Whereas large-scale institutions like the state failed to see society at large as the generator of solutions, it is becoming increasingly evident that societal energy is a force for good to be mobilised in a wide range of ways.

Technological developments, a diverse and competitive market, globalisation, ‘flexibilisation’ and privatisation, have complicated the relationship between design for work, citizens and the city.

In economic terms, infrastructure has now become a purely private good – it is no longer a public good.

The role of design has typically been to solve technical problems, while political discussions are expected to take place far away from design in the media sphere.

Let’s go from being consumers to being pioneers and create liveable cities that are constantly driven by new ideas that come from within.

The prolonged real estate crisis where Amsterdam was bypassed by global capital and the traditional actors remained passive or absent, has given rise to a unique new way of city making.

In our collective ability to plan and build great places is still dominated by ‘Big Planning’ and ‘Big Government’ approaches.

Design & The City explores citizen-centered design approaches for the smart city. The central theme is the role of design(ers) to create opportunities and practices for citizens, (social) entrepreneurs and policy makers towards more liveable, sustainable and sociable urban futures.
Design & The City is a four-day event that brings together international experts, researchers, designers, educators and policy makers to explore citizen-centered design approaches for the smart city. During workshops, a conference and design charrettes, Design & The City will address the role of designers as initiators, innovators, campaigners, connectors, organizers, critics and imagineers of (alternative) urban futures. In addition, we will discuss concrete design strategies that can contribute to more liveable, sustainable and sociable urban communities.

Conference

Leading international experts will discuss the implications of the rise of social media, big data and other new media technologies for the practice of urban design during the Design & The City conference. The conference addresses these issues through three subthemes.

DESIGN & CITY-MAKING

Over the past few years, new models for city-making have emerged. For example, we see ‘tactical’ interventions that gradually test and develop ideas for urban improvement, building groups that have pulled resources together to develop parts of the city collaboratively, and ‘hackable cities’ in which various stakeholders work together towards the realization of collective goals. What do these developments mean for the ways we shape our cities?

DESIGN & SOCIO-ECONOMICAL CHANGE

From the smart city and the civic economy to the rise of social design in our contemporary cities, experiments with new models for social and economic organization abound. How can we ensure a citizen-centered perspective in these developments? And what role can designers play in this process?

DESIGN & SMART CITIZENS

The rise of the smart city has led to an enormous increase in the amount of data on urban life. But who collects this data and to what ends? To what extent are citizens aware of this and can they understand how this data is used? In turn, can citizens also gather their own data or use existing datasets to better understand their surroundings and hold those in charge accountable?

Workshops

The Design & The City workshops are hands-on sessions around the many facets of citizen-centered design for the smart city. We invite designers, students, scholars, public administrators, artists, activists and all smart citizens to join us in sharing insights, collaborating on research practices, experiment with research methods and work together towards new civic platforms.
Foreword

Can smart city technologies be employed to empower citizens? How does the rise of new media technologies change the roles of designers? And what does this mean for the research and teaching programs of universities that educate future generations of professionals? A few months prior to the Design & The City conference, the editors of Design & The City, the city conference’s general program coordinator, Martijn de Waal and Huib de Jong, the rector of Amsterdam University of Applied Sciences (AUAS), met to discuss the main themes of the event.

In the first half of 2016, the Netherlands will hold the Presidency of the European Union. During the Presidency, the EU Urban Agenda will be defined. Part of that agenda is the role of smart technologies in the past to be involved in several think tanks on the topic of Design & The City. I find that more and more professionals are starting to take up new roles. For instance, in health care, we see that someone called a district manager, who used to travel from their home to the same places, is taking on the role of a network facilitator between public and private actors. They need to take this whole process into account. Sometimes they even have to become activists to raise awareness about particular issues or help people to connect around such an issue. The work of Christian Nold is also a great example. He experimented with the design of various public spaces that helped spark the discussions about noise pollution around Heathrow Airport.

That is why I am really pleased with the theme of citizen empowerment for the Design & The City event. It is a hopeful idea that citizens can be empowered to take part in the design of their own surroundings. Since the 1980s, cities have become more assertive and at the same times governments themselves around issues they deem important. Also because the citizens need to be part of that equation. This is a really fascinating development. Structures based on the nation state seem to be fading away. What counts more than 400 living units. Closer to home, as Matthijs Bouw of the Knowledge Mile is an initiative that has been very successful. This means that also education and research have to adapt.

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The Centre for Design Informatics is situated across the schools of Design and Informatics at the University of Edinburgh. Established in 2012 and interdisciplinary in intent, the centre is focused on investigating the opportunities of designing with data as an academic, pedagogic and entrepreneurial concern. The Centre is home to a combination of researchers working across the fields of interaction design, temporal design, anthropology, software engineering and cryptocurrencies.

Lab methodology
Design Informatics develops innovative products and services supporting interactions between humans and data. We distinguish three kinds of value associated with data: (i) raw measurements (values of variables); (ii) social and commercial utility and money; and (iii) moral and ethical (privacy, respect, fairness). For value chains or value co-creations, all three kinds of value are relevant.

Considering that human-data interaction is the key challenge for designers, we use the abductive framework of design informatics, to distinguish design by, with and from data:

◊ Design from data: when systems are designed by people, where they are inspired by measurable features of humans, computers, things and their contexts.

◊ Design with data: when systems are designed by people, where they become aware of the flows of data through systems and the need to make data manifest, reduce its obfuscation and improve trust.

◊ Design by data: when systems are designed by other systems, largely autonomously, where new products and services can be synthesized as the data intensive analysis of existing combinations of humans, computers, things and contexts.

A portfolio of research grants across the disciplines of design and computer science demonstrates that our technical depth is complemented by the skills in engaging industry and communities to explore socio-material and immaterial dimensions of the digital economy.

Recently funded projects include the After Money Project with the Royal Bank of Scotland and the New Economics Foundation; Connected High Street project with NCR, Universities of Dundee, Northumbria and the UK IoT Hub.

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importantly, this means that the emerging world of impact investment must not be hung up on the short-term ‘bottom line’ which, in our experience, is not determined by how many projects are started up or how many lives are really changed. Rather than being oriented around individual start-ups and their clearly defined projects and services, impact investors should focus on supporting systemic change. This is the type of change we seek to support in systemic change.

This proposition is not just a call to recruit a cohort of ISB start-ups that could be individually investable because of their revenue and/or social impact. Instead, we recognize that to reframe the way we reason about work and social impact, we need to address the complex issues that may not meet the needs and aspirations of families and communities. This means creating policy frameworks that provide for a common understanding of issues, the collaborative identification of particular preserver and leverage points in the system and finally the support for a series of ISBs that are citizens or community driven. Where citizens or ISB can partner or create new businesses, they are all held together by a community that shares this change. This will take a long time and requires a significant amount of patient investment - but in the end will build a common infrastructure that can serve citizens and individual initiatives or small business start-ups alike.

This article is based on a number of pieces written with colleagues, an article written with Jürgen van der Merwe on the ‘System Innovator’ (SI) project of the University of Basel, for the SI conference on the SiG and of DAM in the context of the system innovation commons – Planning Theory Practice (2015) an article with the SeaLI project writer with_inds, Peter Hillgren, etc. The challenge of massive change and more generally, our work with the Impact Hub company Dark Matter Laboratories, the OI research lab focused on systemic change.

De Andere Markt in Genk, Belgium exemplifies how designers in Genk research the city and develop participatory design processes with everyone involved. Together with Katrien Dreessen and Pablo Casas she developed the twist on the School of Arts’ Bildungskraft project and the Engage FabLab Genk, which in 2015 published her design approach and the various roles of the designers in the project.

Todmorden, rather than highly singular and targeted citizen-led activities, which tend to be quite open-ended and uncertain. This type of relationship between diverse stakeholders, the other designers, their partners, and the citizens is especially important in a funding-scarce world, imposing emergent value creation models of local civic entrepreneurship in the area of planning and governance. However, what we really need is an approach that goes beyond the short-term personal gain or asserting their power by the rules, limiting their coastal catch to the benefit of those inside. These infrastructures are all held together by a commonly shared understanding of issues, the collaborative identification of particular preserver and leverage points in the system and finally the support for a series of ISBs that are citizens or community driven. Where citizens or ISB can partner or create new businesses, they are all held together by a community that shares this change. This will take a long time and requires a significant amount of patient investment - but in the end will build a common infrastructure that can serve citizens and individual initiatives or small business start-ups alike.

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The concept of ‘smart cities’ is gaining importance among various communities concerned with the future of work, including governments, companies, citizens, planners (IT, companies, etc). Different definitions and research studies of smart cities exist, but the core idea of the concept is to bring together various dimensions of urban systems and economies. The challenges for such cities include the creation of connected urban systems, the development of sustainable urban systems, and the creation of a more livable and sustainable urban environment. The concept of ‘smart cities’ is closely related to the participatory design (PD) coalition which is traditionally associated with the design of cities for citizens and the development of sustainable urban systems. The concept of ‘smart cities’ is closely related to the participatory design (PD) coalition which is traditionally associated with the design of cities for citizens and the development of sustainable urban systems. The concept of ‘smart cities’ is closely related to the participatory design (PD) coalition which is traditionally associated with the design of cities for citizens and the development of sustainable urban systems.
At Fields of View, we design games and simulations to understand cities better. Our work lies at the intersection of technology, social sciences and art. We work with the government, academia, industry and civil society.

Some of our current projects include: Building a game for the UK for students of economics and sustainability studies to understand the Inclusive Wealth Indicator (IWI), an indicator proposed as a complement to the GDP and HDI. Rubbish! a game about waste management. SimCity building simulations to understand and plan for urban crises, and a game for the Institute of Plasma Research, a research organization of the Government of India.

The 2015 Global Go To Think Tank Index Report by the University of Pennsylvania that ranks public policy research organizations worldwide has listed Fields of View in the Best New Idea or Paradigm developed by a Think Tank category.

Lab methodology
Issues at the intersection of government, academia, industry and civil society are characterized by ‘Wicked Problems’. With wicked problems, defining the statement, solution, inter-pretations, or even the problem can be problematic, with different assessments focusing on different aspects of the issue. Therefore, it becomes critical to bring in all stakeholders to have a common understanding of the overall nature of the problem.

We start with a problem formulation phase and a conceptual modeling of the system in hand which will include who the main stakeholders are, their relationship with each other, the resources they possess and the constraints they operate under. The conceptual model will become the basis for the game/simulation design.

The game/simulation becomes an integrated intervention. The game/simulation as a standalone intervention has to be integrated and complements multiple interventions. This in turn becomes the model to scale the intervention. The outcomes and recommendations that result from the interventions can then be used to reformulate the problem.

**BEST PRACTICE PROJECT**

Rubbish!

Bangalore faces a huge problem with its garbage disposal owing to its exponential urbanization. Fields of View developed a board game Rubbish! or ‘Kaasu-kasa’ on Bangalore’s waste management system designed for producers of waste (both individual and bulk generators) in collaboration with MediaLAB Amsterdam, IIIT-Bangalore, Cisco and in consultation with Hasirudala, a cooperative in Bangalore.

The issue of solid waste management is a wicked problem with economic, environmental and cultural dimensions. We formulated the problem statement in consultation with different stakeholders and identified strengthening the newly implemented decentralized system of waste management in Bangalore as our goal. We created a conceptual model, which became the basis for the game. We conducted multiple play test sessions with different stakeholders to refine the game design.

Players get a first-hand experience of the economics of dry waste, the importance of segregation at the source and the tug of war between environment and economics. The game is now being scaled by adapting it to various cities in India.
I argue that this socio-technical infrastructure is too important to leave as just a technical problem and needs to be addressed with the help of public policy.

Self-made city: strategies for future urban living

In 2010, over the last ten years, hundreds of projects have been developed by residents through an ownership-based form of co-housing called the Baumgarten. New co-op associations are increasing building rental communities in cities around the world throughout Europe. These projects are helping to rede fine the participatory processes and offer new development that are more cut costs but introduce high living quality at the same time.

Some spaces where people not only come together but also feel the feeling that they can hang out and can have a certain impact on the city are the Self Made City. People are allowed to make targeted complaints about the self-made city. The Self Made City will have the possibility to grow more sustainable and to grow.

The deployment of this city has enabled people to create a sense of ownership and to contribute to the development of the city. The city is changing in various ways, and the residents are participating in the development of the city.

Conclusion

The city of the future is one where the individual is a citizen. The individual is a citizen in the context of the city and is active in the city. The individual is active in the city by contributing to the development of the city.

My argument is that this approach is applicable to many other urban situations. This approach would open up a wide variety of new possibilities for the city. It is a new possibility for the city that has not been used yet.

The vision outlined here can be implemented in the city. This can be done by defining the city, defining the functions, and defining new urban planning.

In 2010 Schönwähler gathered a group of people to discuss the future residents and the project of the city. After these experiences, Schönwähler began to focus on the city of the future. He realized that the city is a place where the individual is a citizen. The individual is a citizen in the context of the city and is active in the city. The individual is active in the city by contributing to the development of the city.

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The Internet of Things has complicated the network of relationships behind both the physical and digital urban infrastructures we use everyday and it raises new questions of ownership, governance and control. Dietmar Hofbauer has written an accountability-oriented design approach that calls into issues of governance through the design of objects in everyday environments.

Wether we talk about street lights, roads, communication systems, or the electrical infrastructure, these systems are used by all actors and many other different actors of society. Not only because of how the infrastructure is managed, but also because of how the infrastructure is used. This is an important aspect of how the infrastructure is managed. How the infrastructure is used is a part of the accountability-oriented design approach.

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The Ideal Lab is a program that relocates the meaning of design to a social environment in mutation. In collaboration with research, arts, science, sociology and industry, the Ideal Lab’s goal is to define upcoming needs, provide humane results and realize future scenarios through tangible products and processes. Selected Agents are invited to exchange visions, thoughts and co-produce meaningful results according to a yearly theme.

Lab methodology
Ideal Lab works thematically, in an investigative and inclusive process rather than towards a pre-defined product or result. The process is structured by a given number of Agents that are invited to the project with their own expertise. Through empathic collaboration between the Agents and stakeholders, which areas to investigate further in the project are selected and what goals the program should work towards.

Agents with different professional backgrounds are invited to develop a scenario that can create meaningful results within the chosen theme. The choice of cross-competent agents ensure relevant and broad expertise. It is crucial importance that the agents complement each other and share common basic values, such as the search for meaningful and exciting, confidence in the other agents, the right to doubt and acceptance of conflicting results. The agents work individually or in collaboration with others.

From 2010 to 2014, four themes have been developed in collaboration with 45 creative Agents and eleven public workshops have been held. The results received three international design awards and have been presented at 20 biennales, exhibitions, festivals and conferences around Europe.

Replanted Identity
Ideal Lab worked on four themes so far and each of them reached maturity through artistic research. The most powerful is certainly ‘Replanted Identity’ because of its broad involvement with Agents, the networks involved, its impact in the design world and its federating power which brought international renown to the program. Replanted identity not only brought design into a social landscape but it also became a political and strategic tool.

As a reminder, the investigative design program, Ideal Lab has taken on the theme of identity, ‘Replanted Identity’, in the specific context of the Micropolis. As most places are inhabited by indigenous and migrant populations destined to remain there, an inclusive local identity emerges as an important goal to create a happy and prosperous local community.

The identity issue has become highly relevant as the traditional borders disappear. Possessing a certain nationality as one’s only identity does not suffice anymore. Humans are increasingly connected to each other, beyond both geopolitical and linguistic borders, and choosing the right identity at the right moment is the best way to amplify these connections. These days we are less likely to settle where we were born or where our ancestors came from. Humanity is migrating to the cities and its populations, better educated than ever before, can choose where and how they want to live. Helping people to generate identities which allows them to connect easily to others is no longer a luxury but has become a common need.

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The Ideal Lab invited 14 French and Norwegian creative Agents to immerse themselves in two unique places: Florø in Norway and Saint Nazaire in France. Both are distinctive, gorgeous and in a state of transformation. The Agents studied and observed these Micropolises to project a new version of the local identity in 12 artworks and objects; all vectors of a ‘Replanted Identity’. The twelve works created on this theme form the basis of an exhibition that is touring France in 2015 and Norway in 2016. For more information please visit ideal-lab.org.

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Economic Resilience at Buiksloterham

MAARTEN BLOESS is a Dutch architect and founder of Buiksloterham Hacklab. He is also the director of a community-based design and planning firm. He currently serves as a research associate at the Architectural Research Laboratory at the University of Pennsylvania.

After the crash it became clear that the Dutch real estate sector was not very resilient. During this time of cancelled projects and collapsing real estate, some citizen-driven real estate development projects were an alternative to the Buiksloterham area in Amsterdam. In this article Maarten Bloess specifically discusses the Buiksloterham Hacklab City project, which explores how digital technology can facilitate city making.

In the fall of 2005, on an improved camping ground in Amsterdam, more than a hundred cardboard tents and ten outhouses were set up. The owners and users were willing to camp out for more than three weeks in order to sign up for a plot of land in the area near Buiksloterham: an urban area that could be built on. There, they would build houses for themselves and their inhabitants. On a daily basis, the campers collaborated with each other in practical tasks and in discussions about the collective virtues of their urban environment. This way, they worked toward a better environment in which the systems become more resilient.

Many of the characteristics of the Buiksloterham Hacklab City project are shared with other projects in the Netherlands. The idea of exploring complex systems, such as a city, or the city itself as a complex system, involves an awareness of all life changes. The communities have organized themselves in order to design and manage the local resources. Greater involvement of the people who are affected by the new city making process has been developing, resulting in more neighborhood diversity.

The scale of development in Buiksloterham is small. Each building is a single-family house. Still, collectively, the project supplies a demand for new housing. There is a focus on flexibility in the program and space. As a result, the Buiksloterham Hacklab City project includes a wide variety of dwellings. The idea behind the project is that people can work together to make their dreams come true. The project also aims to create a sense of community among the inhabitants. The material auctioned off by bankrupt contractors has been used to construct temporary structures on the site.

If the Buiksloterham Hacklab City project manages this new reality and finds a way to establish itself as a model of real estate, it will enable the use of an affordable building system that is sustainable and environmentally friendly. The project is to be celebrated for its ability to deal with the inevitable crisis and, at the same time, to establish a new model for urban development.

Buiksloterham Hacklab City

Out of these initial conditions experimental projects have been developed. These projects work to establish a new set of methods and building codes that are not based on the traditional building codes. This is a successful project that is being further developed. The project is aimed at establishing a new model for urban development and a new set of building codes that are not based on the traditional building codes. The project is being developed in collaboration with the University of Pennsylvania and the Architectural Research Laboratory.

Slowly, the institutional actors started to develop project and alternative housing options. One of the main challenges of the project is to develop a new set of building codes that are not based on the traditional building codes. This is a successful project that is being further developed. The project is aimed at establishing a new model for urban development and a new set of building codes that are not based on the traditional building codes. The project is being developed in collaboration with the University of Pennsylvania and the Architectural Research Laboratory.

Ultimately, the project is to be celebrated for its ability to deal with the inevitable crisis and, at the same time, to establish a new model for urban development.
Kitchen Budapest (KIBU) innovation and incubation lab was established with the support of Hungarian Telekom in 2007. Our goal is to help young talents and support their inspiring projects with knowledge, a wide network of partners and infrastructure. Together we aim to provide solutions to global and mass-cultural issues because this world needs problem solvers. In brief, KIBU is a place where ideas are turned into projects and projects turned into businesses.

Lab methodology

Our talent program is an idea development program for concepts with business potential and an experimental approach. The goal is to create a proof of concept or a prototype by the end of the program and to support the projects at a later date. During the half-year-long program the talent teams have the opportunity to bring out the best from their early stage ideas with continuous support from our mentors. This process is supported by weekly pitches and by ongoing help from our team and experts. Through this collaboration the teams can develop the skills they need to successfully enter the market.

The talent program is a six-month long program with the following milestones during the semester:

- Discovery (1st month) where we work with the team to re-define their original ideas and to create the vision which we validate using the essential tools (benchmarks, competitor analysis and persona analysis etc.)
- Design (2nd month) where the design elements are defined and we prepare milestones and schedule for the development phase
- Development (3-5th months) where the creation is constantly supervised by experts and mentors as we progress. Weekly testing and iteration are key elements in the process
- Delivery (6th month) where the prototype is being finished as planned and the focus is on testing it and introducing it to the public.

Rites

Rites is a first person exploration game in which the user gets to explore a dreamlike world based on amateur YouTube videos. In Rites these videos represent our collective memory. The digital landscape of Rites is built up of recontextualized elements of videos, where new connections are established between the consisting parts. Immersed in this virtual environment, the user becomes the protagonist of these transformed situations where space is generated around the player. The player’s interactions change the progress of the game, by choosing the elements of his environment the user can build up his own tales of recollection. As opposed to most games, in Rites universe there are no definite goals to achieve or specific storylines. Focusing on discovery instead, it allows all sorts of ways of exploration from active interaction to contemplation.

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Rites © Kitchen Budapest
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BEST PRACTICE PROJECT

Rites is a first person exploration game in which the user gets to explore a dreamlike world based on amateur YouTube videos. In Rites these videos represent our collective memory. The digital landscape of Rites is built up of recontextualized elements of videos, where new connections are established between the consisting parts. Immersed in this virtual environment, the user becomes the protagonist of these transformed situations where space is generated around the player. The player’s interactions change the progress of the game, by choosing the elements of his environment the user can build up his own tales of recollection. As opposed to most games, in Rites universe there are no definite goals to achieve or specific storylines. Focusing on discovery instead, it allows all sorts of ways of exploration from active interaction to contemplation.
WORKSHOPS & Parallel Events

During Design & The City a broad network of local, national and international city makers comes together to organize workshops and parallel events. All events are related to the theme of designing smart cities for citizens.

WORKSHOPS 1

Criss-crossing and funding citizens-led urban innovations: Discussing case studies in European cities and their impacts on public policies

ORGANIZERS

Dr. Rico Rother – Head of Department Design, Creative Industries Faculty, Aalto University

LOCATION

IT University of Copenhagen – Kohnstammhuis, 9th floor

DATE

20 April 2016

TIME

10.00 – 13.30

Tickets

Free (Advance registration required)

WORKSHOPS 2

Making sense. Advances and challenges in participatory sensing

ORGANIZERS

Dr. Viktor Bedö – Tacit Dimension

LOCATION

IT University of Copenhagen – Kohnstammhuis, 9th floor

DATE

20 April 2016

TIME

10.00 – 13.30

Tickets

Free (Advance registration required)

WORKSHOPS 3

Inventing the city. Designing contested social interaction

ORGANIZERS

Tom van der Meulen – Toon van der Meulen

LOCATION

Universiteit Leiden – LAPS Research Lab of Labs Public Presentation of Lab of Labs

DATE

20 April 2016

TIME

10.00 – 13.30

Tickets

Free (Advance registration required)

WORKSHOPS 4

Creating grassroots initiatives in the age of big data – how to help citizens mobilize

ORGANIZERS

Dr. Nuno Ramos – Department of Information Systems and Technology Design, KU Leuven, Belgium

LOCATION

University of Tampere – C-Tower

DATE

20 April 2016

TIME

10.00 – 13.30

Tickets

Free (Advance registration required)

WORKSHOPS 5

Prototyping for citizen engagement – How can we empower citizens for social change?

ORGANIZERS

Mara Balestrini – Ideas for Change

LOCATION

Universiteit Leiden – LAPS Research Lab of Labs Public Presentation of Lab of Labs

DATE

20 April 2016

TIME

10.00 – 13.30

Tickets

Free (Advance registration required)

WORKSHOPS 6

New approaches to walkable cities

ORGANIZERS

Kim Hagenaar – Producer

LOCATION

IT University of Copenhagen – Kohnstammhuis, 9th floor

DATE

20 April 2016

TIME

10.00 – 13.30

Tickets

Free (Advance registration required)

WORKSHOPS 7

Senses in the City for Active and Resilient Urban Areas – How to create more meaningful data, based on citizens’ experiences and needs.

ORGANIZERS

Dr. Peter van Weel – research coordinator

LOCATION

University of Applied Sciences, Rotterdam – 010

DATE

20 April 2016

TIME

10.00 – 13.30

Tickets

Free (Advance registration required)

WORKSHOPS 8

Size and shape of the playing field. Map data in urban game design and urban exploration

ORGANIZERS

Prof. Kevin Leggat – National University of Ireland, Galway

LOCATION

Assumption University – Kohnstammhuis, 9th floor

DATE

20 April 2016

TIME

10.00 – 13.30

Tickets

Free (Advance registration required)

WORKSHOPS 9

Inventing the city. Designing contested social interaction

ORGANIZERS

Tom van der Meulen – Toon van der Meulen

LOCATION

Universiteit Leiden – LAPS Research Lab of Labs Public Presentation of Lab of Labs

DATE

20 April 2016

TIME

10.00 – 13.30

Tickets

Free (Advance registration required)

WORKSHOPS 10

Taking smart cities – making them

ORGANIZERS

Dr. Rico Rother – Head of Department Design, Creative Industries Faculty, Aalto University

LOCATION

IT University of Copenhagen – Kohnstammhuis, 9th floor

DATE

20 April 2016

TIME

10.00 – 13.30

Tickets

Free (Advance registration required)

ORGANIZERS

Dr. Rico Rother – Head of Department Design, Creative Industries Faculty, Aalto University

LOCATION

IT University of Copenhagen – Kohnstammhuis, 9th floor

DATE

20 April 2016

TIME

10.00 – 13.30

Tickets

Free (Advance registration required)
Waag Society, Institute for Art, Science & Technology, is an interdisciplinary non-profit media lab based in Amsterdam. Its mission is to understand and reflect on the role of technology in society by performing artistic research, critical design and social innovation. In interdisciplinary teams and in close co-operation with end-users it develops technological artifacts that enable people to express, connect, reflect and share information, goods and responsibilities. It hosts highly interactive workshops, events and plays an active role in debates about technology and related issues such as trust, agency, privacy and intellectual property. Founded in 1994, Waag Society is part of the Dutch national infrastructure for the arts and culture and is a well-known participant in national and international research programs.

Lab methodology
Waag Society deploys its own co-design methodology called ‘users as designers’. We involve artists and designers as a catalyst for uncovering and expanding the knowledge and skills of others. Our methodology is used in our projects with the elderly, children and all users in between these ages. This entails an iterative process in which the innovations are developed based on the dreams, needs and concerns of the users.

By deploying creative working, design formats and digital fabrication tools (e.g., in our Fablab and Open Wetlab infrastructures), we enable all participants to become active members in the design process. In this way, they grow a sense of ownership towards the innovative solution or new practice, which is a key factor in successful research, development and implementation. This reflects the credo of Waag Society: “If you can’t open it, you don’t own it.”

To download our publication, waag.org/en/project/users-designers.
Design & The City takes place on the Knowledge Mile, the area in Amsterdam that runs from the Amstelstation to the Nieuwmarkt. Since the beginning of 2015, the Amsterdam Creative Industries Network (ACIN) has been working to set up a community of companies, students, teachers, researchers, citizens and organizations to improve the liveability of the area.

The community’s shared goal is to make the area into the smartest street in the Netherlands, by working on solutions for current (global) urban issues such as traffic, air pollution and excessive rainfall. The central elements in this community are the research labs from three universities of applied sciences in the area: the Amsterdam University of Applied Sciences, Amsterdam University of the Arts and Inholland University of Applied Sciences. They act as intersections where all the parties come together to develop solutions around a specific research topic.

Meet a selection of the labs on the Knowledge Mile and their research subjects.

- MediaLAB Amsterdam
  Interactive media applications
- Digital Life Lab
  The wellbeing of citizens in urban environments
- Publishing Lab
  Hybrid publishing models
- Citizen Data Lab
  Data-analysis for citizen empowerment
- Fashion Technology Lab
  Fashion identity, smart clothing and virtual design
- Interaction & Games Lab
  Video game design and playful interaction
- Creative Business Lab
  Business models for the creative industries
- Event Lab
  The societal and economic value of cultural live events
- Heritage Lab
  Heritage in the age of the network society

For more information visit: KNOWLEDGEMILE.ORG

The ambition of the community is to really have an impact on the area in terms of liveability and the look of the area. This transformation will be a process of many years. How will you reach these long-term goals and what are the challenges you face in reaching these goals?

It is important to note that we do not do all work ourselves. The role of ACIN as a network organization is to connect issues with knowledge. So far, the biggest priority from the start was to get all the local stakeholders together and get them enthusiastic about the initiative. This is also our biggest challenge: to accomplish this we organized a lot of meetings in the first year. We officially launched the Knowledge Mile in February 2015 during a meeting with a lot of local stakeholders. Every two months we organize the Knowledge Mile Meetups: a network event where we give a quick update of what is going on and have the attendees exchange ideas. In 2015 we organized the first edition of Knowledge Mile Boiling, an instant crowdfunding meeting for everyone with ideas to improve the liveability in the area. Additionally, we connected our labs to leading national and international companies such as Bell Labs, KLM Royal Dutch Airlines and insurance company a.s.r.

Besides these network events, we try to embed the Knowledge Mile into the larger context of the Amsterdam Metropolitan Region. We’ve chosen to link our long-term goals to the goals that were set by the Amsterdam Economic Board, which are Digital Connectivity, Health, Mobility, Circular Economy, and Jobs of the Future / Talent. This means they are embedded in a larger whole. One of the first long-term projects we’re now starting is Knowledge Mile Green, which is related to both the Circular Economy and Health goals. More nature and green on the Knowledge Mile will eventually result in better air quality, but it will also help in dealing with the excessive rainfall and make the overall appearance of the area more appealing.

Looking back on the first year of the Knowledge Mile initiative, have you already realized projects in which education, research and the local community have been connected?

We’ve already done quite a few projects on the Knowledge Mile, but I will highlight two projects that showcase different ways to improve the liveability of the area. The first project is related to De Pinksterbloem elementary school, which is located on the Knowledge Mile. Children and parents of the school have been troubled for years by traffic in the area. Cyclists and scooter drivers often pass by the school at high speeds, causing dangerous situations. Students of the Persuasive Design course at the Amsterdam University of Applied Sciences worked together with the students of De Pinksterbloem to come up with various solutions to the problem such as laser beams, special screens and light signals.

In the second project, researchers, teachers and students of the Amsterdam University of the Arts and the Amsterdam University of Applied Sciences created the light artwork Citizens for the Amsterdam Light Festival 2015 / 2016. The public space of the Knowledge Mile is characterized by high-rise buildings and traffic. Art and design interventions can contribute to the overall atmosphere and liveability of the area. The light poles featured in the work talk to each other like citizens on the street, using content created on various social media.