ENHANCING COMMUNITY LEARNING THROUGH LEARNING LOOPS INSIDE URBAN LIVING LABS: HOW TO IMPROVE URBAN CO-DESIGN

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WHY IMPROVING CO-DESIGN

The LOOPER project starts from the issue that often co-design experimentations do not reach the expected results because:

► participants are **not involved since the very beginning**;
► participants do **not have the necessary knowledge** to understand the topic.

This means that to improve the co-design process, and to gain the best results, what participants need is a phase of learning at the beginning of the projects.
Horizon 2020 is the European Framework Program for Research and Innovation, active from 2014 until 2020, intended to provide financial support for research and development of projects characterized by a strong potential in terms of innovation.

An initiative shared between several states to address urban challenges of the contemporary city with the ambition to develop a European research and innovation center on urban issues and to create European solutions through coordinated research.
The objective of the project is to improve the co-creation processes in urban governance and planning through the creation of a participatory co-planning methodology and platform based on "learning loops" or new decision-making methods, which bring together citizens, researchers and policy makers to tackle urban challenges.

Manchester (UK)
Brussels (BE)
Verona (IT)
THE AREA OF SOUTH VERONA

URBAN ISSUES:

► Air quality
► Noise pollution

Verona is working within the frame of environmental pollution
Urban Living Labs

- **Living Labs** are design strategies focused on the experimentation and on the end user.

- In their application to urban issues, **Urban Living Labs (ULLs)** are open innovative systems based on a systematic approach of co-creation with the user within public-private-citizen partnerships, which integrates research and community participation processes in real environments.

- We consider Living Labs as **Architecture Ateliers** from the University, as in those the learning phase is essential for the success of the project.
Start with another loop
Start with another loop

**LOOPER METHODOLOGY**
ACTIVITIES: SCOPING

Participants working during a ULL meeting

Results of ULL meeting for the Scoping
ACTIVITIES: DATA COLLECTION

Tools for the data collection
PM 2.5 data collected with participatory sensing

PM10 data collected by the official body (ARPAV)
LEARNING: levels & moments

1a. Scoping

1st LEARNING MOMENT
Strategic learning at citizens and policymakers level

2nd LEARNING MOMENT
Strategic learning at citizens and policymakers level

1b. Data collection

3rd LEARNING MOMENT
Functional learning at citizens level

1c. Visualisation

4th LEARNING MOMENT
Interfaces to increase community awareness

Learning activated until now
CONCLUSIONS

The strategy of subdividing the process of Urban Living Labs in stages, and each stage in activities, gives the possibility of:

► **better framing** the produced knowledge;

► **identifying** different learning moments;

► **better storage** of the knowledge produced inside the ULLs for a later reuse in the next loops.

‘Storage’ and ‘reuse’ can be seen also as ‘assimilate’ by some citizens and stakeholders involved in the ULLs, and ‘transfer’ from these learning participants to other members of the ULLs.

Online ‘storage’ of face-to-face LLL meeting