Enabling collaborative design in placemaking at an urban scale



Sophia de Sousa 14 October 2020

About The Glass-House



We are a UK national charity that connects people with design and design with people

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What we mean by collaborative design





We think of collaborative design as a journey:

- identifying local needs and aspirations
- understanding the local context in physical and socio-economic terms
- unlocking local knowledge, talent and assets
- developing a shared vision and design brief
- creating an inclusive, engaged and transparent process for design decision-making

Underlying principles



Make great places a reality for everyone (place QUALITY and EQUALITY)

Enable people to play an active role in shaping where they live, work and play

Empower people and organisations to work collaboratively through design

Unlock potential in people and places



Design engagement at an urban scale Challenges



Image: The Northern Echo

Skills gap among design and placemaking professionals on civic engagement

Limited experience among citizens of exploring or applying design principles, language and process

Tension between hyperlocal and citywide conversations and strategies

Raise awareness & build capacity

In schools

Embed dialogue around people, design & place into school curriculum



Walkabouts

Get young people looking at and reflecting on the spaces around them



Creative projects

Link design to creative subjects and activities

Technology

Connect with the interests and skills of children and young people





Raise awareness & build capacity

In communities

Make design and placemaking feel more relevant and accessible



Study visits

Raise ambitions by showing people interesting projects

Mapping

Use mapping as a way to understand a place and what happens there



Design Training Build skills and confidence

in design language and process



Raise awareness & build capacity

In professions

Help emerging and practicing professionals build skills



Higher education & qualification

Build civic engagement into degree courses for design and placemaking professionals



Professional development

Update and enhance engagement skills among practicing professionals



Use tools



Get to know the strengths and weaknesses of different tools



Guidance

Distils information

BUT

hard to get tone and content right for diverse audiences

Placecheck Why do a Placecheck? How to do a Placecheck ► The Placecheck walkabou 21 questions for the Extra prompts for the walkabout What to do next of prompts. Web resources Placecheck stories Contact us comprehensive list of what should be considered. No doubt many of the issues will not be





Toolkits

Useful and accessible prompts BUT

can be too either prescriptive or too superficial

Training Builds skills & confidence BUT

difficult to deliver consistently at scale

Embrace complexity



There is no one simple solution to effective design engagement

Use a variety of different approaches and tools

Don't be afraid to experiment and adapt as you learn



Understand **who** you want to engage and **why**

Be clear about **how** the people you engage will contribute to shaping design decisions

Make it **relevant** - integrate the place agenda with other conversations

Make it **empowering** - embed opportunities to build confidence, skills and social capital

Be strategic





Be playful!





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