Use of ICT for community building actions
towards the reactivation of urban heritagescapes in South European cities

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The objective of this effort is to develop an inclusive and open, data-driven participatory methodology for the sustainable management, reactivation and reintegration of historic sites and open air spaces of our cities into the everyday lives of their inhabitants.

CONSIDERATIONS

1:engagement
2:replication

CONSIDERATIONS

Residents and local communities often are engaged only late in the process: to be informed of how things are going to work, and how they fit in the planning.

"Equity is where people aren't asked whether this bench is red or blue, but rather, is this project right or wrong?"

Stephen Gray, Shaping Cities

1:engage

An understanding of conflicting parameters is needed, if we aim to support **replication** to other sites and **scaling up** across a city.

According to the plurality of urban situations there is **no simple transfer** from one neighbourhood, district or city to another.

2:replicate

Inclusive public space

Public spaces should be ideally:
- attractive to all (& activating people to move),
- where different groups and communities meet,
- where stereotypical expectations of the *Other* are challenged.
- (public spaces may also be considered as an extension to our living room)

Public spaces are constantly influenced by power balances and the needs of different groups and communities.

inclusive space

Inclusive collaborative design

Inclusive collaborative design asks:
- Who will be included?
- What ways of spatial appropriation do specific designs promote or inhibit?
- Who will be responsible for maintaining public spaces?

When appropriating urban spaces, humans experience them and behave in them as places that embody a meshwork of:
- identities,
- interpretations,
- feelings,
- history and
- culture.

Public space-making is enriched when people are enabled to bring their
different meanings,
values, and
narratives into the **design negotiation & appropriation process**.

inclusive design

EXPERIMENTATION

engagement   ephemeral
replication   informal

Actions of *ephemeral use* can transform the identity of and expectations from a public space, even if they are of limited duration.

An ephemeral use of public space allows people to test and experiment with ideas of alternative uses and therefore makes visible what changes are possible (Harris, 2015; Schaller & Guinand, 2019; Lydon & Garcia, 2015).

ephemeral

Informal actions are also trigger for reflections on alternative uses and practices. They convey precious information on the public spaces' social dimensions that need to be taken into account.

REFILL URBACT Network (2017). A Journey Through Temporary Use. https://urbact.eu/sites/default/files/ media/refill_final_publication.pdf
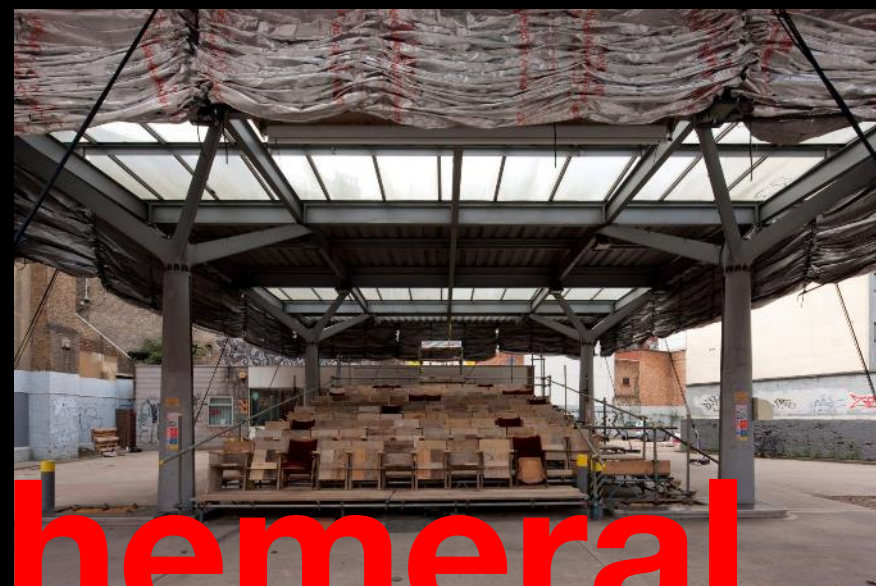
informal

FOCUS

The aim of this workshop is *not* to co-design the Spazio Incolto, but rather to capture the **stakeholders' considerations** about the space in a dynamic form that would
better communicate the various narratives of the future users of the space

by **providing a stage** for the development of new dialogues and interpretations of **ephemeral** uses and **informal** appropriations that may facilitate the emergence of new spatial configurations and descriptions of the space.

discourse

The Cineroleum was a self-initiated project that transformed a petrol station on Clerkenwell Road into a cinema.
Assemble Studio, Clerkenwell, London, 2010.
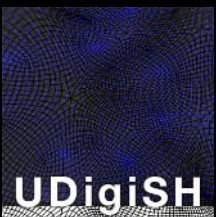
good practice: ephemeral

Assemble Studio – OTOProjects (Dalston, London, 2013)
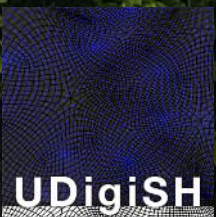
good practice: informal

Digital practices for the Study of urban Heritage

Nicosia, Cyprus (2019)

UDIGISH studies how urban heritage and the abundance of culturally valuable structures and buildings across Europe can contribute to reflective processes and the creation of legible, open, accessible and enjoyable cities.

Digital practices for the Study of urban Heritage

- Cultural Heritage institutions
- Scholars and researchers in architecture & Digital Humanities
- City stakeholders and professional associations
- Urban communities and citizen groups

UDigiSH Digital practices for the Study of urban Heritage
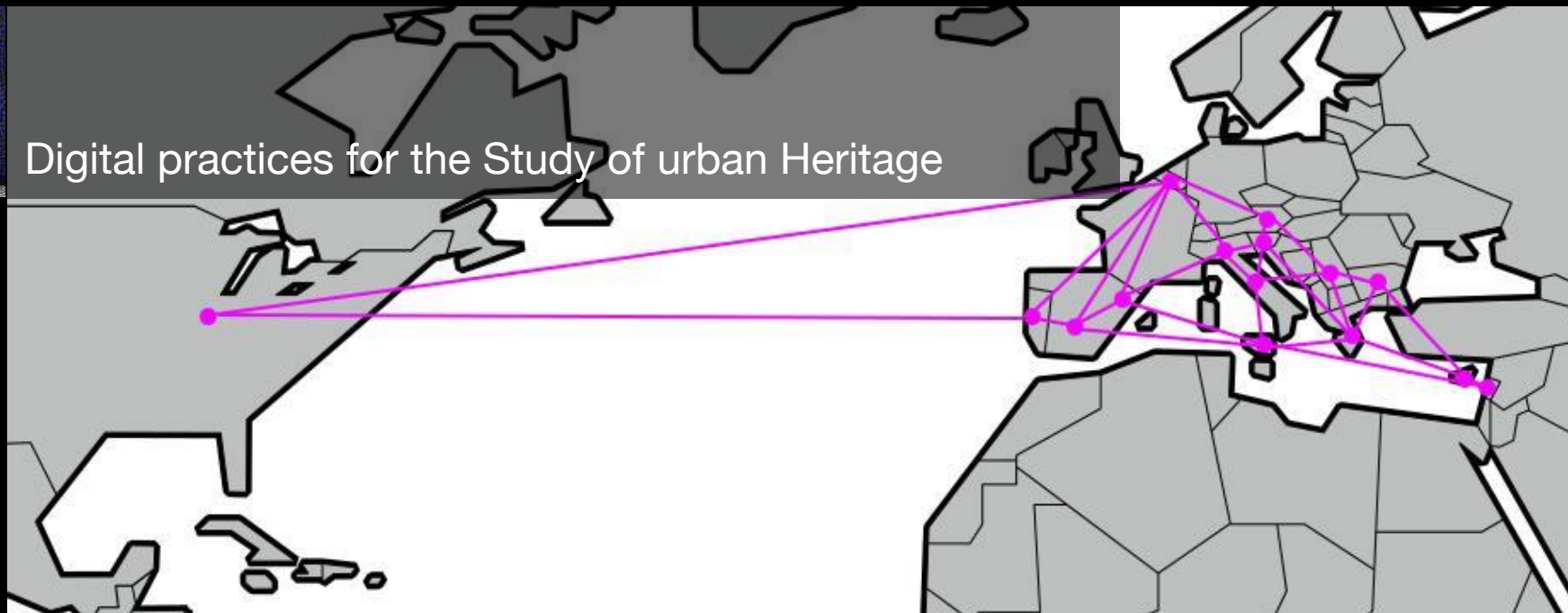
Research community the WG members belong to:

Built Heritage, immaterial heritage & social science.

Human-centered design; design thinking; VR/AR/MR/XR.

Architecture, urban studies & planning.

ICT engineering & Data / Software Cyberinfrastructure.

Social Innovation & innovative entrepreneurship.

Disability studies.

Our aim is to bring together *data (quantitatively expressed information)* (e.g., GIS, BIM) with *'qualitative' information,* i.e.,*'weak'* structures of metadata that draw from collections of multimedia digital assets, to express human narratives, collective memories and personal storytelling.

26 July
  10.00 Welcome FMM
  10.10 Introduction to the workshop GA
  10.20 Historical analysis of Cantieri Culturali alla Zisa DL
  10.30 Theoretical considerations GA & FMM & CSC & GR & JW
  11.45 Tools and demos CW & AB
  12.00 Break
  13.30 – 19.00 Group Meetings (4-5 groups)
  19.30-21.30 Working dinner

27 July
  09.30 Working session
  16.00 Round table discussion
  17.00 Closing

  19.00 Erwin Wurm AR Exhibition opening

agenda

Local stakeholder meetings

    10.30-11.30 CRESM

    12.00-13.00 Goethe + French institute

    15.00-16.00 Creative Europe Public Play Space

    16.30-17.30 DITIRAMMU + Legambiente

    18.00-19.00 Tavola tonda

agenda

UDigiSH Digital practices for the Study of urban Heritage

THANK YOU FOR JOINING US!