

WORKSHOP PROGRAM

DAY 2

SATURDAY OCTOBER 26TH

THE UNIVERSITY OF OSLO (BLINDERN)

Duration of the workshops may vary. Detailed information about each workshop will be given to participants in advance. Please see detailed presentations of each workshop below this schedule.

WORKSHOP NAME	INSTRUCTED BY	TIME	PARTICIPANTS	WORKSHOP ROOM
W1: CO-DESIGN A SUSTAINABLE CITY	Mobimeo Anne Liu annie.liu@mobimeo.com	13:30 - 16:30	20	GR4
W2: PRACTICAL CITIZEN INVOLVEMENT - HOW WE WORK WITH SOCIAL REGENERATION	Byantropologene Rune Kvernmo Katja Bratseth Maiken Riis Eilertsen byantropologene@gmail.com	13:30 - 16:30	25	GR1
W3: A DIRTY WORKSHOP	Dan Podjed dan.podjed@zrc-sazu.si	13:30 - 16:30	30	UR1

W4: THE ESSENTIAL ROLE OF FOOD IN SUSTAINING CITIES	RMIT Europe and RMIT University, Australia Dr. Ferne Edwards and Dr. Roos Gerritsen ferne.edwards@rmit.edu.au	13:30 - 16:30	30	UR2
W5: THE PEOPLE PROJECT	The People Project Sara Arko Sara.Arko@metronik.si Marrije Prins	13:30 - 16:30	25	UR3
W6: GAMING FUTURES	Designit Christopher Robert Fieldhouse Pearsell-Ross chris.pearsellross@designit.com	13:30 - 16:30	12	GR2
W7: DESIGNING POLICIES FOR SUSTAINABLE TERRITORIES	With Company Miguel Coutinho miguel@with-company.com	13:30 - 16:30	24	GR7
W8: ANTHROPOLOGY AND CREATIVE ENTREPRISE	Halo Ethnographic Bureau Louise Pasteur de Faria louise@halobureau.com Livia Stroschoen livia@halobureau.com	13:30 - 16:30	12	GR3
W9: CO-DESIGN OF FUTURE CITY MOBILITY SOLUTIONS - FROM A MULTI-STAKEHOLDER PERSPECTIVE	Halmstad University Vaike Vors	13:30 - 16:30	30	Store møterom

	vaike.fors@hh.se Rachel Charlotte Smith Katalin Osz Kaspar Raatz Thomas Lindgren			
W10: JOURNEY MAPPING 101: HOW TO GET THE STAKEHOLDERS ON BOARD WITH YOUR RESEARCH PLAN	UXPressia Elli Ponomareva elli@uxpressia.com	13:30 - 16:30	12	GR8
W11: PROTOTYPING FOR CITIES - EXPERIMENTATION PRACTICES IN THE PUBLIC SECTOR	Politecnico di Milano Diana Pamela Villa Alvarez dianapamela.villa@polimi.it	13:30 - 16:30	12	GR6
W12: THE CITY IN ME	Beta-i Daniela Basilio danielagbasilio@gmail.com	13:30 - 16:30	20	3514
WS13: THE GAUSTAD CREEK VALLEY: LOCAL INVOLVEMENT FOR THE BLUE-GREEN INFRASTRUCTURE IN THE PLANNING AND BUILDING PROCESS	Oslo Elveforum Unni Eriksen unerikse@online.no	13:30 - 16:30	25	Outside (meet-up at the entrance of GSH)
W14: DESIGN TO MOBILIZE – A MULTIDISCIPLINARY HACKATHON TO MAKING OSLO’S CULTURAL SCENE MORE SOCIAL AND INCLUSIVE	Last Call Pouria Ruhi pouria@lastcall.no Alexander Frogner	13:30 - 16:30	25	Linken

WS1:

CO-DESIGN A SUSTAINABLE CITY

When 13:30 - 16:30
Where Grupperom 4
Capacity 20

Aim of the workshop

The workshop aims to leverage international participants to co-design the vision of a sustainable city. The output of the workshop will be a co-created vision of what a sustainable city can be like. Additionally, the workshop will also introduce participants to the co-creation method.

Content

Participants will work in groups. Each group will start by sharing the examples they collected on what makes a city sustainable/unsustainable. Then, they will make sense of their group input. Based on that, each group will create solutions and ideas and “prototype” their solutions. Finally, each group will share their solutions, and all the participants will bring different solutions together.

Preparations

The participants are asked to collect things they consider to be examples of sustainable and unsustainable cities from the cities they live in and bring them to the workshop. It can be in any form. For example, photos, videos, or simple observations that they can share and describe to their groups during the workshop.

The workshop is facilitated by



Annie Liu

Contact: annie.liu@mobimeo.com



Annie is a UX Researcher and an Anthropologist from Taiwan. She is passionate about uncovering human needs and strategizing corresponding solutions. Since 2014, she has been conducting ethnographic researches, practicing design thinking methods, and facilitating workshops. From 2016 on, she acted as a user advocate in product development teams. Before she fell for UX research, she did market trend research to inform business strategy. When she is not working, you can find her practising cross-fit or jogging in the park. Reading and writing inspire her, and travelling is what keeps her alive.

WS2:

PRACTICAL CITIZEN INVOLVEMENT

HOW WE WORK WITH SOCIAL REGENERATION

When 13:30 - 16:30
Where Grupperom 1
Capacity 25

Aim of the workshop

The aim of this workshop is to show how anthropology is both relevant and crucial in a citizen-focused city development. We aim to provide the participants with valuable insight in practical approaches to the field, as well as illustrating beneficial methodical tools for succeeding with a human-centered placemaking/city development.

Content

We will start out with establishing a framework for the workshop, by presenting a few relevant cases on how we work with citizens in urban development projects. Then we will work with actual methods for practical citizen involvement and social (re)generation. Based on the groups experiences with the methods we will have a group discussion on: Why do the world need anthropologists in practical citizen involvement and urban development projects? What are our strengths outside of academic work? How can the practical use of anthropology strengthen our science?

Preparations

No preparations needed

The workshop is facilitated by

Byantropologene

Contact: byantropologene@gmail.com



Byantropologene consists of four collaborating anthropologists advocating the value of human-centred urban planning and placemaking. Our vision is to incorporate anthropological methods and insights as an indispensable part of urban planning, especially within the field of citizen involvement and participatory practices. In creating physical spaces and services based on the idea that people are experts on their everyday lives, we aim to contribute to a more democratic, vital and sustainable development of future cities and places. Together we are continually creating our common toolbox of qualitative methods and analytical perspectives.

WS3: A DIRTY WORKSHOP

When 13:30 - 16:30
Where Undervisningsrom 1
Capacity 30



Aim of the workshop

To show how ethnography can be used to design innovative solutions for improvement of waste management and promotion of sustainable practices in cities. Global “heap of rubbish” is growing at an alarming rate. According to the World Bank, global solid waste will rise from 3.5 million tons per day in 2010 to 6 million in 2025. Over the course of lifetime, a person produces a staggering amount of waste, on average 600 times her or his body weight. Each person in Europe currently produces, on average, half a ton of household waste alone, of which only 40% is reused or recycled. Hence, we need new solutions to reduce production of waste, change our current practices, and influence the existing consumption patterns.

Content

In the first part of the workshop, participants will be involved in an ethnographic study, which will be carried out in a micro-location in Oslo. By “digging through trash” and doing participant observation in the city, participants will get familiar with “garbology” to understand the local waste management practices and to be able to make a comparison with other socio-cultural contexts. In the second part of the workshop, the participants will get familiar with the 4 steps of the people-centered approach (1. Identification, 2. analysis, 3. Interpretation, 4. testing) to design ethnography-based solutions for supporting more sustainable waste-related practices in urban areas.

Preparations

Please see the list of recommended (not necessary) readings on the following page.

The workshop is facilitated by

Dan Podjed

Contact: dan.podjed@zrc-sazu.si

Dr Dan Podjed is an applied anthropologist from Slovenia, devoted to developing people-friendly products and solutions for the promotion of sustainable lifestyle. He is a Research Fellow at Research Centre of the Slovenian Academy of Sciences and



Arts, a Researcher at Innovation and Development Institute of the University of Ljubljana, and an Assistant Professor for Cultural and Social Anthropology at the University of Ljubljana. He initiated establishing of the EASA Applied Anthropology Network and co-founded Why the World Needs Anthropologists symposium. He has led several applied and interdisciplinary projects (DriveGreen, Invisible Life of Waste, etc.) and has been involved in development of various ethnography-based solutions (MOBISTYLE, TripleA-reno, PEOPLE, etc.). Currently, he is “digging through trash” of six cities (Ljubljana, Graz, Trieste, Zagreb, Oslo, and Dubai) to understand waste as a relevant actor in global networks of production and consumption and to develop a new IT solution that will help detect and visualise the production of waste in households as well as promote waste reduction.

Suggested preparatory readings:

Getting familiar with some basic works on “garbology” (recommended, not necessary):

Douglas, Mary. 1966. *Purity and Danger: An Analysis of Concept of Pollution and Taboo*. Routledge & Keegan Paul.

Evans, David. 2014. *Food Waste: Home Consumption, Material Culture and Everyday Life*. Bloomsbury Academic.

Humes, Edward. 2013. *Garbology: Our Dirty Love Affair with Trash*. New York: Avery.

Nagle, Robin. 2013. *Picking Up: On the Streets and Behind the Trucks with the Sanitation Workers of New York City*. New York: Farrar, Straus and Giroux.

Shove, Elizabeth. 2003. *Comfort, Cleanliness and Convenience: The Social Organization of Normality*. Oxford: Berg Publishers.

Strasser, Susan. 1999. *Waste and Want: A Social History of Trash*. New York: Metropolitan Books.

Thompson, Michael. 1979. *Rubbish Theory: The Creation and Destruction of Value*. New York: Oxford University Press.

W4:

THE ESSENTIAL ROLE OF FOOD IN SUSTAINING CITIES

When 13:30 - 16:30

Where Undervisningsrom 2

Capacity 30

Aim of the workshop

Food practices are a key topic and tool for creating more sustainable and smart cities. Local collective food practices such as community gardens, food rescue, and shared meals can promote healthier diets, greater social inclusion and cohesion, and support the recycling of urban wastes through composting and wastewater reuse. However, many diverse food practices go unseen, remaining small, fragmented, and dominated by middle-class projects. Consequently, the multiple benefits of urban food practices do not include the wider public, and are often overlooked by policy and planning bodies. This workshop seeks to explore how urban food practices can be made more visible to wider society for greater uptake, such as through the senses, the creation of new spaces or involvement in wider networks. How can such practices be made more economically sustainable to overcome issues of volunteer dependency and lack of funding; What strategies can be employed to make sure that urban food practices are socially inclusive; How can these practices be better integrated within local policy and planning to ensure their longevity; How can emerging technologies in the smart city play a supportive role for food practices towards creating more sustainable cities?

Content

The format will roughly follow:

1. Discussion of the importance of urban food practices, the diversity of examples, and the barriers they face.
2. Strategies for overcoming key issues that include the need for greater visibility, economic sustainability, social inclusion, integration into local policy and planning, and the potential role of emerging technologies. Short presentation of the issues will be followed by break-out groups with discussion feeding back into the larger group.

Preparations

We will provide a reading list of key texts (academic, city and initiative websites, that speak to these themes). We also ask that registered participants send us a short biography that specifies their experience in this topic and their interest in attending the workshop.

Participants should bring a notebook and/or PC are advised but not required. If participants want to share their experiences with other members, they are welcome to bring flyers or papers of their related work.

The workshop is facilitated by



Dr. Ferne Edwards, Research Fellow and
WP1 Leader, EdiCitNet
RMIT Europe, Spain, RMIT University,
Australia

Contact: ferne.edwards@rmit.edu.au

Dr. Edwards is a cultural anthropologist specialising in sustainable cities, food and social movements. She has worked across Australia including in eco-design and innovation for sustainable cities, on food waste movements, on food sovereignty strategies in Venezuela, and on ICT-mediated food sharing practices for the ERC SHARECITY project. I now lead the governance, networks and internationalization work package for the H2020 EdiCitNet project, to establish an edible cities network. She is also involved in various book projects and two monographs on urban beekeeping and food resistance movements.



Dr. Roos Gerritsen
Independent Researcher

Contact: www.roosgerritsen.com

Roos is an anthropologist who is interested in urban food practices, media and the senses, specifically in south India. She has her work published amongst others in Ethnos and Visual Anthropology. Her book 'Intimate Visualities and the Politics of Fandom' comes out with AUP in 2019. Currently she works as an independent researcher and writer on issues around sustainability and enjoyment in relation to food.

WS5:

THE PEOPLE PROJECT

When 13:30 - 16:30
Where Undervisningsrom 3
Capacity 25

Aim of the workshop

The key aim of the workshop is to demonstrate how people-centered development approaches can be applied in industrial, practical and real-life settings and how anthropology together with ethnographic methods can bring value to product and service design and development process. PEOPLE project forms and connects interdisciplinary groups of students, university professors and researchers and practitioners from the industry and local government. The teams work on relevant challenges that derive from industrial and societal environments and apply their anthropological knowledge in real-life settings for product and service development. With the workshop we want to demonstrate and guide participants how to initiate, organize, plan, deliver and evaluate their specific PEOPLE project or case studies that could be based on university-industry co-creation and connect social science expertise with engineering and technical fields and work areas.

Gained skills are:

1. Understanding university-industry collaboration.
2. Understanding interdisciplinary co-creation between social sciences and technical sciences (e.g. engineering).
3. Doing ethnographic research in industrial settings.
4. Using the people-centered development approach to develop new solutions.
5. Project management skills.

Content

We will start with introducing the PEOPLE project, our methodology and key results. In smaller groups, workshop participants will develop their own PEOPLE projects, addressing several predefined real-life industrial and societal challenges. They will be guided to elaborate their specific research & development proposal based on the 4 steps of the people-centered development methodology: 1) identification, 2) analysis, 3) interpretation and 4) testing. The result of each group is an applied anthropology project proposal with a research & development plan that can be offered to external organizations (industry, local government etc.). The groups will need to do a short pitch of their proposal in front of other participants.

Preparations

Getting familiar with PEOPLE project (www.people-project.net).

Bring a pen!

The workshop is facilitated by

Marrije Prins

Research Associate
Faculty of Social Sciences, Social and Cultural Anthropology
VU Amsterdam (NL)
marrije.prins@vu.nl

Dr Sara Arko

Researcher, Metronik (SI)
Sara.Arko@metronik.s

Maud van Merrienboer

PhD Candidate, School of
Business and Economics
VU Amsterdam (NL)

Peter Pos

Consultant Energy Transition
Alliander N.V. (NL)



WS6:

GAMING FUTURES

When 13:30 - 16:30
Where Grupperom 2
Capacity 12

Aim of the workshop

To build our capacity to engage critically with the future in order to inform our values and decisions in the present.

Content

Join us for a trip to the future. Together we will play a guided futures game that challenges us to imagine alternative futures and our places in them. We will be playing a guided futures game, in which we identify key trends affecting change, imagine future scenarios and then explore our own place in those futures. By bridging design, futures and anthropology, what can we learn about the future world we might inhabit, and what that means for us and our values today?

Futures Compass is a collaborative futures game developed at the Oslo School of Architecture and Design as part of a master's thesis exploring the future of journalism. It has been used in design processes, played at conferences, and previously shared at the Anticipation conference in Oslo.

Preparations

It would be great if you could bring with you a *printed* newspaper article, blog post, photograph, anecdote, event or movie poster, or some other artifact that is signaling change over time related to the theme of (un)sustainability and urban spaces. No major preparatory work will be required, but we will try to send out an email a few weeks before the workshop with some short activities to get us ready to explore the future.

The workshop is facilitated by

Christopher Pearsell-Ross

Contact: chris.pearsellross@designit.com



Designit[®]
a wipro company

Chris is a craftsperson, systemic thinker and designer, who works as a UX designer at Designit Oslo. He has a passion for systemic design, working with complex problems, and speculative futures.

Designit is a strategic design firm with 18 offices around the globe. We work with ambitious brands, public agencies and other organizations to create high-impact products, services, systems and spaces.

WS7:

DESIGNING POLICIES FOR SUSTAINABLE TERRITORIES

When 13:30 - 16:30
Where Grupperom 7
Capacity 24

Aim of the workshop

Participants will be invited to look to situations that will challenge their current view on what it actually means to sustain a city. We will then redefine the city-centric approach to sustainability in urban areas, in order to establish new outcomes for truly sustainable territories. Following this - through a series of exercises and frameworks - participants will be invited to design new public policies that can move us towards these outcomes and measure the impact that these changes would have on our cities and communities.

- Journey mapping
- Co-creation methods
- Policy design

Content

Introduction to human-centred design tools and introduction to policy design

Preparations

None

The workshop is facilitated by

with company
Transformative by Design

With Company is a transformative design company based in Lisbon, Portugal.

Contact: www.with-company.com



Miguel Coutinho Miguel is a strategist at With Company, a transformative design company based in Lisbon, Portugal, where he is focused on using technology to understand and solve challenges for both private corporations and public institutions. He has also spent the last 4 years mentoring strategy students across Lisbon.



Thomas Walker Thomas is a Multi-Disciplinary Designer and Product Owner at With Company, Over the last two years, he has been using his experience and understanding of the collaborative nature of the design process to lead With Company's efforts around design automation and optimisation.

WS8:

ANTHROPOLOGY AND CREATIVE ENTREPRISE

When 13:30 - 16:30

Where Grupperom 3

Capacity 12

Aim of the workshop

The goal of the workshop is to reflect creatively on our career path as anthropologists not just as professionals, but entrepreneurs. It will focus on current understandings of ethnography and applied ethnography to foster a critical perspective on creative enterprise.

Gained skills are start-up methodologies applied to research and education creative initiatives: business prototyping, value proposition modelling, conceptual canvas.

Content

We will share our experience modelling Halo as a creative enterprise and propose exercises to help participants visualise opportunities to apply their knowledge to design their own design

Preparations

None

The workshop is facilitated by

HALO
ETHNOGRAPHIC BUREAU

Contact: <http://halobureau.com/>

Halo Ethnographic Bureau is a content and education platform to promote anthropology and ethnographic thinking. We are a network of Creative Scholars and Professional Intellectuals bridging the gap between academia and industry.

Louise Pasteur de Faria

louise@halobureau.com

Louise Scoz Pasteur de Faria is an Anthropologist (Ph.D) and Insights Expert. Louise Co-founded her first Research Bureau in 2009 and since then she has worked with global clients and partnered with some of the best research and design talent to deliver small-scale or full innovation projects in Brazil and in the UK. Her thesis entitled 'The power of dreams: An Ethnography of start-up companies in Brazil and in the United Kingdom' explored the process of becoming an entrepreneur in the Brazilian startup business landscape. She received the 2014 Heloisa Alberto Torres Award by the Brazilian Anthropological Association.



Livia Stroschoen

livia@halobureau.com

Livia Stroschoen is an Anthropologist (MA) specialised in Brand Strategy, Social Media & Content Marketing. She co-founded a digital communication agency and worked as marketing and content lead in a Portugal-based startup. Livia has a Ph.D. in Communication Sciences. Her thesis investigated luxury brand strategy and consumer insights.

WS9:

CO-DESIGN OF FUTURE CITY MOBILITY SOLUTIONS FROM A MULTISTAKEHOLDER PERSPECTIVE

When 13:30 - 16:30
Where Store møterom
Capacity 30

Aim of the workshop

The aim of the workshop is to provide the participants with opportunities to learn more about how to set up a human-centric multi-stakeholder project on future mobilities across cities, car industry and academia, and what kind of outcomes can be expected.

The workshop will raise awareness and engagement for how AV (Automated Vehicles) and MaaS (Mobility as a Service) can be part of city development and sustainable lifestyles through a design ethnographic approach.

Content

During the workshop we will demonstrate the methodology of the AHA-project (Co-designing future smart mobility services – a human approach) by presenting insights from the project and let participants try one of the workshop methods.

Preparations

None

The workshop is facilitated by



Website: www.hh.se

Vaike Fors, vaike.fors@hh.se



Vaike Fors is an Associate Professor in pedagogy at the School of Information Technology at Halmstad University, and her area of expertise lies in studying how people learn with emerging technologies through visual and sensory ethnography. She has a broad experience of working in projects that straddle academia and industry and new books include *Theoretical Scholarship and Applied Practice* (Berghahn Books, 2017), and *Imagining Personal Data. Experiences of self-Tracking* (2020)



Katalin Osz, katalin.osz@volvocars.com

Katalin is a User Researcher in the User Experience Center at Volvo Cars and an affiliated design researcher in the School of Information Technology at Halmstad University, Sweden. Previously, Katalin worked as a postdoctoral researcher on various international projects in Sweden and in the UK. Katalin has a mixed background in cultural anthropology and engineering. She holds a MSc in Culture and Society from the London School of Economics and Political Science and a PhD in Built Environment from Loughborough University.



Kaspar Raats, kaspar.raats@hh.se

Kaspar is an industrial PhD candidate at Volvo Cars and Halmstad University Sweden. In his PhD he investigates how people's real-life complex social encounters and technology improvisations inform the development of intelligent technologies, more specifically how trust is being talked about and guides the development of algorithms that power e.g. autonomous vehicles and intelligent services.



Thomas Lindgren, Thomas.lindgren@hh.se

Thomas is an industrial PhD researcher at Volvo Cars and Halmstad University. He has a MSc. in Interaction Engineering from Lulea University of Technology and has a long background in Human Machine Interaction and User Experience Research & Development within the automotive industry since 1999. His PhD research is about anticipatory user experiences of emerging technologies and has during the three last years been conducting ethnographic research at on-line communities and also following families at home and their car-commutes to understand how expectations and experiences of autonomous automotive technologies integrates into people's everyday life.

Robert Broström and Rachel Charlotte Smith is also convening this workshop

WS10

JOURNEY MAPPING 101: HOW TO GET THE STAKEHOLDERS ON BOARD WITH YOUR RESEARCH PLAN

When 13:30 - 16:30

Where TBA

Capacity 25

Aim of the workshop

The aim of this workshop is to introduce participants to the journey mapping methodology. Applied researchers often face the issue of presenting the key findings to the project stakeholders in a clear and compelling manner. A journey map allows the researcher to present the findings in a visually clear, engaging way. Also, at the initial stages of the project, before any research has been done, journey mapping can serve two purposes: It helps the researcher define what they already know about the research context and identify the gaps in their knowledge; At the same time, it can help the researcher communicate the research plan to the stakeholders and provide them with an easy to understand example of what the outcome of the research project will look like.

Content

During the workshop each group will map the experience of the WWNA conference participants and try to identify ways to improve it. This topic will allow the groups to rely on the participants' immediate personal experience while exploring the capabilities of the journey mapping methodology. The groups will map out their prior knowledge about the conference participant's journey and identify possible research questions, pain points etc. Also, the participants will review an example of a conference participant journey and learn some techniques for engaging stakeholders and visualizing the research process and findings with the help of a journey map.

Preparations

No preparatory work is required. Participants can look through UXPressia's website and blog to find helpful journey map templates and articles.

It might be helpful to read an article on journey mapping by Nielsen Norman Group:

<https://www.nngroup.com/articles/journey-mapping-101/>

The workshop is facilitated by

Elli Ponomareva

elli@uexpressia.com



Elli is a UX Researcher at UXPressia. Her research aims at discovering how UXPressia can better fit the needs of applied researchers in the fields of User Experience and other groups of users. She is passionate about explaining the value of research in plain language and advocating for applied research in the business environment. Elli transitioned to IT from academia. She is a PHD Candidate (ABD) in Cultural Anthropology at the European University at St. Petersburg. Prior to becoming a UX Researcher, Elli conducted extensive fieldwork in the South Caucasus where she studied such topics as nationalism and diaspora.

Website: <https://uexpressia.com/>

UXPRESSIA

WS11:

PROTOTYPING FOR CITIES EXPERIMENTATION PRACTICES IN THE PUBLIC SECTOR

When 13:30 - 16:30
Where Grupperom 3
Capacity 12

Aim of the workshop

Policy experimentations is playing an increasing role in understanding “what works and how it works”. These experiments are used to learn or test policies, programs, spaces and services before a large-scale implementation. During this workshop participants will study and discuss cases of prototyping in cities, getting a wider overview on methods, purposes and results. Particularly, highlighting the role of Design and their experimentation approach.

Gained skills are:

- General knowledge on experimentation approaches in cities, with an overview on their strategies, purposes and evaluation methods.
- Critical analysis on current practices of prototyping, their results, benefits and constraints.
- Better understanding of the roles and skills of the participants of the prototypes.

Content

Introduction:

The facilitator describes the workshop activities and objectives, as well as the terminology that will be used. Then, introduces a case study to give a context and exemplify the activity.

Case study and mapping:

The participants create teams of 4 individuals and each team receive one case of prototyping in cities to be discussed. Later, the team receives a template with questions to be responded according to the case. These questions provide keys to analyse the purpose, methods & tools, context, evaluation, participants & roles, and results of the experiments.

General discussion and conclusions:

Finally, the teams share with the group their analysis while the facilitator encourage the discussion on the differences of the cases (participants & skills, context, purpose, scale and resources). The session closes with a summary of the conclusions and additional comments or suggestions about the activity.

Preparations

Some materials to read will be suggested to the participants. However, the cases and templates for the workshop will be provided by the facilitator.

The workshop is facilitated by

Website: www.polimi.it



POLITECNICO
MILANO 1863

Diana Pamela Villa Alvarez

dianapamela.villa@polimi.it

Diana Pamela holds a MSc. in Service Design and is currently a PhD candidate in Design. In particular, she is investigating the practice of Design in Policy, focusing on prototyping in policymaking, whereby participatory approaches play a significant role.

Along her academic career and more than five years of job experience, Pamela has worked in Italy, Germany, The Netherlands and Colombia. Driven by social innovation, she has worked with youth and children, as well as refugees and other marginalized communities. Furthermore, she has led multidisciplinary teams and worked for European projects, the manufacturing industry, design consultancy and education.



WS12

THE CITY IN ME

When 13:30 - 16:30
Where ROM 3514 (3rd floor)
Capacity 20

Aim of the workshop

The city plays a massive role in our daily lives today and in us, our behavior. However, what is “my” city (or cities) role in my own character, my persona? And how can “I” enhance city development? We are experts in ourselves and our needs, no matter our technical expertise. We will explore our knowledge of ourselves and our behavior to reconnect and build the city, one that can sustain personal development amongst urban development. More than a smart city, a wise human city. “The city in me” workshop aims to explore the human-centered city in the age of the smart mediums, bringing personal driven-data to the city discussion and development and essentially it aims to:

- A. Create a safe place of discussion and exploration: informal conversation
- B. Understand and validate how space/ urban territory influenced and defined “who am I” and “what I do”
- C. Reflect on the potential me wishes/dreams (“who am I” and “what I do”)
- D. Explore how can my future/ ideal goals (on “who am I” and “what I do”) can influence and impact the city
- E. Define a strategy as an output
- F. Allow a different perspective on city issues where the person is at the center (more engagement and potential action)
- G. Allow to reflect and discuss deeper this subject one-on-one with other people (directly or indirectly related to the subject)

Content

The workshop will start by allowing participants to connect with each other and get to know each other: who they are and what they do: thinking out loud and using objects to build a storytelling. After this moment, participants will reflect on how the space and urban territory impacted them: objects/images are collected to build each personal and detailed universe: each builds and shares.

Individually each person reflects on future goals and dreams, and how one can be a better version of self and do better or more what they love. Symbolic objects are selected.

Considering those dreams/symbolic objects, participants are invited to focus on those to explore city/space elements that respond to those goals, in group, as a community.

The final mapping per group will clarify individual and group priorities for the city, reframing major city challenges

Preparations

None

The workshop is facilitated by

Contact: www.beta-i.com



BUILDING
THE INNOVATION
ECOSYSTEM

Daniela Basílio

daniela.basilio@beta-i.com

Daniela Basílio is an architect from the Technical University of Lisbon. After working as an architect in Barcelona, London and Lisbon, she discovered human centered innovation and business strategy, where she worked as an ethnographic-based field researcher, analyst, coordinator, project manager and facilitator in multi-disciplinary projects for the past 7 years. At Beta-i is senior researcher and Business Innovation project director, and continues to pursue cultural transformation and innovation also through space.



WS13

THE GAUSTAD CREEK VALLEY: LOCAL INVOLVEMENT FOR THE BLUE- GREEN INFRASTRUCTURE IN THE PLANNING AND BUILDING PROCESS

When 13:30 - 15:00

Where Outside – Meet-up outside the entrance of Georg Sverdrups Hus

Capacity 25

Content and background

Oslo Elveforum will take participants along on a guided tour in the neighboring environment of the University, where the organization and other local forces have worked hard to re-open the creek Gaustadbekken in the green landscape through the valley. This will give participants a unique introduction to the immediate surroundings to the University and experiencing with their own eyes and senses the transformation of Oslo to a more sustainable city, and the work that lies behind.

The transformation of Gaustadbekkdalen has been going on for many years. The valley was once a beautiful agricultural scene with green hillsides and an open creek. During the 1960s the creek was put through pipes to make way for big scale urban development. The local community has been engaged in the blue-green environment in the valley. Many years of hard work and fighting with and against major actors such as the University, Statsbygg (Norwegian government's key advisor in construction and property affairs), local and central governments and more, has finally shown to give positive results, and this will be illustrated throughout the tour.

Aim of the workshop

To give participants a unique insight into a grassroots movement working towards re-thinking Oslo as a green and blue city. This tour will raise awareness to how returning to old ways can be the answer to future plans.

Preparations

None – But be sure to dress according to the weather forecast this day!

The workshop is facilitated by

Contact: www.osloelveforum.org



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WS14

DESIGN TO MOBILIZE – A MULTIDISCIPLINARY HACKATHON TO MAKING OSLO'S CULTURAL SCENE MORE SOCIAL AND INCLUSIVE

When 13:30 - 16:30

Where TBA

Capacity 25

Aim of the workshop

To combine anthropology, urban planning and architectural approaches towards making cultural arena in Oslo more inclusive, and applying a multidisciplinary lens to user experiences through a specific case.

How do we work together across our relevant spheres for more inclusivity in Oslo's cultural scene? What skills, tools, mindsets and knowledge do we bring to this problem, and how can we capitalize on this diversity to crack the specific problem around cities and lack of inclusivity in the cultural sphere? What does anthropology, design, urban planning and architecture bring to these complex polemics- from a social, technological, design and communication perspective?

Using the LastCall app as a testing ground, we want to learn from and across different disciplines and practices, for a solution that is more social and more inclusive.

Content

LastCall will be unpacked to introduce its context, approach and function, with the data we have on hand for how it is currently being used. A central problematic- how do we make Oslo's cultural scene more inclusive, and livelier, will be explored through the app itself.

Anthropologists will be challenged to adapt their approach to digital and technological frames, and designers, architects and urban planners to think beyond their traditional toolboxes.

Participants will be divided into groups, with a mix of professional backgrounds. The groups will get questions to reflect on, and a main task. Different disciplines will answer the questions in different colors, to track the ways in which we all interact with the problematic. We want the groups to present their findings/thoughts and ideas at the end of the workshop to all and to learn how different approaches might contribute to different kinds of solutions.

Preparations

We would like the participants to download the application and become familiar with it before the session. We want them to think about the service in the context of 'being more social' and as a 'portal for discovery' in the cultural arena, in Oslo. How does the app contribute to that? Where do you think it fails? Who do you think is more or less likely to use this application (think about more than just demographic factors, also about mindsets, behaviors)? What are the barriers to being more social in Oslo? We'll share these reflections within a broader discussion to compare our perspectives.

We will start the session by mapping our own 'user experience' when going to cultural events, focusing on; the discovery of events and how we interact with their friends, communicating and deciding to go, and about the events themselves. Reflecting on this in advance will be a great asset.

If we can have the emails of the participants in advance, we will also invite them to a digital solution that we use, Miro, so they can work within that space during the workshop.

Participants should bring

Pen, paper, mobile phones and laptops.

The workshop is facilitated by

LastCall is a new way of marketing and distributing cultural tickets, working towards a future where culture is available to all.



LASTCALL

Contact: www.getlastcall.com



Pouria Ruhi and Alexander Frogner

Pouria is the founder of LastCall. Entrepreneur by heart with a passion for literature, music and American sports. Alexander is one of the LastCall team members, working mainly with the cultural venues. He is also a great guitarist with a passion for bluegrass.