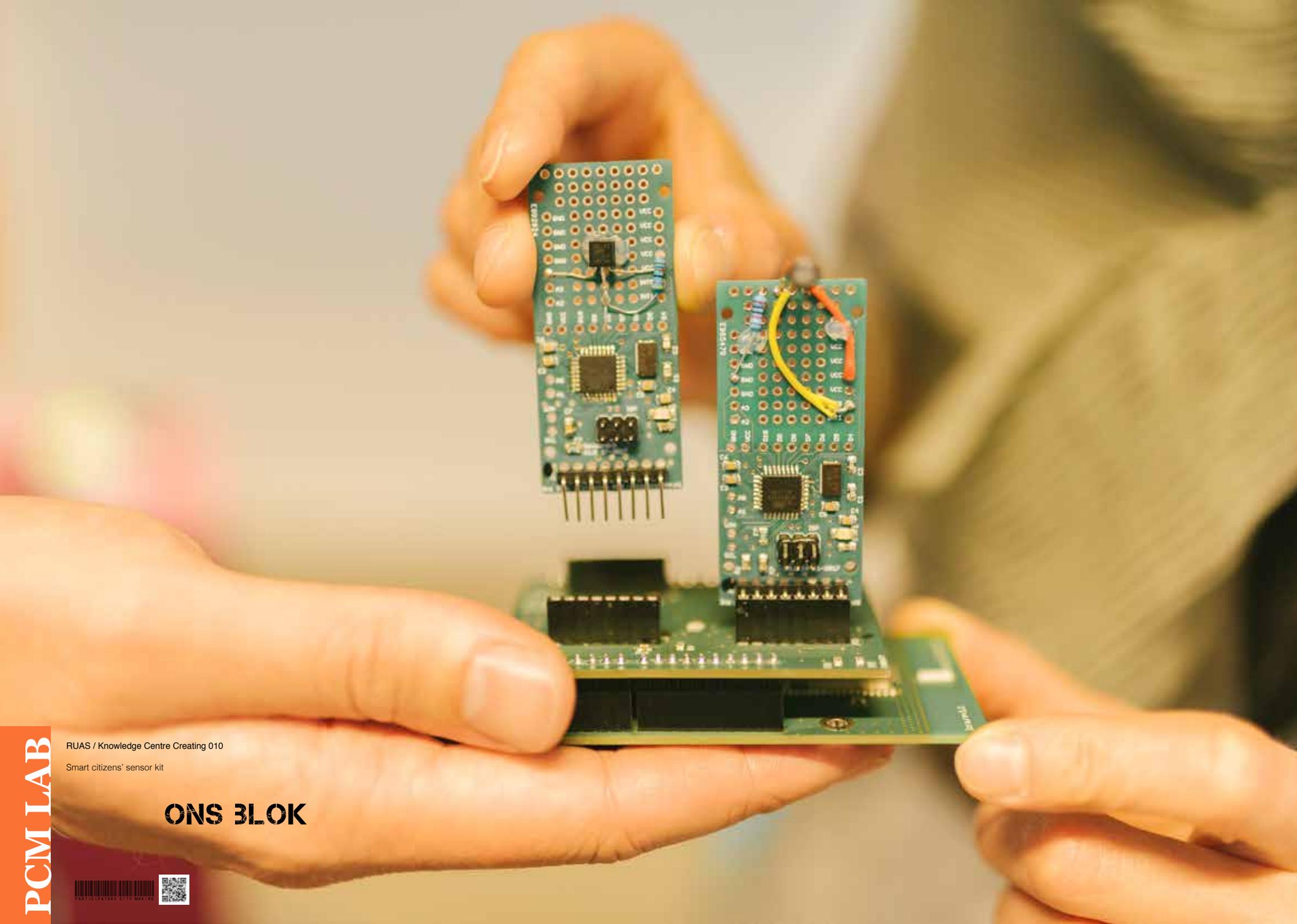
The idea of the European Placemaking Toolbox is to connect existing toolboxes to create a platform for sharing the tools of good practice and new developed tools through academic research, by universities or city municipalities. With funding from JPI Urban Europe we are now making plans to develop the online platform, the collection of more tools and the planning of moments to gather, test tools and actually have an impact at the gathering site. One of the goals is that we want to be able to offer municipalities or developers a 'fit' set of tools for their specific question or place.

EUROPEAN PLACEMAKING TOOLBOX



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PLACEMAKING NETWORK





ONS BLOK



ONS BLOK

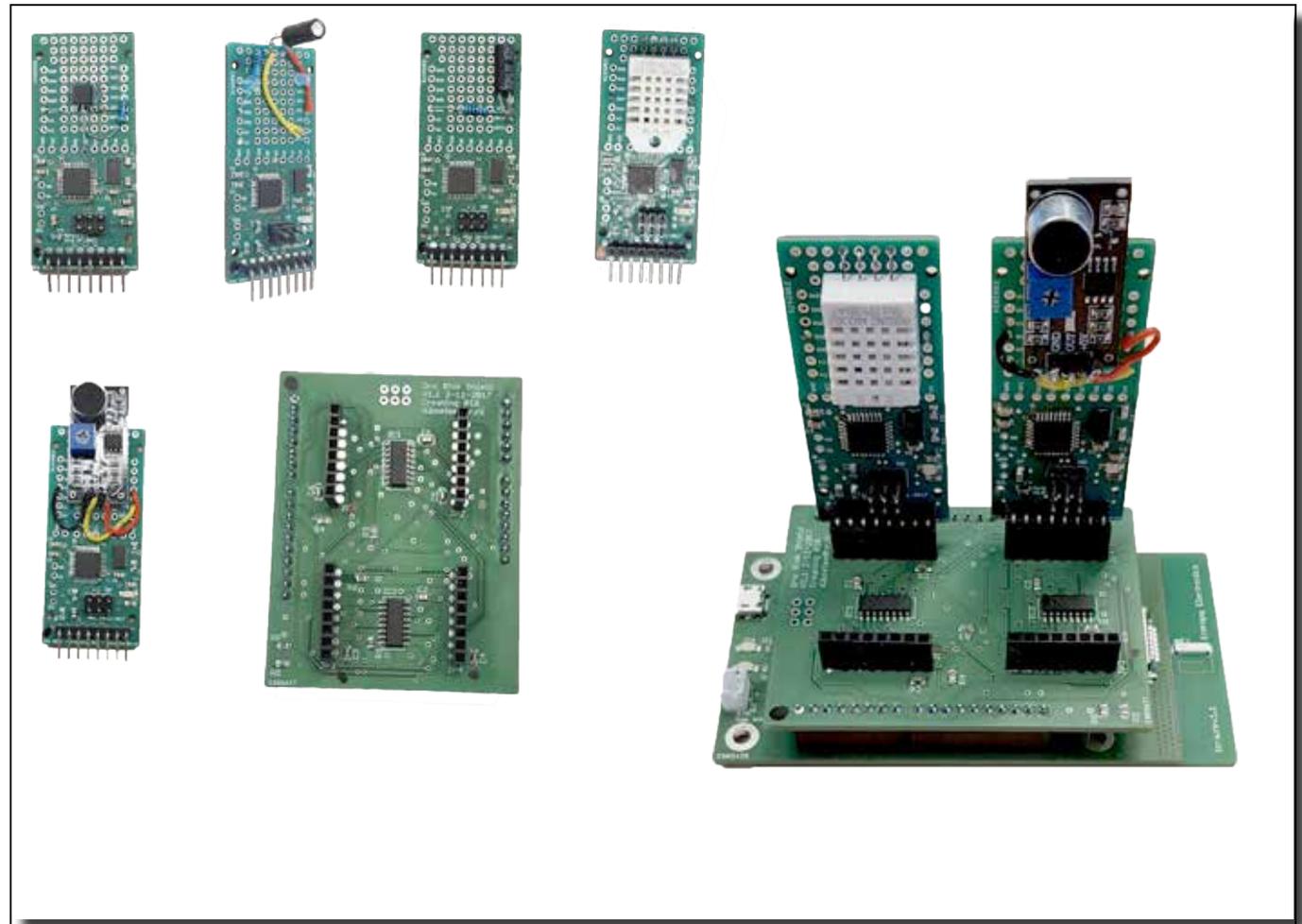
OnsBlok is a smart citizens' sensor kit. This kit facilitates a single citizen or group in measuring their environment.

The kit can be used to engage and connect fellow citizens in city making initiatives. For example around a cause such as parking solutions in their own street. Or causes within a wider radius of a city or beyond, such as air pollution.

The citizens are capable to set up their own, autarchic network by using LoRa techniques. Also, the initiatives keep control over their own data by using The Things Network (TTN). The kit comes with a base on which 4 sensors can be plugged in at a time. The current kit contains a total of 12 different sensors. The output software makes it easy for the users to extract the measured data as visualisations.

For people interested in the device itself, the kit comes with open source software and hardware manuals, which makes the artefact itself "hackable"/transformable on these levels, too. The generic kit thus enables city-making as well as literacy in smart citizenship on beginners' and advanced levels.

The kit aims to connect citizens with different interests in order to facilitate the city making initiatives' causes. The user is can be connected with his/her neighbours or can be part of a bigger, anonymous connected network. Or even these two forms combined.





Participatory City Making team

Smart badges for efficient matchmaking during citymaking events

TRANSPARENCY TOOL



TRANSPARENCY TOOL

The Transparency Tool is a smart matchmaking tool-set that consists of connected, wearable devices that can be used for networking events. The tool intends to enhance transparency and efficiency in networking situations and to serve as a conversation starter. It diminishes barriers between social silos.

During a city making event, each participant wears one device visibly, as a conference badge. Beforehand, a personal profile of interests has been uploaded onto the device. As soon as participants with similar or compatible interests are within certain proximity of each other, each device will give a visible signal hereof. The device enables the stakeholders to get unexpected, yet meaningful contacts in their city making practices.



Yannick Mulder & Nisse van Rossum / NYA

Installation for visualizing data neutrality

DISMISSING DATA NEUTRALITY



PARTICIPATORY CITY MAKING

PCMI LAB

NYA

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DISMISSING DATA NEUTRALITY



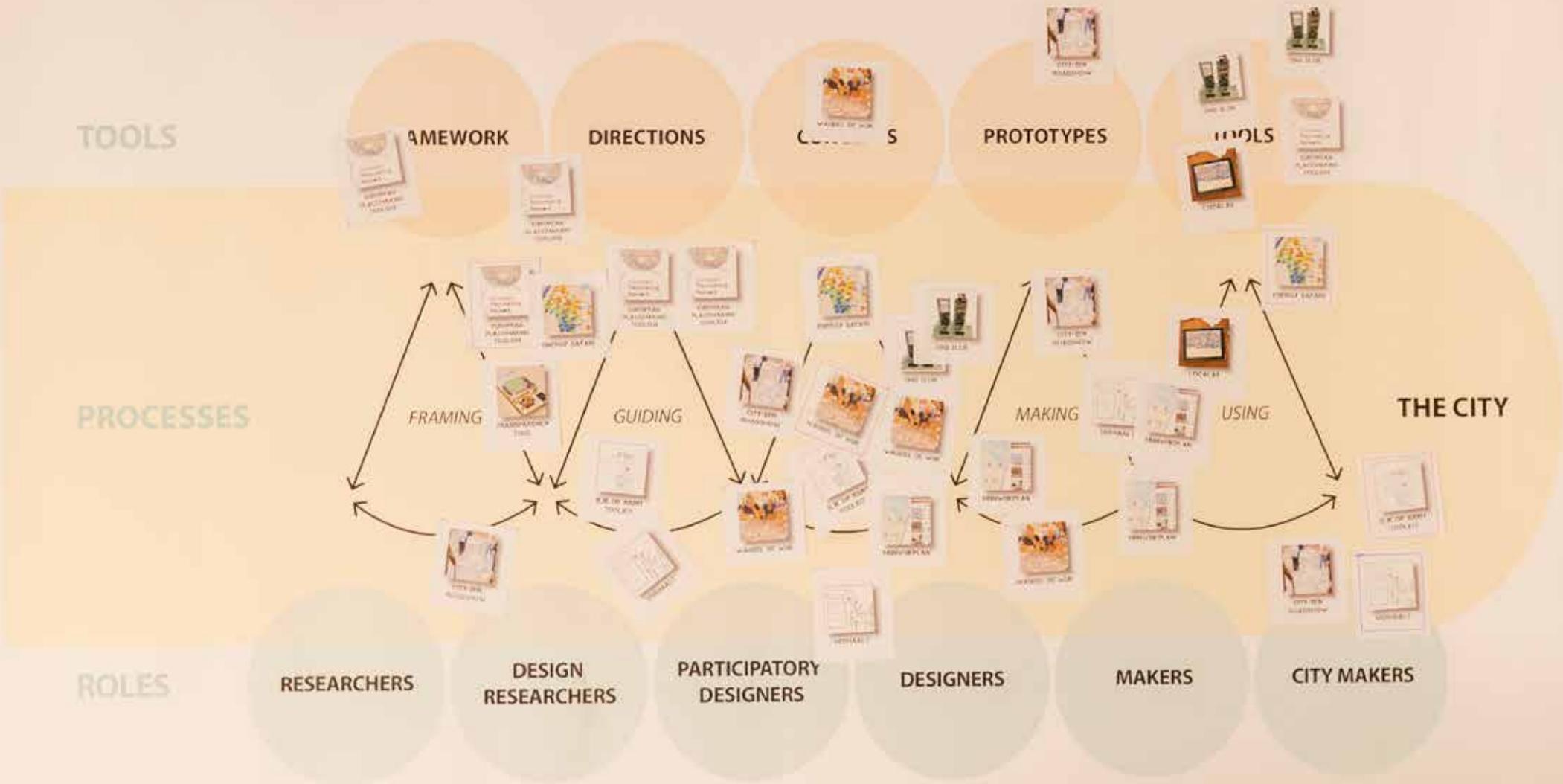






PARTICIPATORY CITY MAKING LAB

TOOL LANDSCAPE



Participatory City Making LAB at Border Sessions 2018

www.participatorycitymaking.nl

under



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Photos by Anne Sunderman