CA2RE
Conference for Artistic and Architectural (Doctoral) Research

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Guidelines for the Co-Design: how to solve Urban Issues

LEARNING LOOP PROCESS APPLIED TO CO-DESIGN

1. Identification of problems | **2. Co-design and evaluation of alternative solutions** | **3. Implementation and monitoring**

1a. Scoping	1b. Data collection	1c. Visualisation	2a. Co-design	2b. Evaluation	3a. Implementation	3b. Monitoring
• Deliberation • Definition of problem context • Identification of stakeholders • Recruitment of participants	• Quantitative: Noise Air pollution Public open data • Qualitative: Pictures/text	• Maps • Graphs • Drawings	• Online: interactive idea generation tool • Offline: design workshops	• Sustainability • Stakeholders support (MAMCA) • Participatory budgeting	• Co-implementation with stakeholders	• Quantitative: Noise Air pollution Public open data • Qualitative: Pictures/text

Start with another loop

1a. SCOPING

The first stage of the work was the scoping of issues. It helped researchers and policymakers to better understand the perception of citizens, and helped citizens to focus on what are their priorities when talking about urban issues.

SCOPING

Participants are able to create a point of contact with policymakers as they feel that someone is listening to them on what is important.

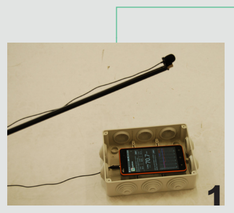

1. Lectures about basic info of pollution.
2. Participants working on maps to express which urban issues linked to pollution are the most important.
3. Workshop.

1b. DATA COLLECTION

The co-monitoring stage turned out to be very important as it has been an essential step to reach the co-design and it helped participants to feel they are part of the process.
In LOOPER the co-monitoring was more practical as participants could decide where to monitor pollutants with both official tools and with tools for participatory sensing (qualitative and quantitative data).

DATA COLLECTION

Participants learn how data are collected and feel more in touch with what is happening and which issues are more relevant.



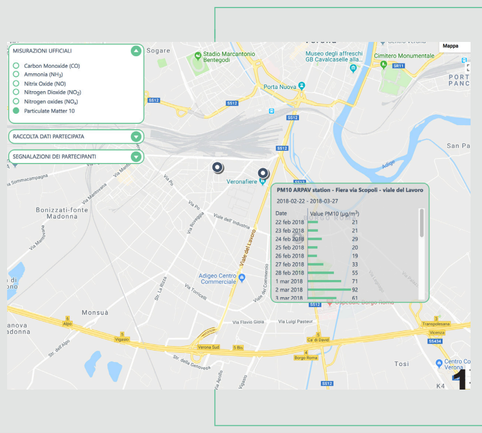
1. Noise box: crowdsensing
2. Geotaggig tool: crowdsensing
3. AirBeam: crowdsensing
4. Passive sensor: official
5. Mobile station: official data

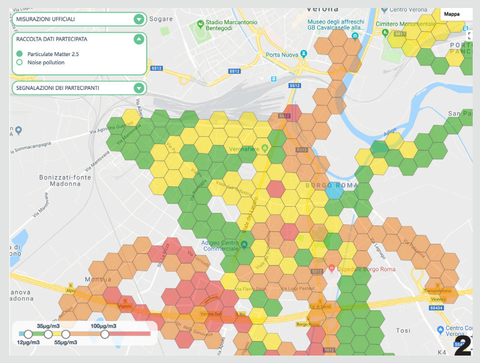
1c. VISUALISATION

The visualisation stage helps participants to understand if their thoughts about urban issues, and amount of pollutants present in their neighbourhood, were right or wrong. This is essential to open up their mind about the possible mitigation solutions.

VISUALISATION

Stakeholders can see the result of the work they have done with the data collection. They can have a complete idea of the situation.





1. Visualisation of data collected with official tools.
Here PM10 collected with mobile stations.
2. Data collected with participatory sensing.
Here PM2.5 collected with AirBeam.

2a. CO-DESIGN and future stages

The visualisation stage helps participants to understand if their thoughts about urban issues of their neighbourhood were correct or incorrect. This means that when the co-design stage will start they will be able to have a complete overview of the situation. To make the most out of the co-design stage it will be possible to use a combination of online and offline tools which can help participants to express what they would like to do to solve issues.

CO-DESIGN

Stakeholders already actively participated to previous stages, this means they have all the tools needed for the co-design. They will be helped in the process to develop ideas.

NEXT STEPS AND THE VADEMECUM

PART 1

a. INTRODUCTION | **b. URBAN CHALLENGES** | **c. CO-DESIGN**

b. URBAN CHALLENGES: It will be a set of guidelines on good and bad practices seen in the case studies and in the state of the art.

c. CO-DESIGN: The vademecum can be later implemented (both paper and digital versions) with other case studies

d. CO-DESIGN and LEARNING LOOP | **e. VADEMECUM** | **f. FURTHER DEVELOPMENTS**

PART 1 | PART 2

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