



Workshop Urban Issues



Summerschool, Jean-Jacques Terrin, September 2009



Agenda

1. Objectives of the Workshop “Urban Issues”

Build a new urban scenario, discuss the question of the medias

2. The question of medias

Represent the city making process

Traditional tools, urban technologies, MR technologies

3. IP City Urban Experience

Review of IPCity urban field trials and workshops

4. Program of the Workshop

Agenda, methods, results

1

Objectives of the Workshop

Build an urban scenario, discuss the question of the medias

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1. Objectives of the Workshop

Issues

Understand a complex urban situation

Build a new scenario of negotiation for multi-actors city making practices

Discuss the possible use of mixed reality technologies in the co-production of this scenario

Communicate the results of the workshop

2

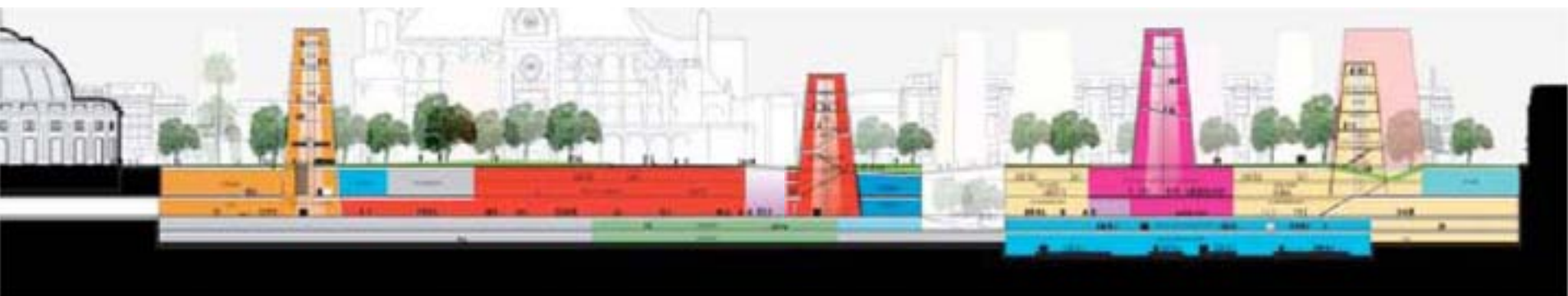
The question of medias

Traditional, urban oriented technologies, mixed reality

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2. The question of Medias

Traditional tools



Traditional tools



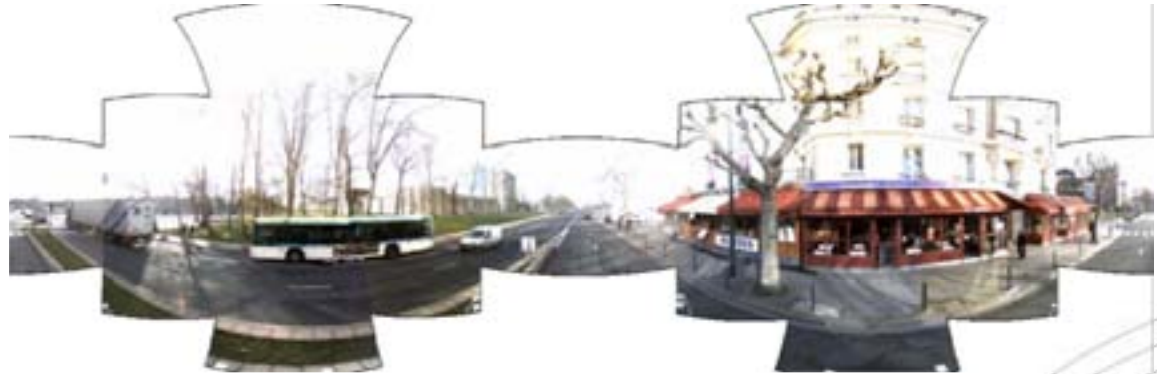
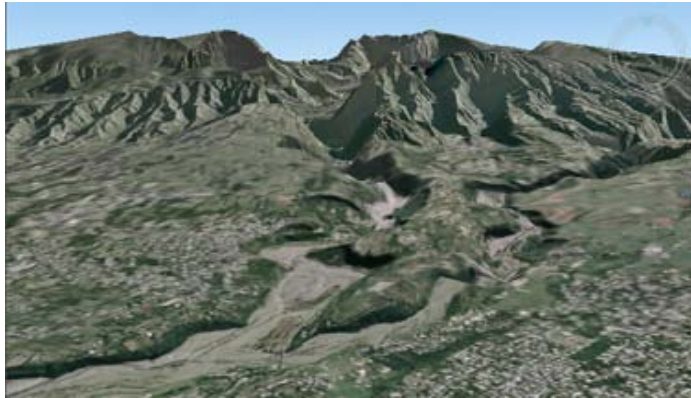
An urban project has its own language codes which are difficult to understand for non-design oriented actors

The Use of Visual, Oral and Written Communication



Sketches, plans, perspectives, models or computer synthesized images
Discussion, commentary, explication and narration
Specifications to keep track and to record

Urban Oriented Technologies



Mixed Reality Technologies





3

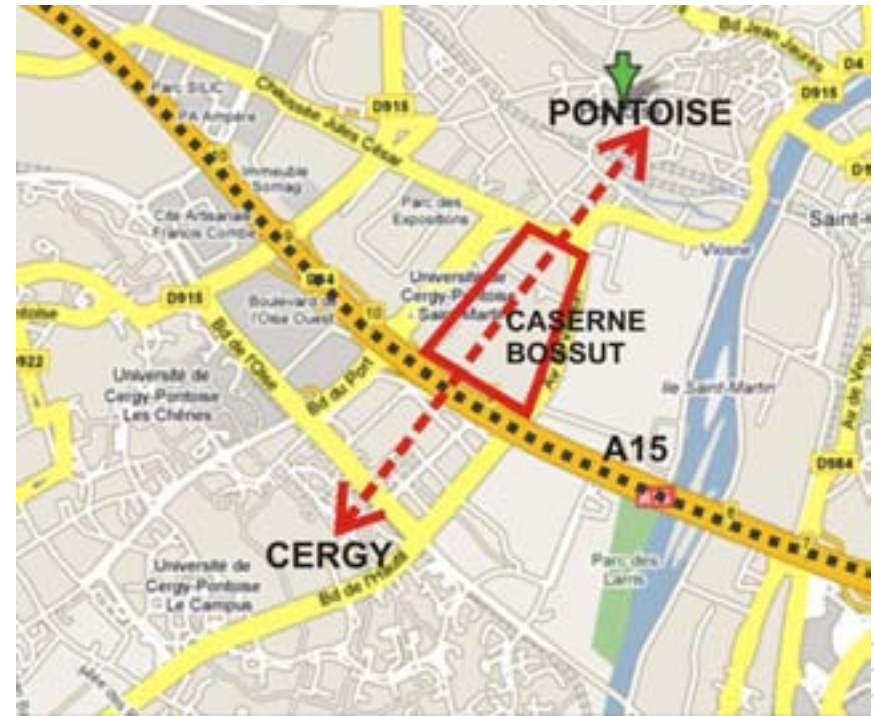
IP City Urban Experience

Review of IP City urban workshops & field trials



Preparing a Scenario

a site,
stakeholders,
issues,
etc...



Understanding the Stakeholders

Different professional cultures, different academic training,
Language codes and economic and social priorities

Experts in uses



Identify Urban Issues

Participatory workshop
with stakeholders



Building New Scenarios with MR Technologies





Building New Scenarios with MR Technologies





4.

Program of the Workshop

Agenda, methods, results

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Sept. 23

AM

Starting session of the workshop

Round table, presentation of participants, skills and expectations.

Short review of the preparatory work of participants.

Debate on Urban issues.

Precisions on the agenda of following days.

Sept. 23

AM Understanding Naschmark

History, current developement and future tendencies of Naschmarkt.

Understanding the context: environmental issues, re-naturalization, underground parking, logistics, integration of Naschmarkt mechanics, overground structures, traffic, pedestrian acessibility.

Recent changes: from neighborhood market towards delicatessen and restaurant area (densification, treatment of existing stalls, etc.).

Scenarios proposals.

Presentation of correlated stakeholders.

Visit of the site.

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Sept. 23

PM Replanning Naschmarkt

Debriefing of the visit.

Brainstorming and role game to define the scenario including urban issues, negotiation process between stakeholders and communication medias facilitating a collaborative design process.

Sept. 23

Two possible scenarios:

1. Bring back Water from the Vienna river into the Wiental and the Naschmarkt

2. Invent a Naschmarkt for connected pedestrians



Sept 24

AM and PM

Define the needs of representation and communication for a negotiation scenario.

Imagine the communication and representation tools that could be used to implement this scenario: traditional technologies, MR technologies, others.

Sept 25

AM Synthesis, planning a common paper.

PM General presentation, closing session.

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