

Faculty of Design

2014

Drawing Futures Together. Diagrams for the Design of Scenarios of Future Liveable Cities

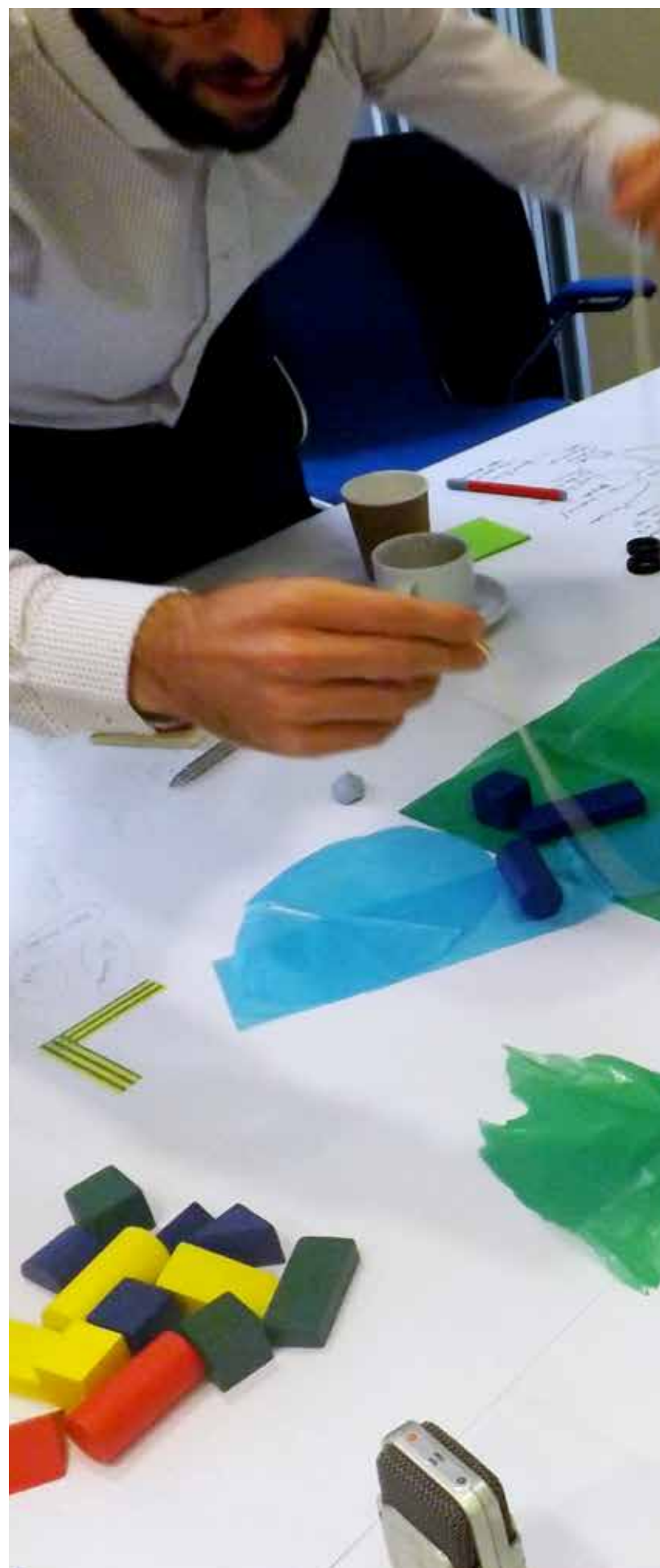
Pollastri, Serena

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DRAWING FUTURES TOGETHER.

*Diagrams for the Design of Scenarios
for Liveable Cities*

*Serena Pollastri
RSD3 Symposium
Oslo, October 2014*



A BRIEF HISTORY OF ME

How (and why) I got where I am.



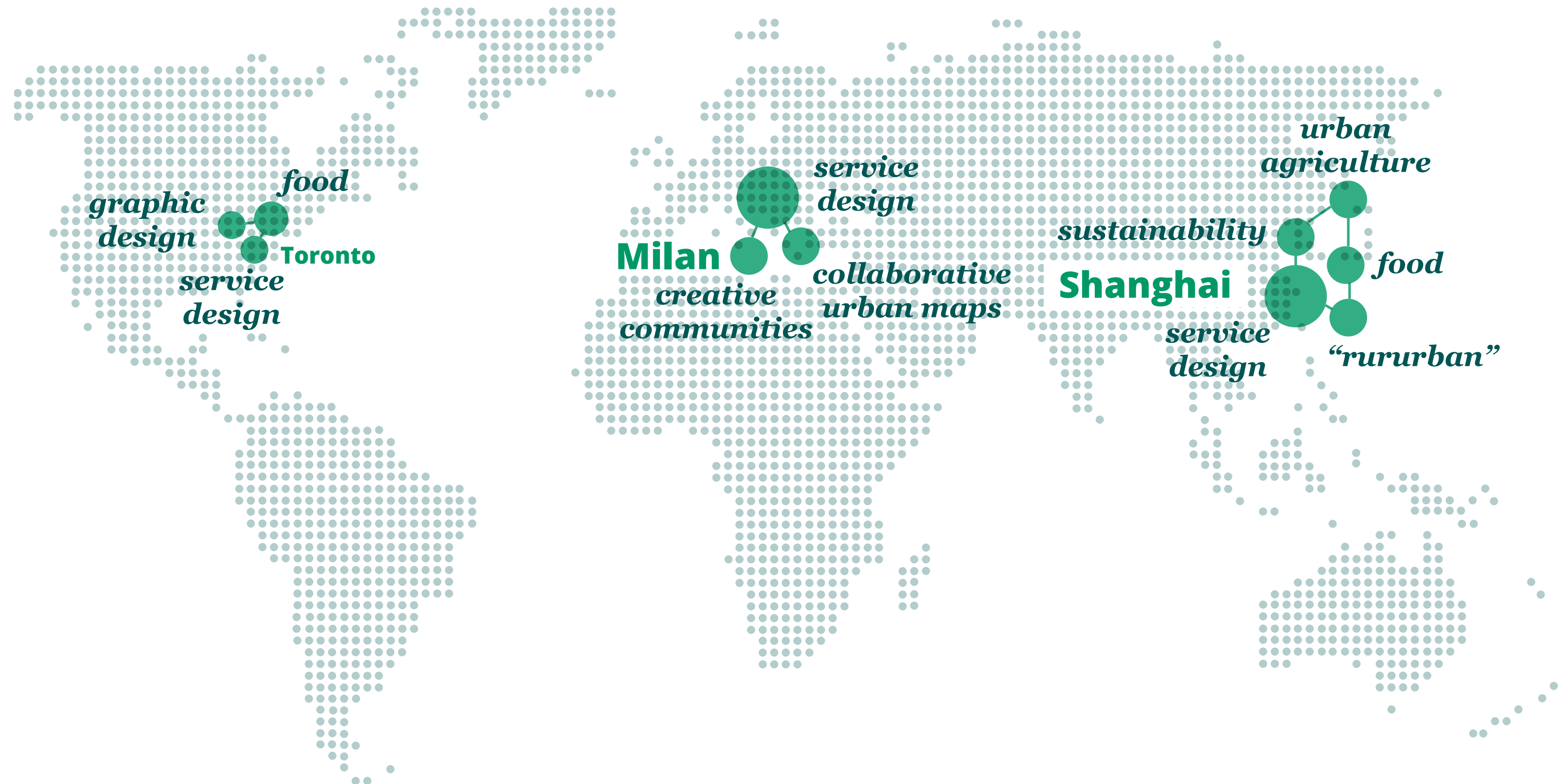
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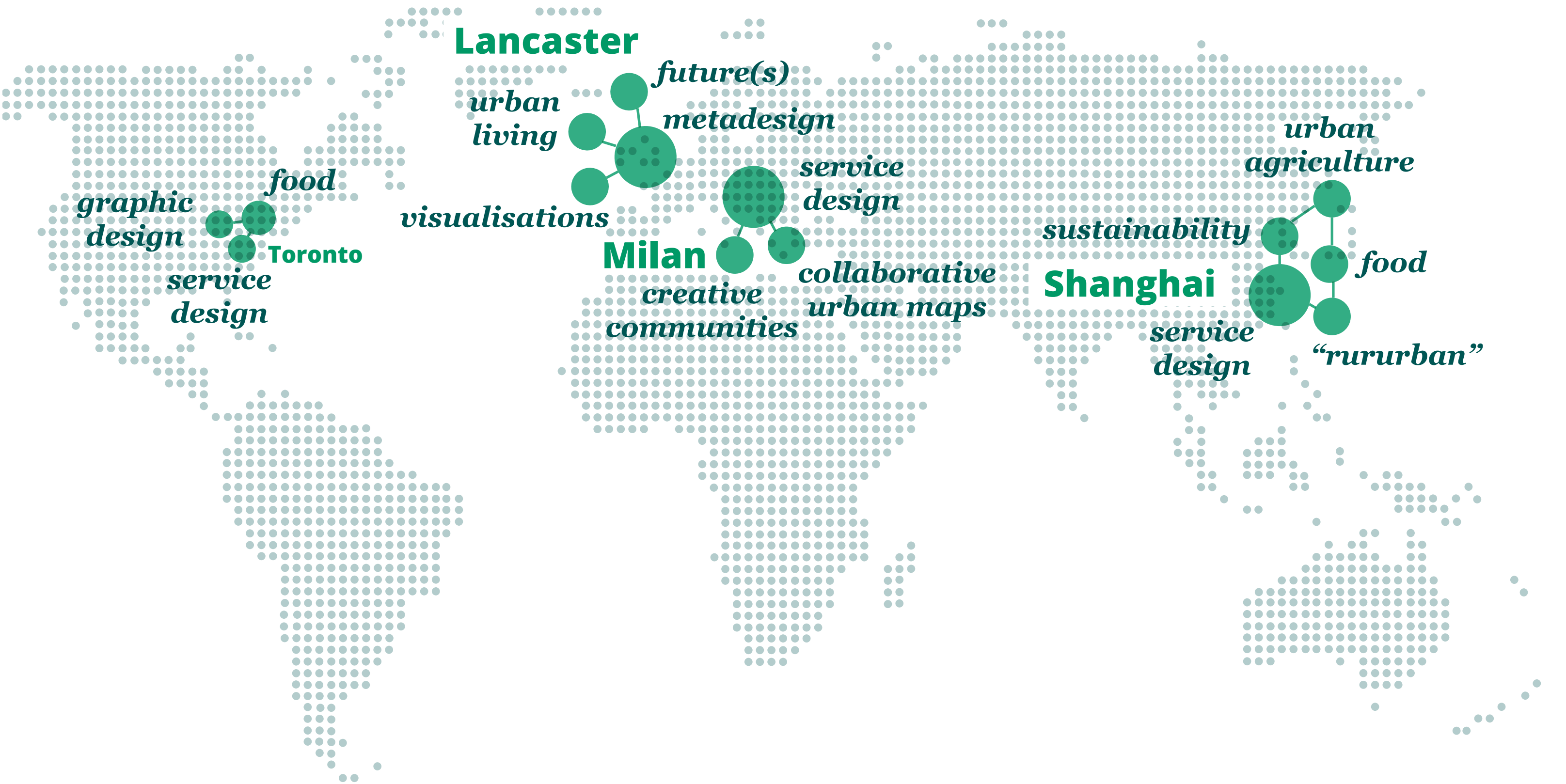
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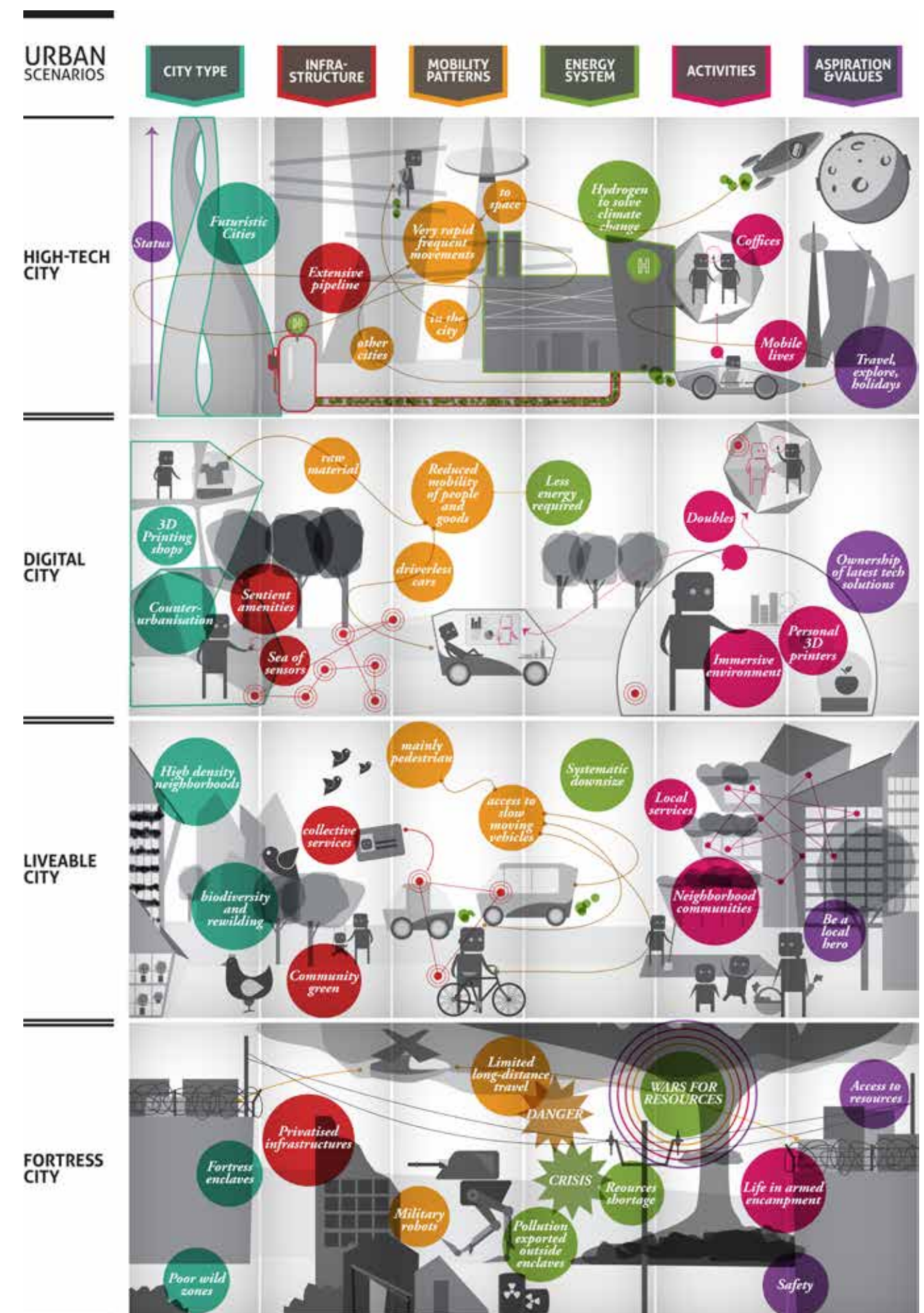


SCENARIOS OF FUTURE URBAN LIVING

Foresight report: Living in the City

Urry, J., Caletrio, J., Birtchnell, T., Pollastri, S. *Future Cities: Living in the Cities*. UK Government Office for Science. 2014

<https://www.gov.uk/government/publications/future-cities-living-in-the-city>

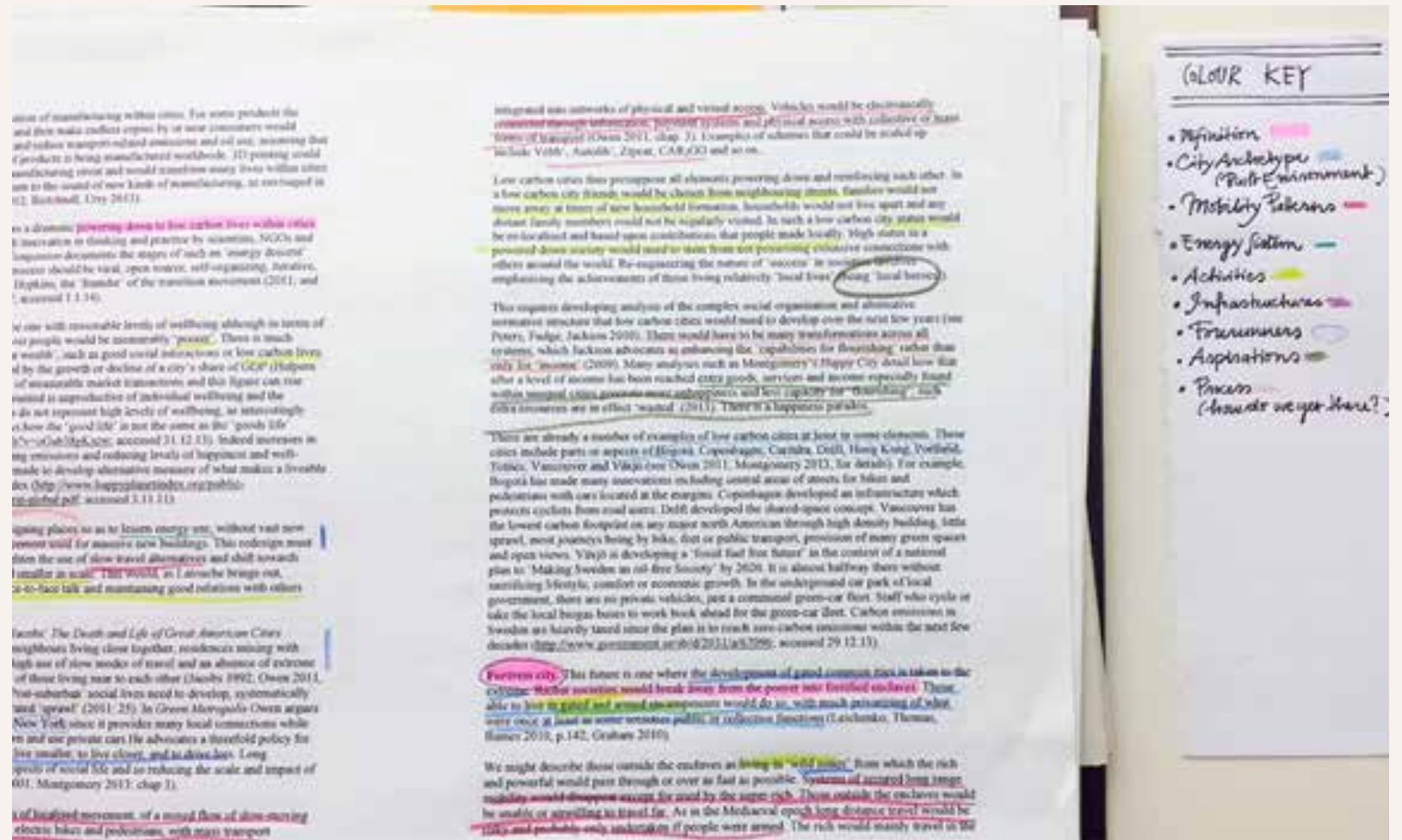


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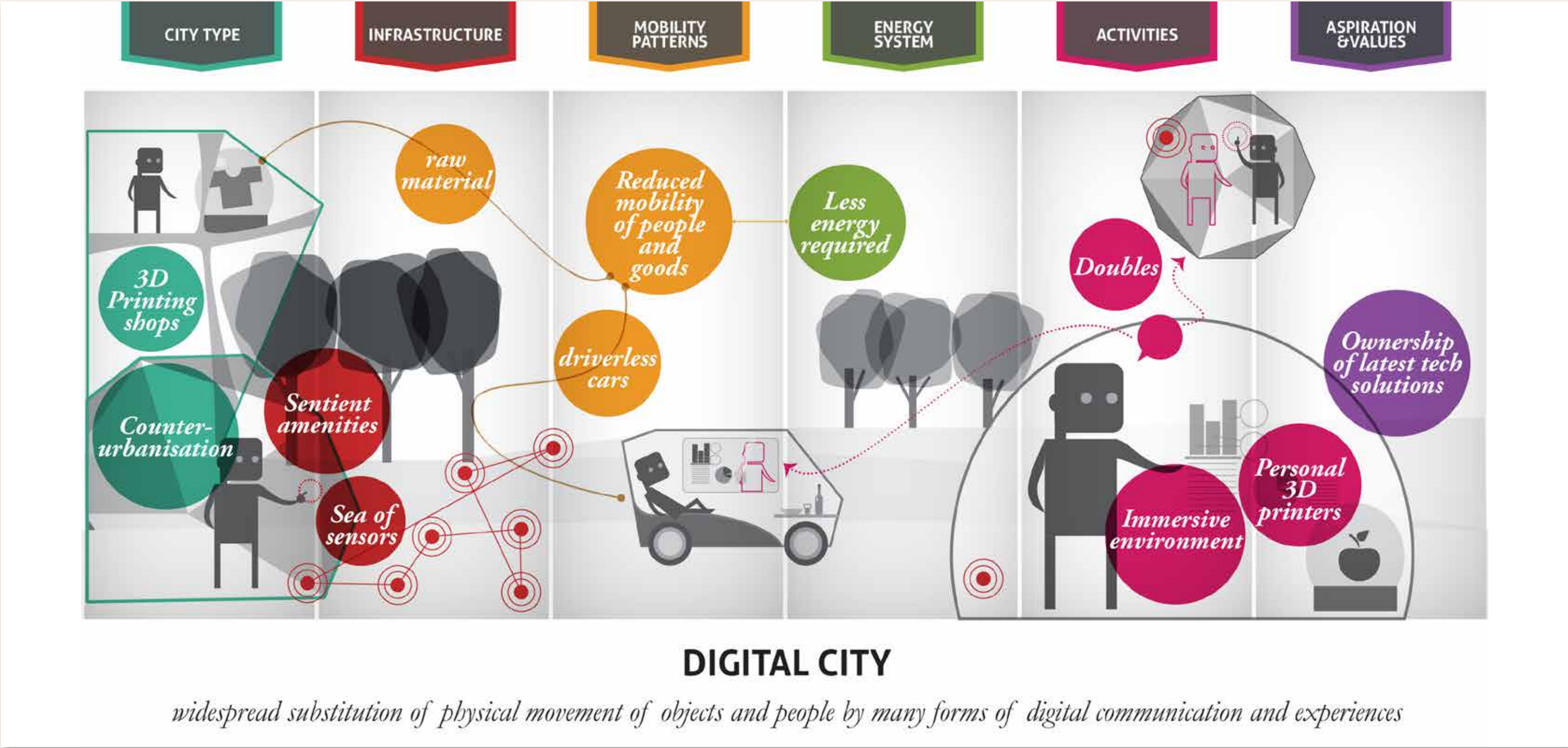
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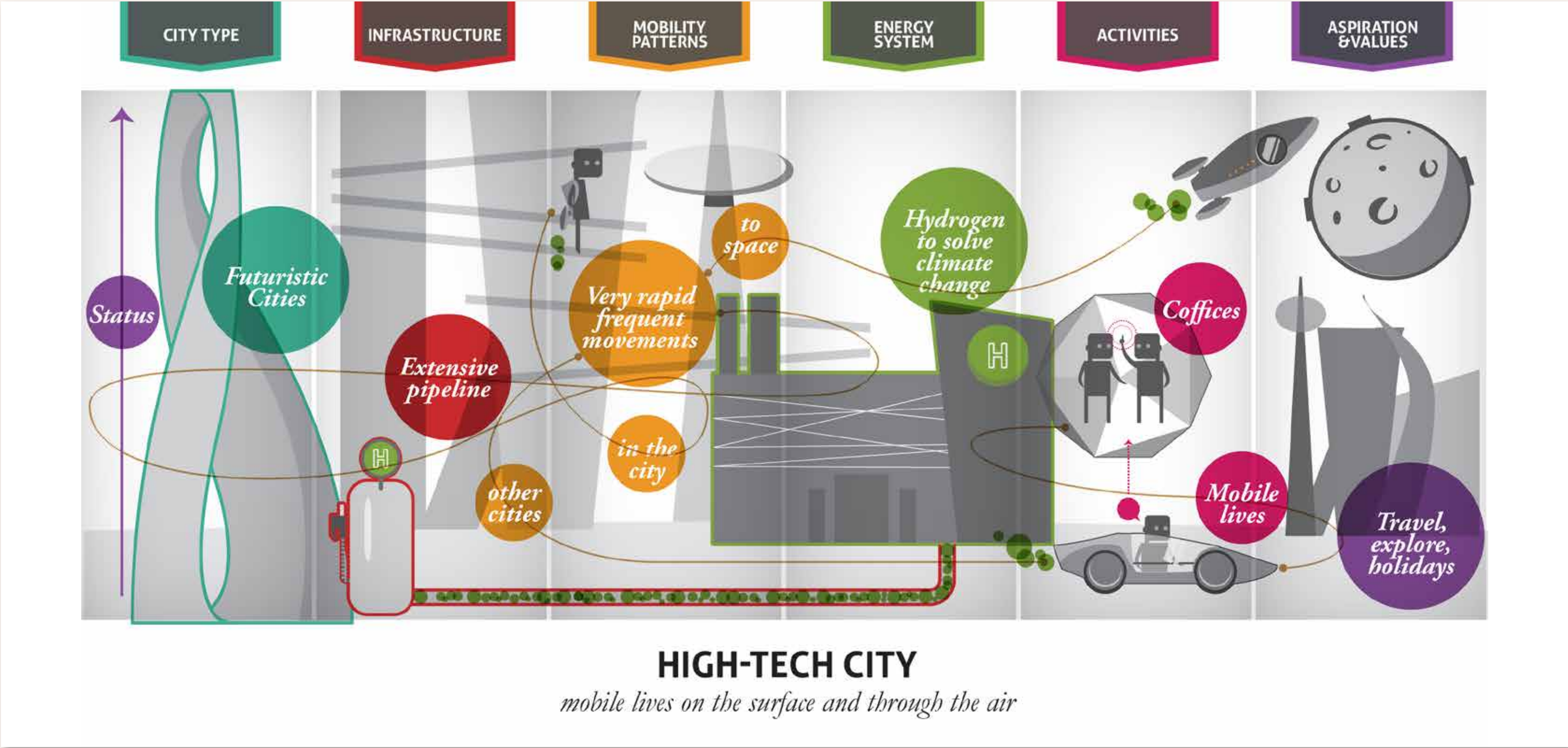
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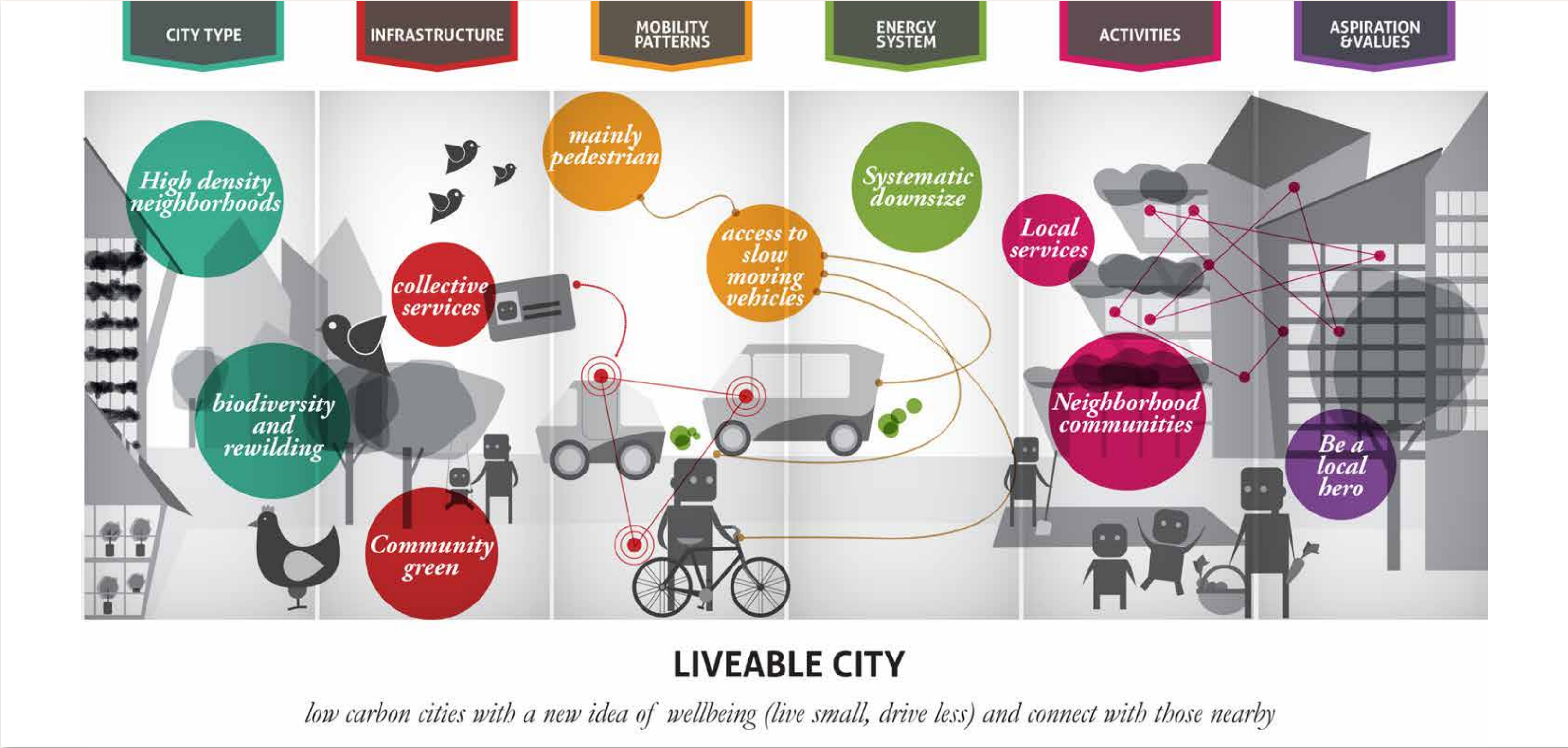
SCENARIOS OF FUTURE URBAN LIVING

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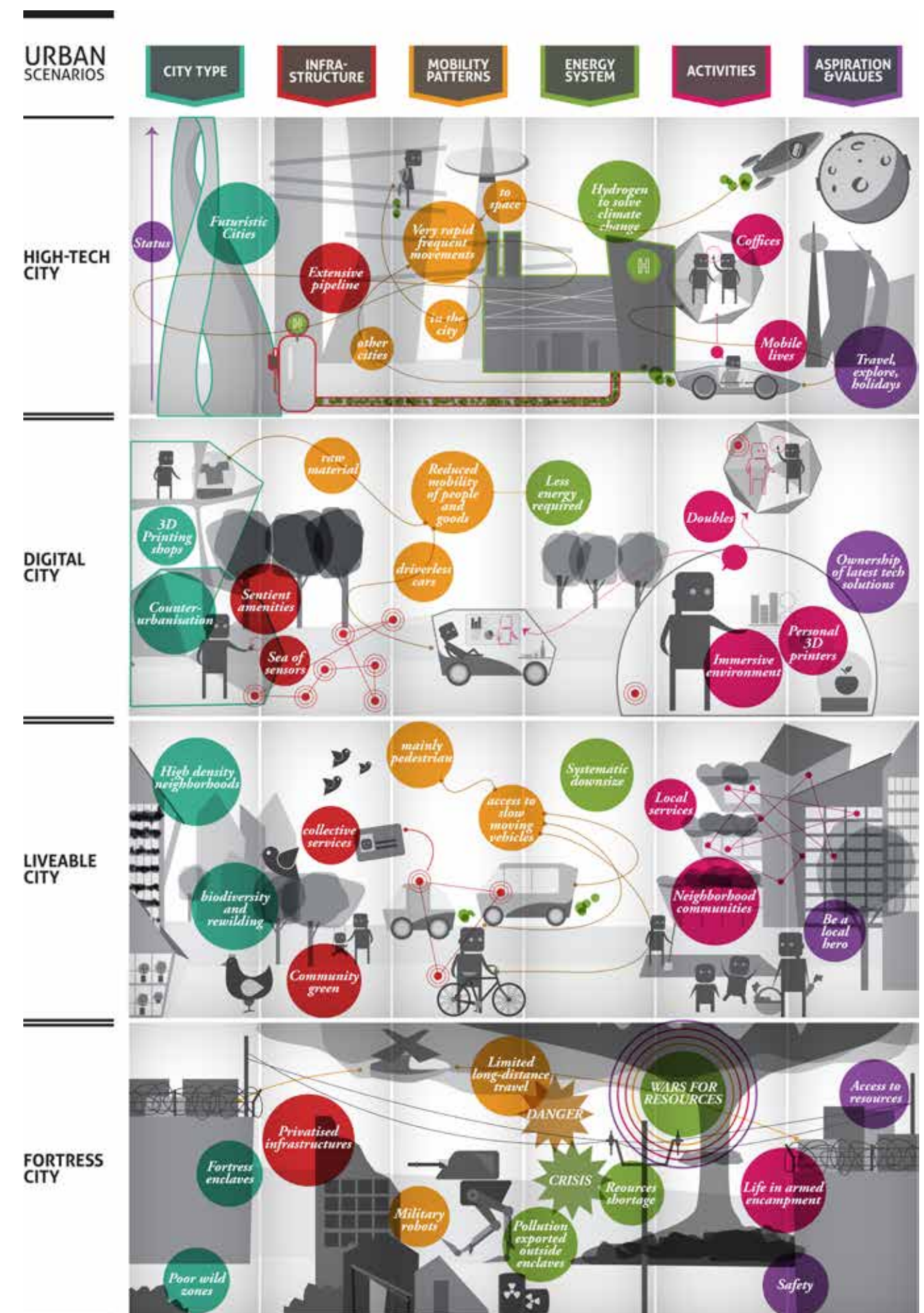


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RESEARCH CONTEXT

Cities, complexity, futures



Design approach:

- map the system to find emerging opportunities, rather than solving single problems
- design tools for collaboration.

how many designers does it take to change a light bulb?

how many designers does it take to change a light bulb?
Does it have to be a light bulb?

THEORETICAL FRAMEWORK

Metadesign approach.

Metadesign:

*John Wood (2008, p. 4) identifies Metadesign as an approach able to “transform the world by **reimagining new ways to live**”. This profound rethinking of the system is needed because working within the limits of the current system to make it “sustainable” is not enough (Wood, 2009).*

*Metadesign is the **collaborative design of the design tools**, processes that are able to produce a systemic change*



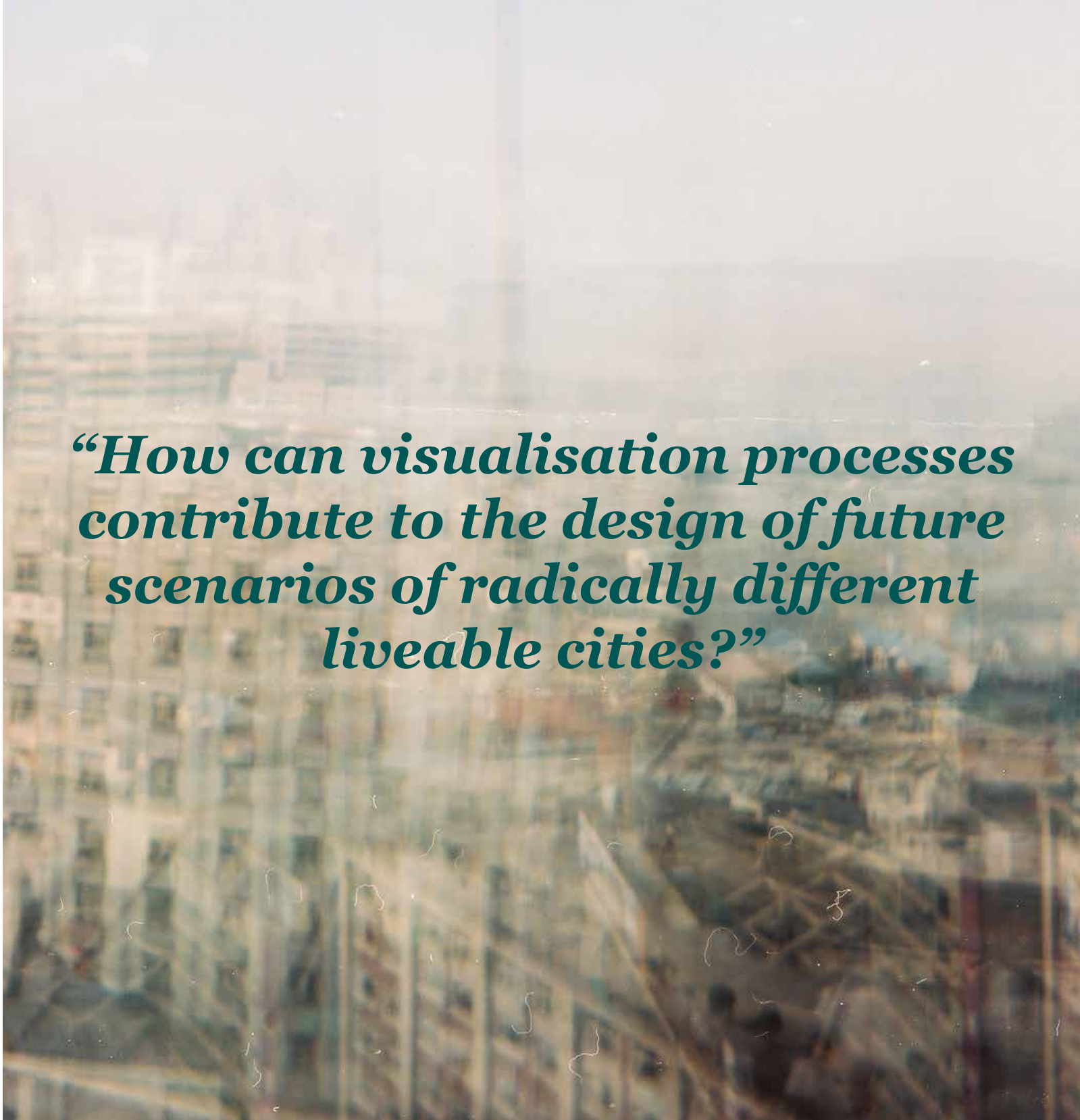
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“How can visualisation processes contribute to the design of future scenarios of radically different liveable cities?”

Evidence based report on how future cities have been visualised in the past 100 years.

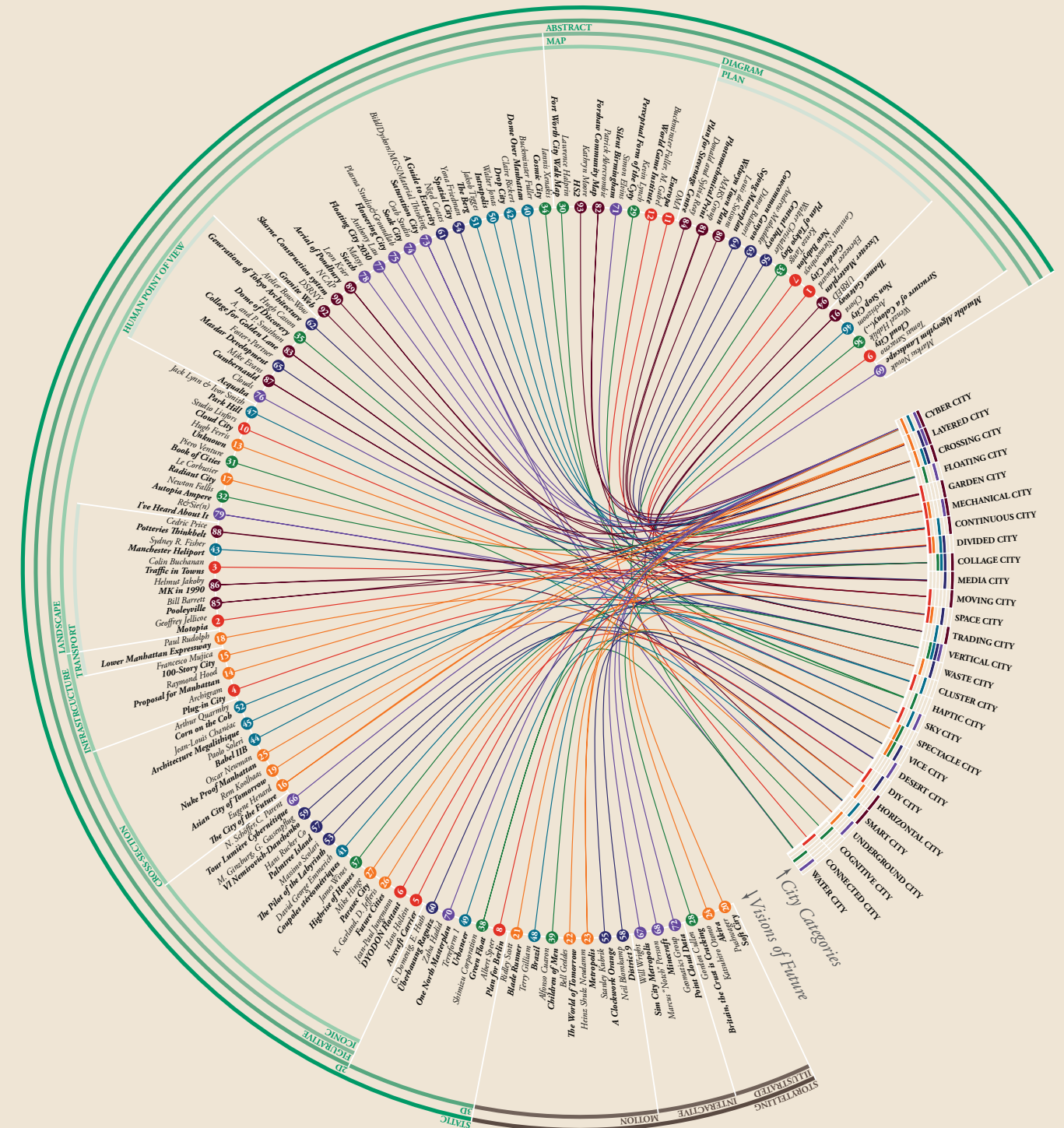
[illegible][illegible]

Evidence based report on how future cities have been visualised in the past 100 years.

- * who makes the visualisation --> process and actors
- * what is the purpose -> agency of the image
- * subject of the visualisation

VISUAL HISTORY OF THE FUTURE

A TAXONOMY



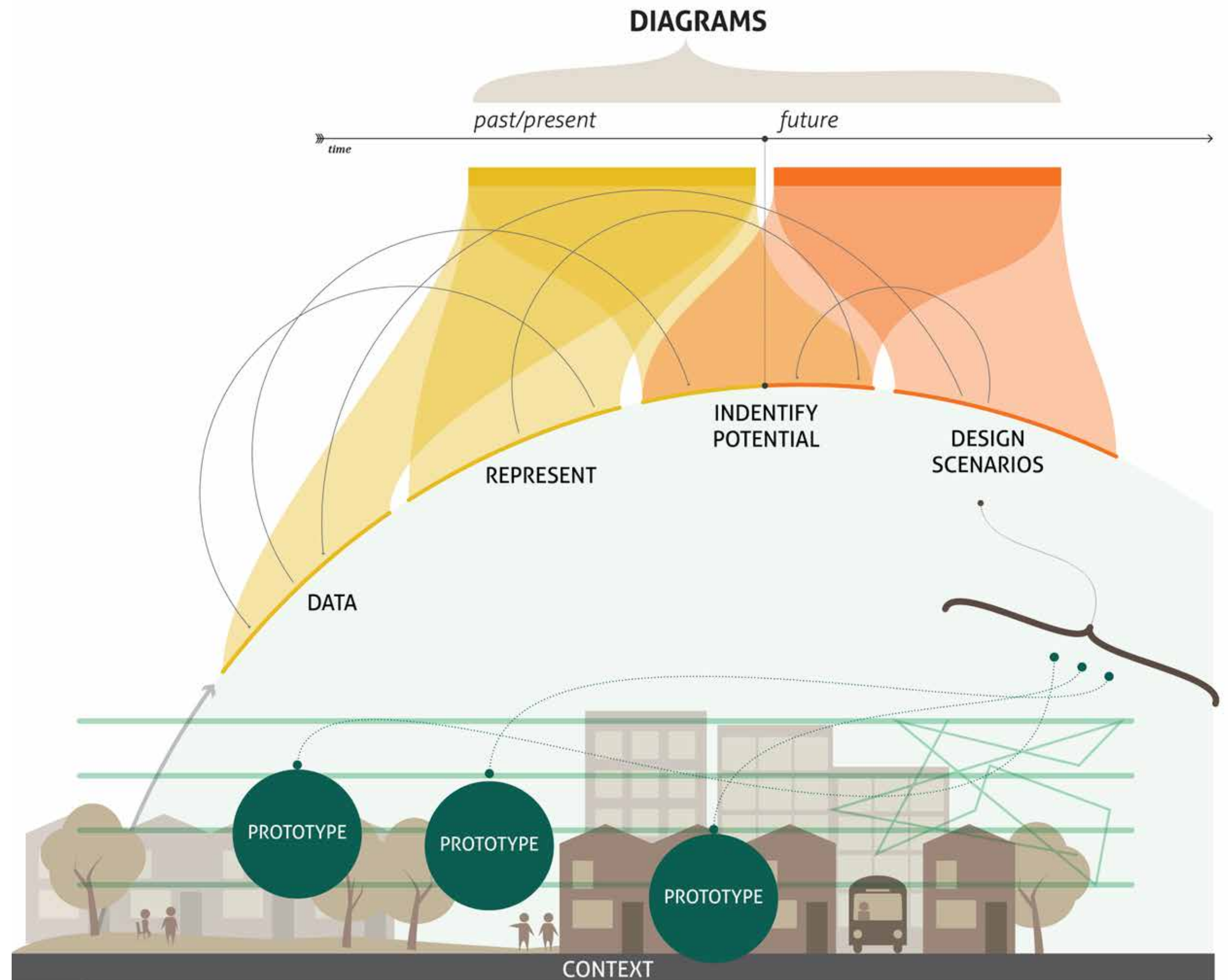
DIAGRAMS FOR DESIGN

*As a method for
representing the
complexity of urban life*

The key role of diagrams as negotiation and decision-making tools is to ***enable common and shared understanding in multi-actors context*** (Ciuccarelli, Ricci and Valsecchi, 2008). Diagrams have always been integral part of different disciplines, from architecture and engineering to mathematics and natural sciences. In design research, diagrams are “operating devices able to ***reveal weak links*** among the elements of the system and to ***show the driving forces*** that can facilitate (or hinder) a design intervention” (Scagnetti et al., 2007)

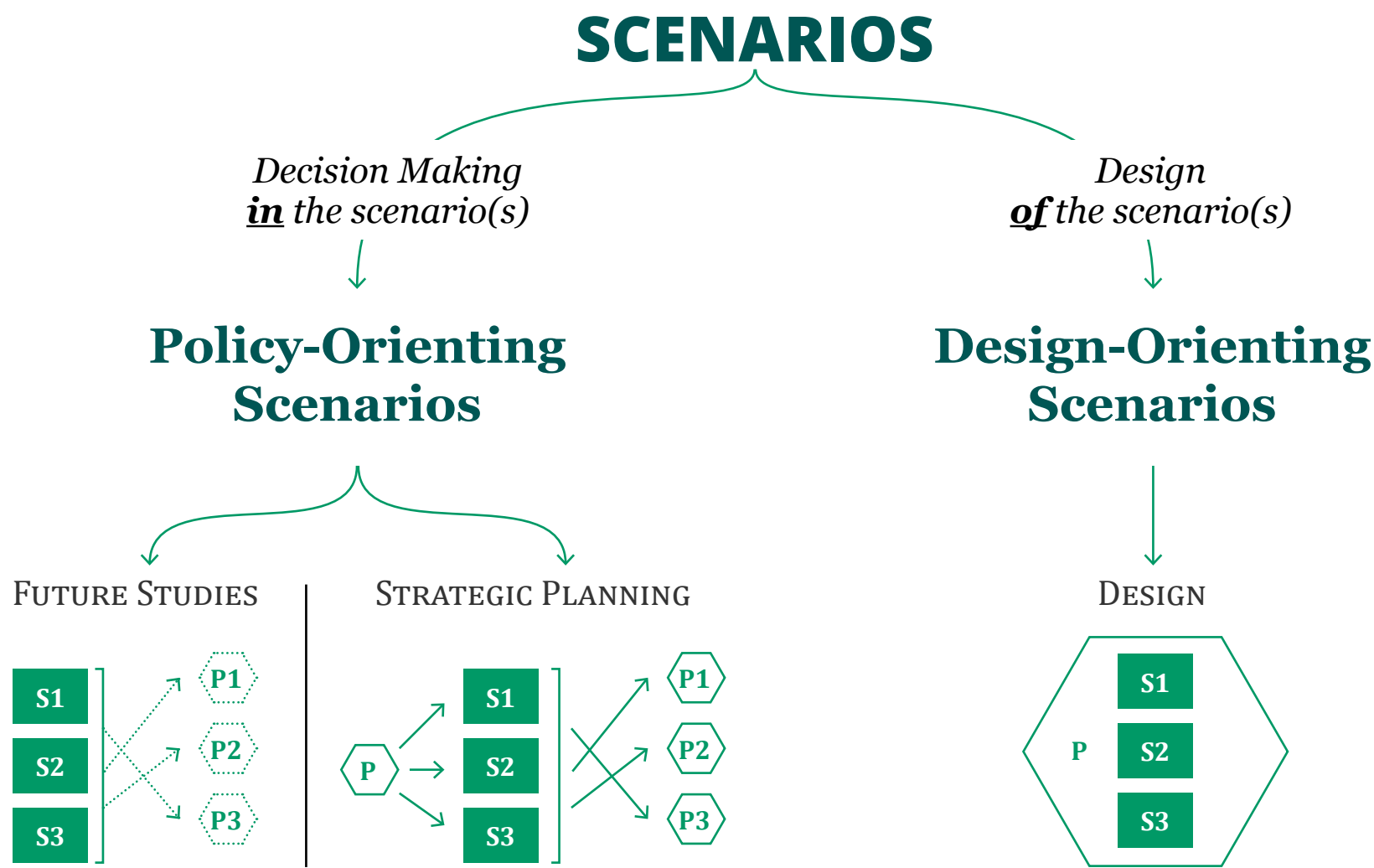
DIAGRAMS FOR DESIGN

Using information visualisation processes throughout the design process



SCENARIOS

POS and DOS



KEY

s

scenario

P

P

project / potential project

**Design Experiment:
Future visioning workshops series**

LIVEABLE CITIES

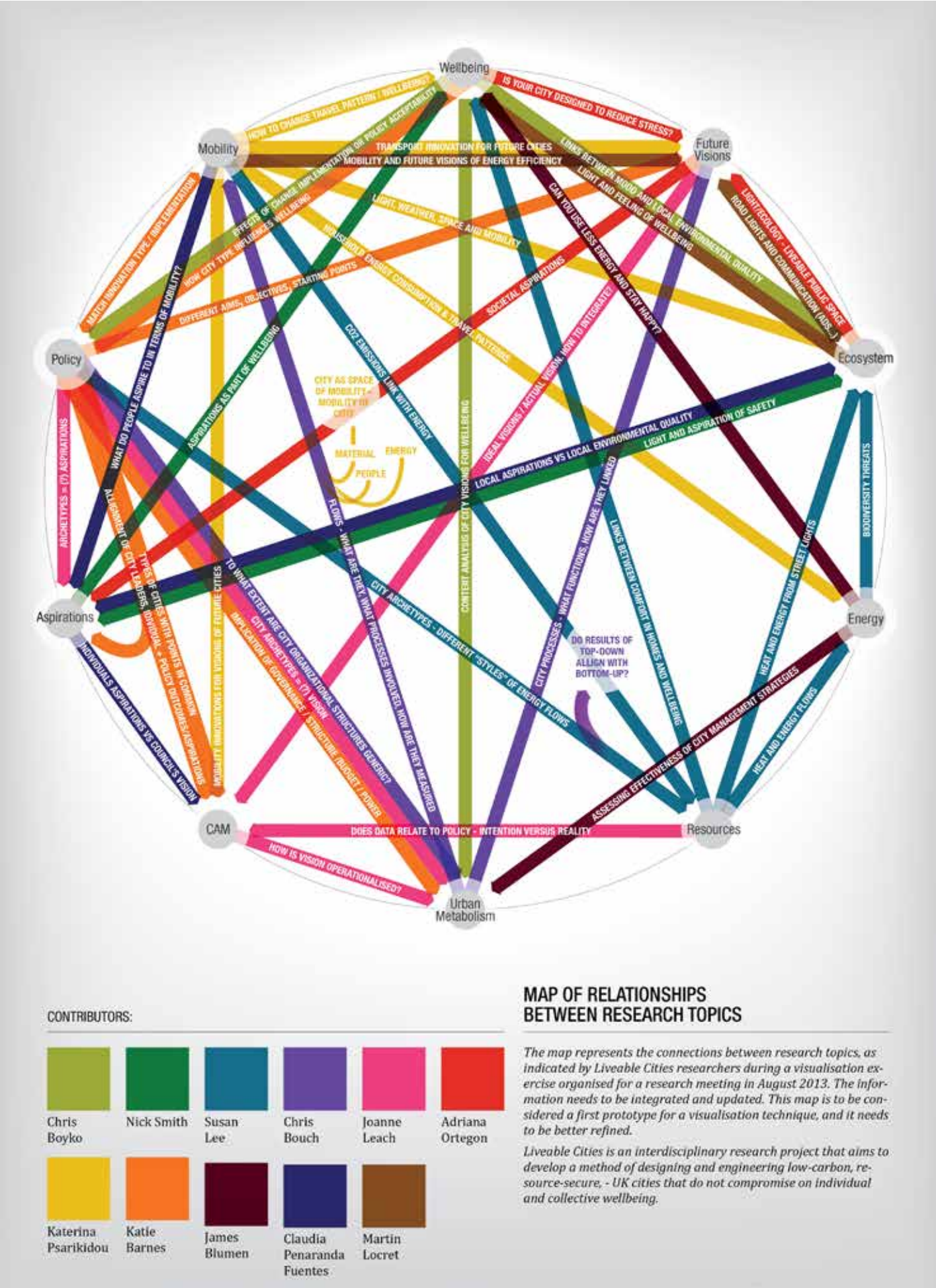


Transforming the Engineering of Cities for Global and Societal Wellbeing

Research Themes

- City Analysis Methodology
- Resources
- Wellbeing
- Ecosystem services
- Energy
- Economic viability
- Policy and governance
- Future visions

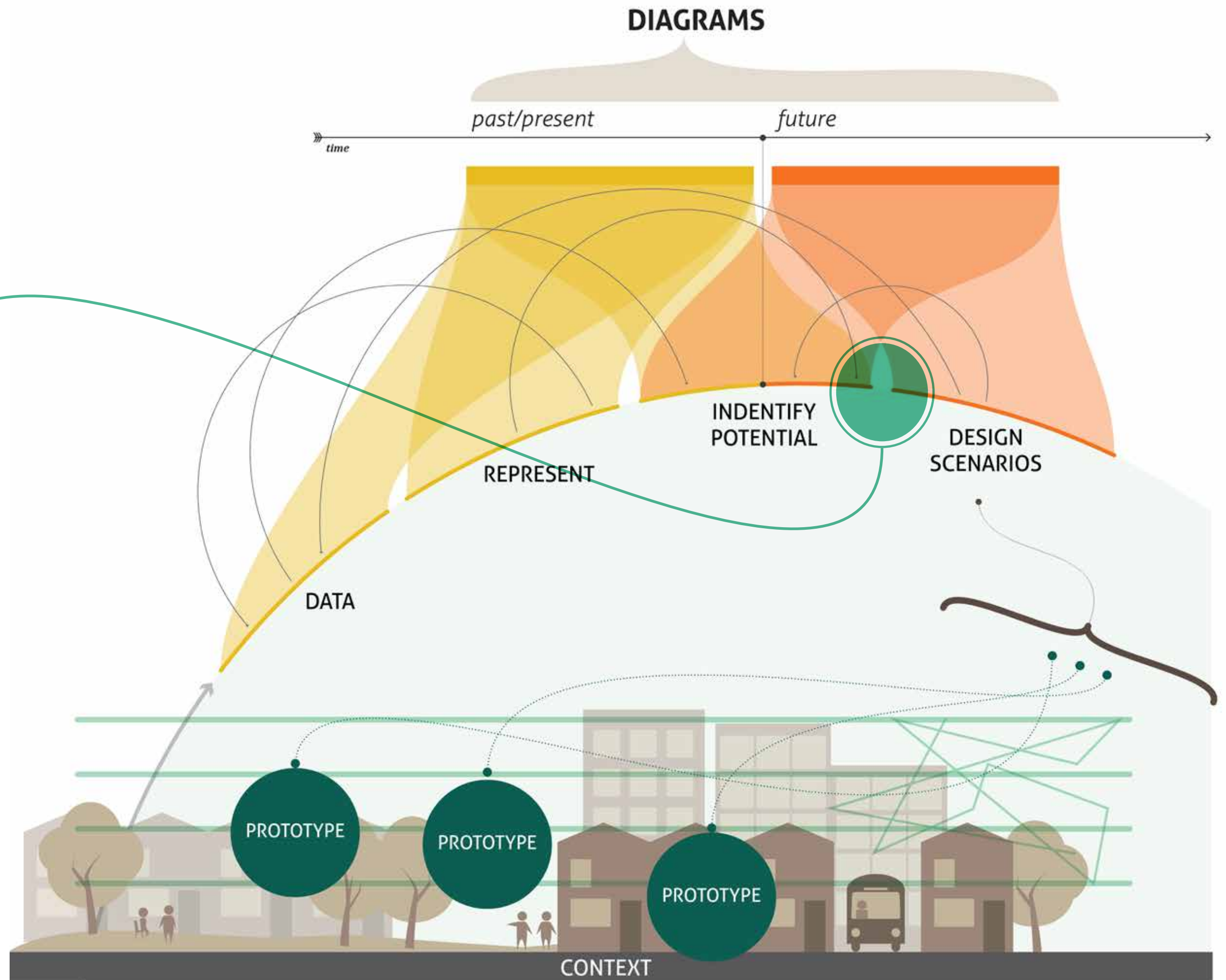
August 2013
Activity of mapping relationships between research topics



DIAGRAMS FOR DESIGN

Using information visualisation processes throughout the design process

- Macro scale
- Collaborative (sync and non sync)



FUTURE VISIONING WORKSHOP

A multidisciplinary design orienting conversation on radically different future



FUTURE VISIONING WORKSHOP

A multidisciplinary design orienting conversation on radically different future



FUTURE VISIONING WORKSHOP

A multidisciplinary design orienting conversation on radically different future

1 Set the context

What are the most relevant things that happened in the last 50 years in your sector?



FUTURE VISIONING WORKSHOP

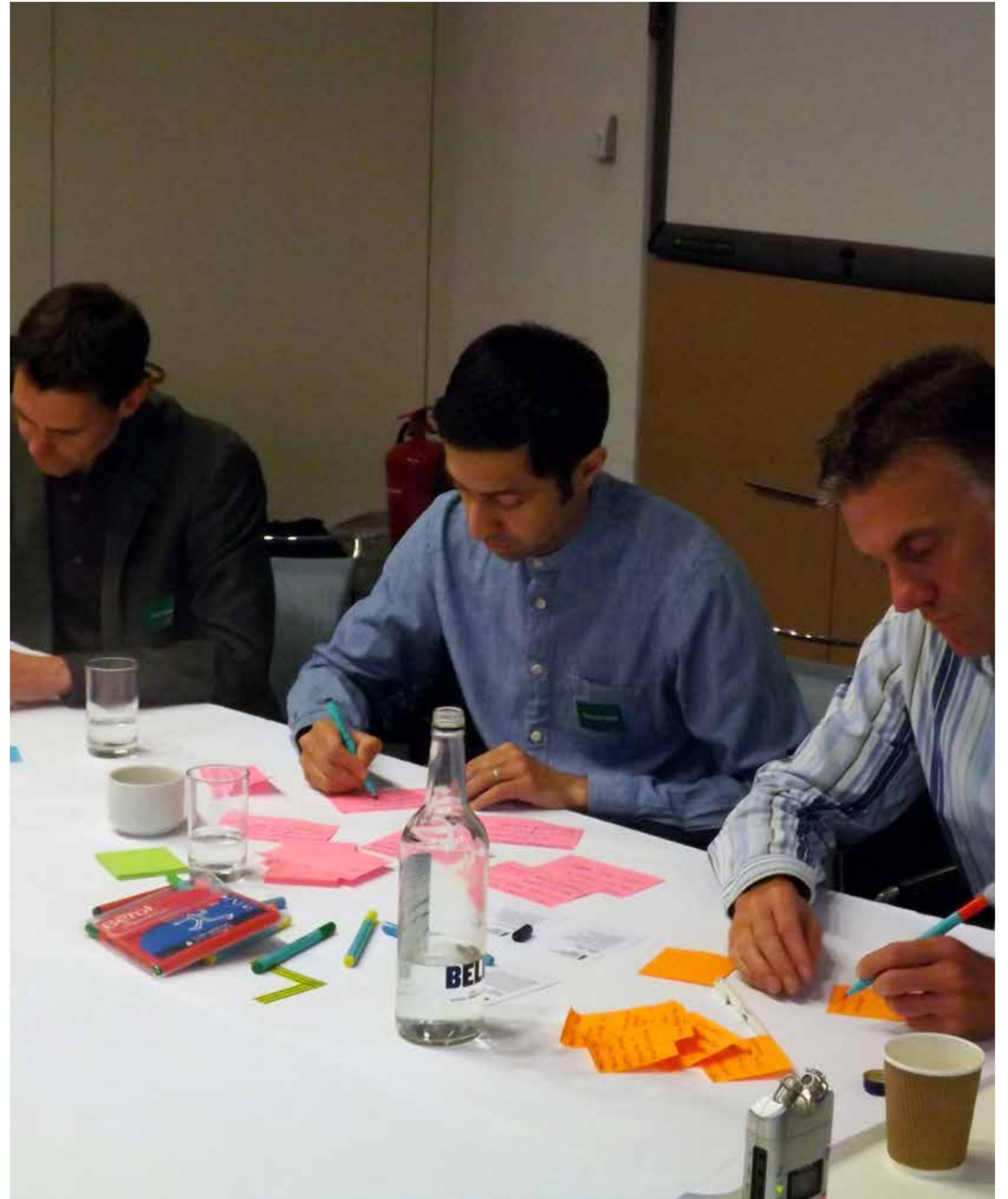
A multidisciplinary design orienting conversation on radically different future

1 Set the context

What are the most relevant things that happened in the last 50 years in your sector?

2 get negativity out of the way

What are the worst possible things that could happen in the last 50 years?



FUTURE VISIONING WORKSHOP

A multidisciplinary design orienting conversation on radically different future

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What are the most relevant things that happened in the last 50 years in your sector?

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What are the worst possible things that could happen in the last 50 years?

3 explore possible worlds

Thinking cards + silly ideas

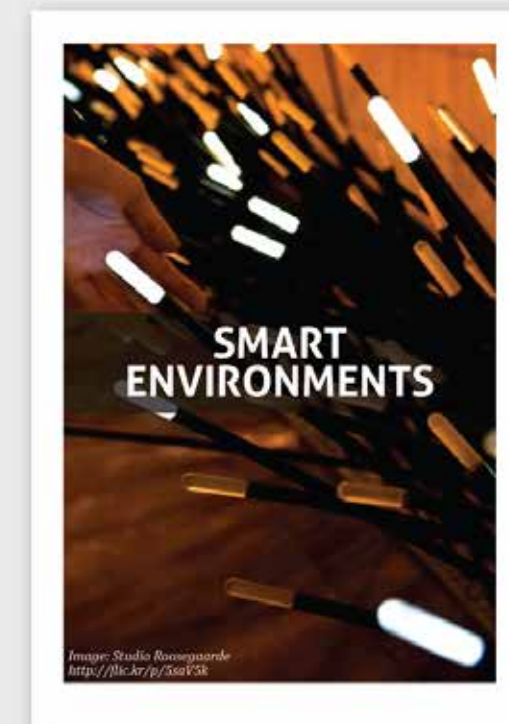
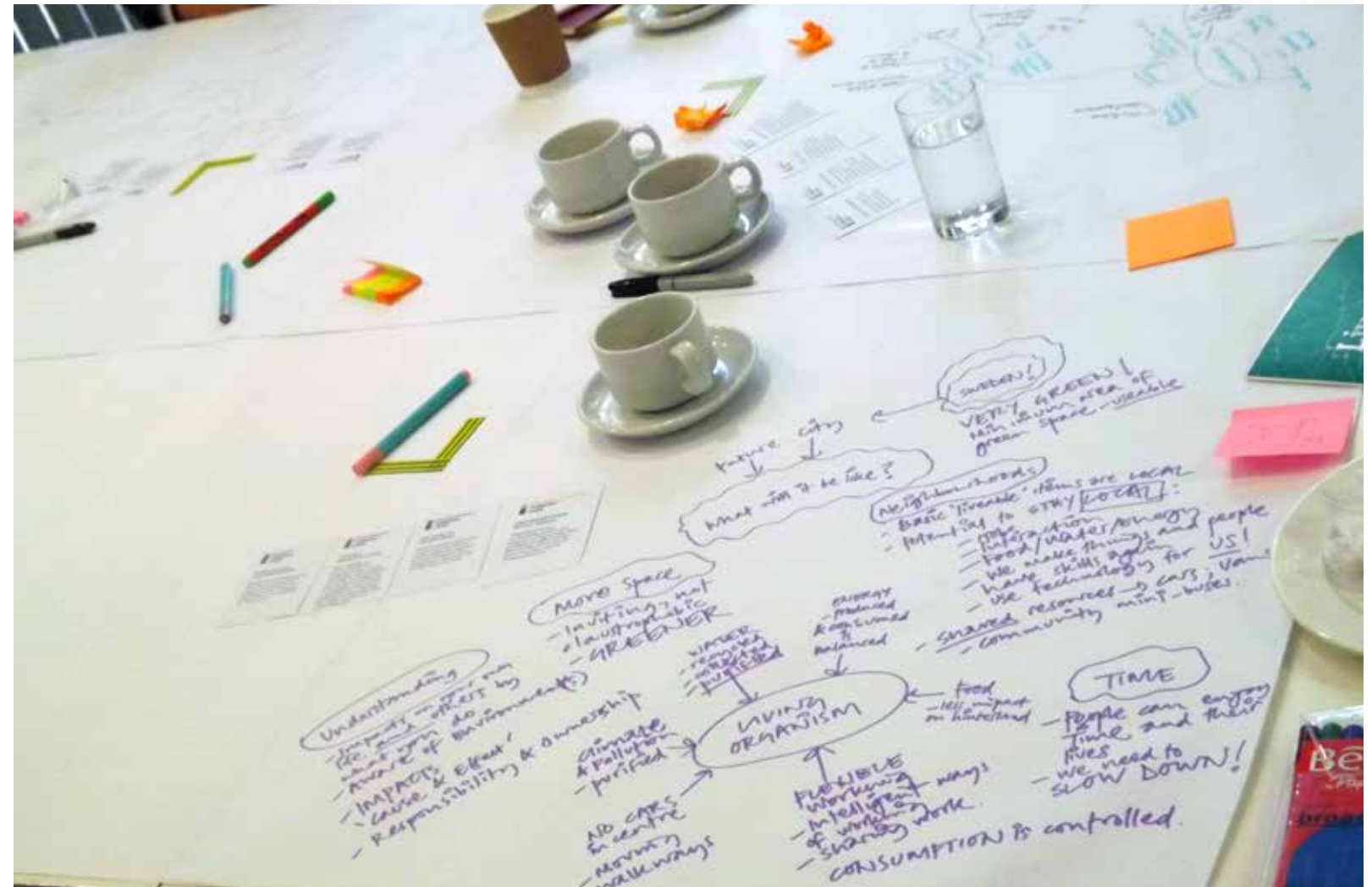
Thinking cards

- technology

- society

- politics/economics

- environment



TECHNOLOGY
THINKING
CARD

SMART ENVIRONMENTS

Real life and digital life converge in environments that sense people's behaviour and respond to it.

FUTURE VISIONING WORKSHOP

A multidisciplinary design orienting conversation on radically different future

1 Set the context

What are the most relevant things that happened in the last 50 years in your sector?

2 get negativity out of the way

What are the worst possible things that could happen in the last 50 years?

3 explore possible worlds

Thinking cards + silly ideas

4 design the future city of your sector

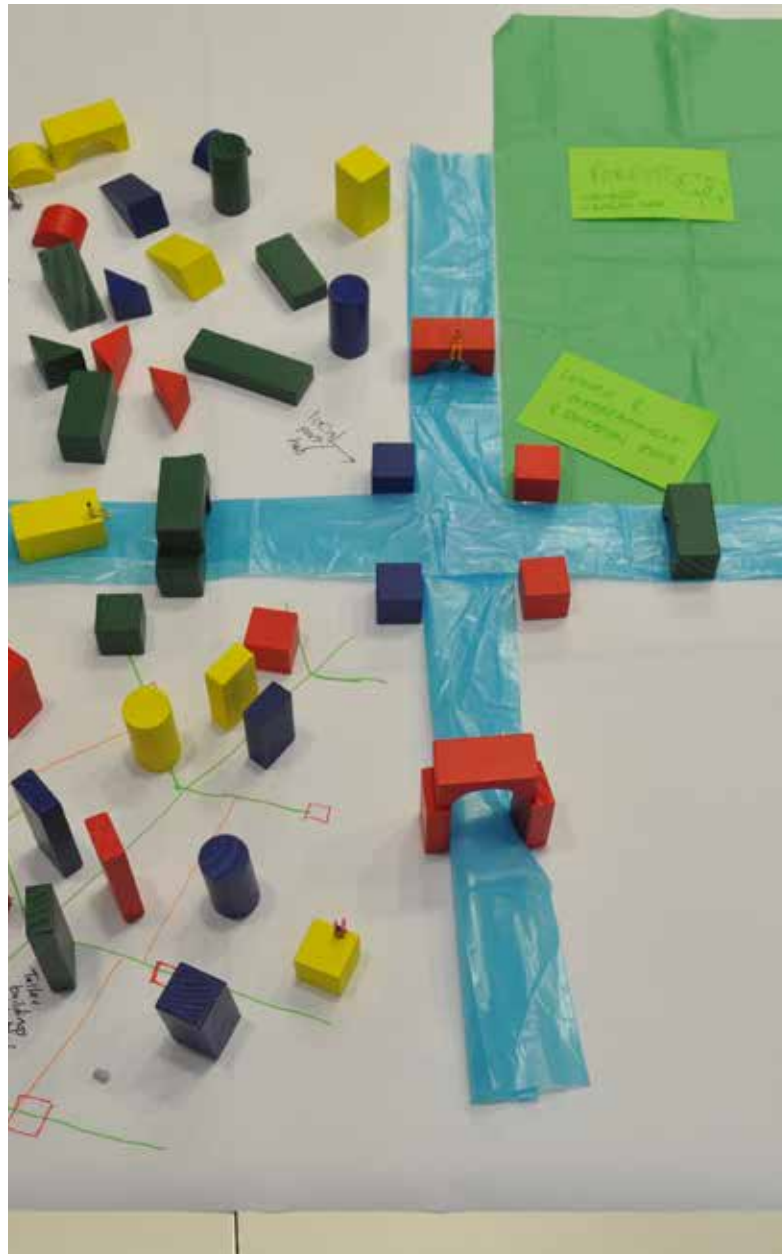
Design your city. How will people live, what the city will look like, what are the paradigms of production and consumption



FUTURE VISIONING WORKSHOP

Some (very) preliminary results

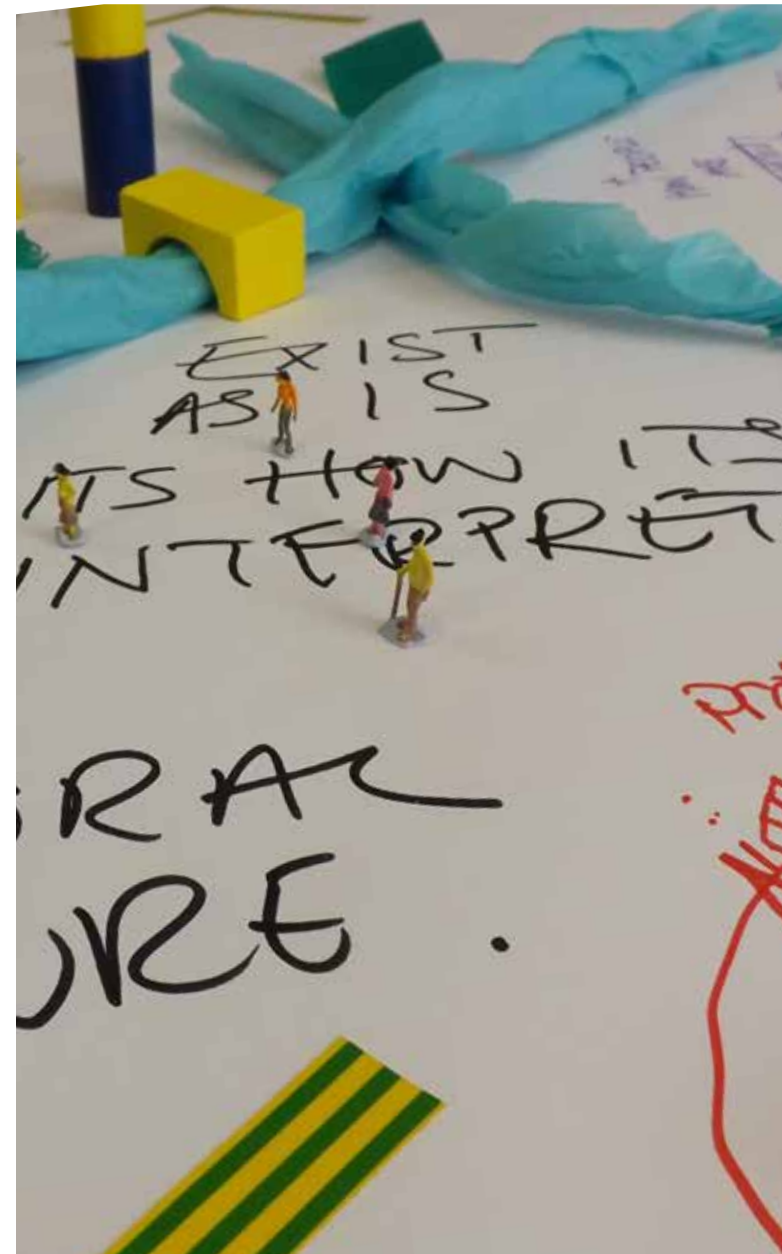
Retail Sector



Environment and natural scientists



Archaeologists, and culture and heritage sector



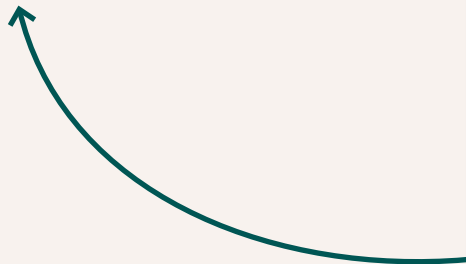
Transport and utilities



FUTURE VISIONING WORKSHOP

Reports and other outcomes

liveablecities.org.uk/
challenges/future-visions



Future visions - Liveable

liveablecities.org.uk/challenges/future-visions

HomeAboutResearch ThemesPeople

UNIVERSITY OF BIRMINGHAM

LANCASTER UNIVERSITY

UCL

SOUTHAMPTON UNIVERSITY

EPSRC

Research Themes

Future visions

It is now widely understood that climate change is adversely affecting our planet and our lives, and in order to ensure our future we must take action immediately to prevent further climate deterioration. The consumption of resources beyond those that the planet can replenish provides a second, tensioning, imperative. These are the greatest challenges we, as a human race, currently face

And yet inaction prevails, in our policies, in our businesses and in our personal lives. Part of the problem is that we cannot clearly see where we are heading – that there is no clear vision of our low-carbon resource secure future and thus developing a roadmap to achieve it is impossible. Liveable Cities seeks to change this, by envisioning such a future, back casting from it to our lives today and developing the much-needed roadmap.

Engineering of cities has traditionally adopted best practice derived from personally and vicariously garnered experience, using top-down approaches for engineering provision while taking only broad cognisance of the needs of society via collective governance. This

Outcomes

Future Visioning Workshop - Transport and Utilities Sector - Summary Report



The Future Visioning Workshop brings together and leading expert in transport and utilities to explore visions of sustainable, liveable future cities. Through a combination of hands-on activities and open discussion, this 2-hour workshop enables deep, creating thinking in a short time. This is one of a number of sector specific events...

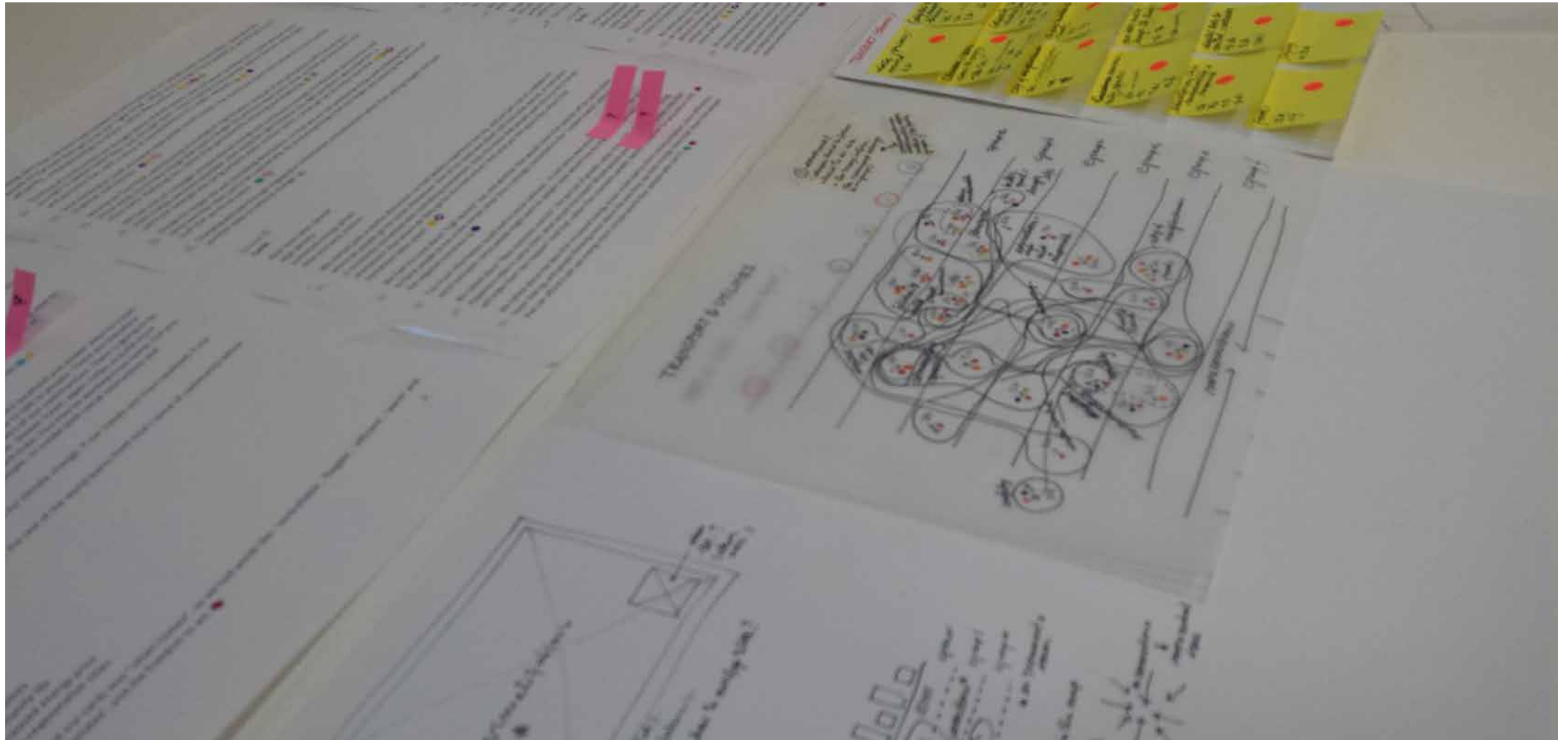
More information

Some reports from the Future Visioning

VISUALISE

Focus on activity 3 and 4

(Work in progress)



VISUALISE

Activity 3

Mapping emerging issues, relevance and relations

Transport and Utilities sector

FUTURE VISIONING WORKSHOP SERIES TRANSPORT AND UTILITIES SECTOR

Liveable scenarios in sustainable cities

The Future Visioning Workshop brings together and leading expert in transport and utilities to explore visions of sustainable, liveable future cities. Through a combination of hands-on activities and open discussion, this 2-hour workshop enables deep, creating thinking in a short time.

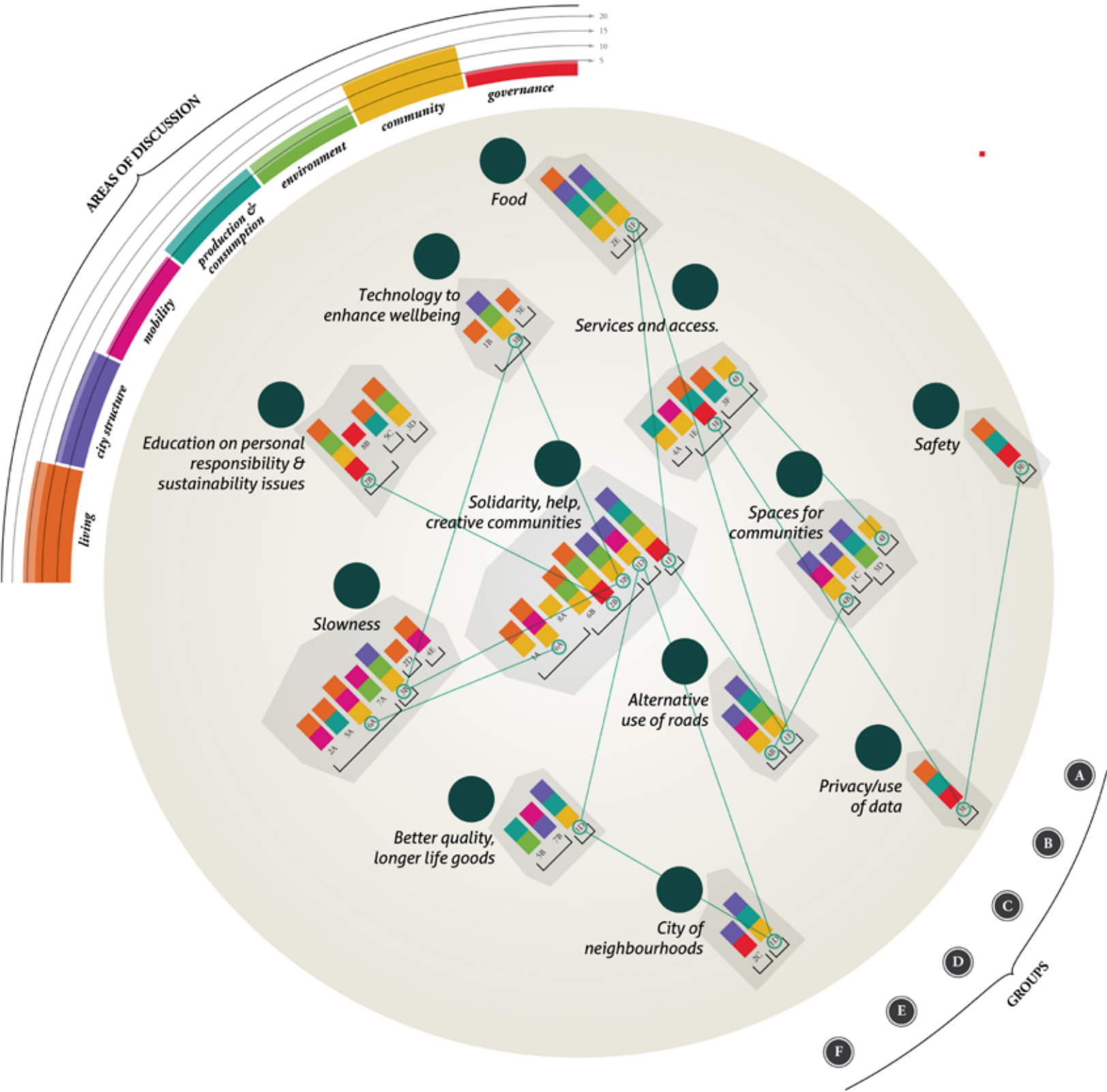
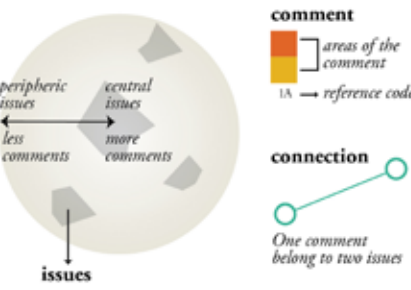
This is one of a number of sector-specific events to establish visions of the city that will inform design and engineering recommendations and visions for future cities.

About this visualisation:

This diagram maps the main issues emerging from the discussion generated in one of the activities of the workshop (Activity 3).

This activity was designed to stretch the participants' imagination and push their time horizon. Each group (A, B, C, D, E, F) was given a set of 'Thinking cards' to help them imagine what a future liveable city could be in terms of what that city would look like and where people would live fifty years from now. The cards portrayed ambiguous issues that might become relevant in the future, and were used as props to stimulate a creative discussion.

Key to the diagram



VISUALISE

Activity 3

Mapping emerging issues, relevance and relations

Archaeologists and historians

FUTURE VISIONING WORKSHOP SERIES HERITAGE, CULTURE, AND ARCHAEOLOGY

Liveable scenarios in sustainable cities

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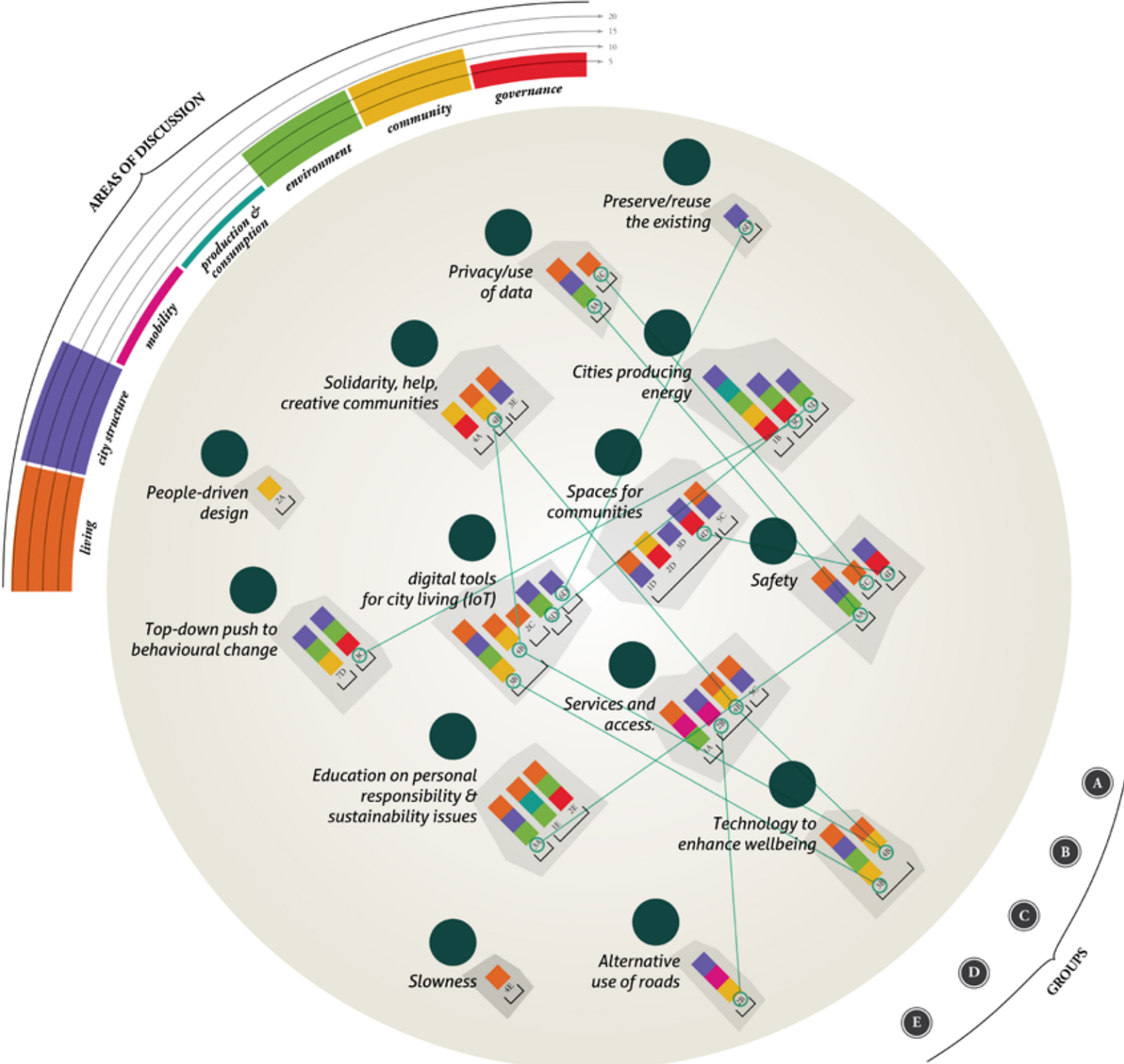
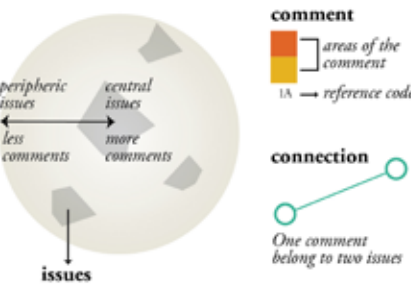
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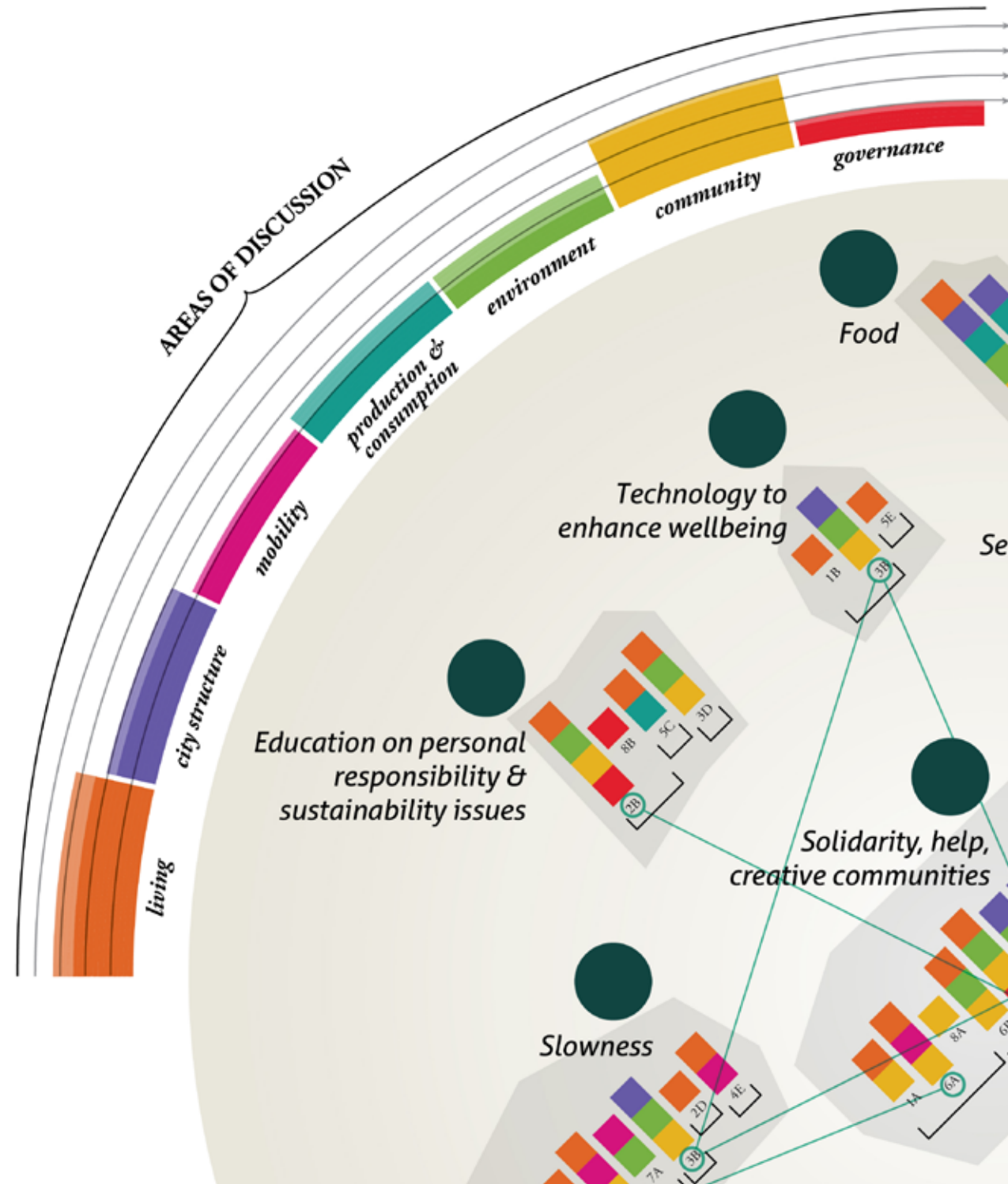


VISUALISE

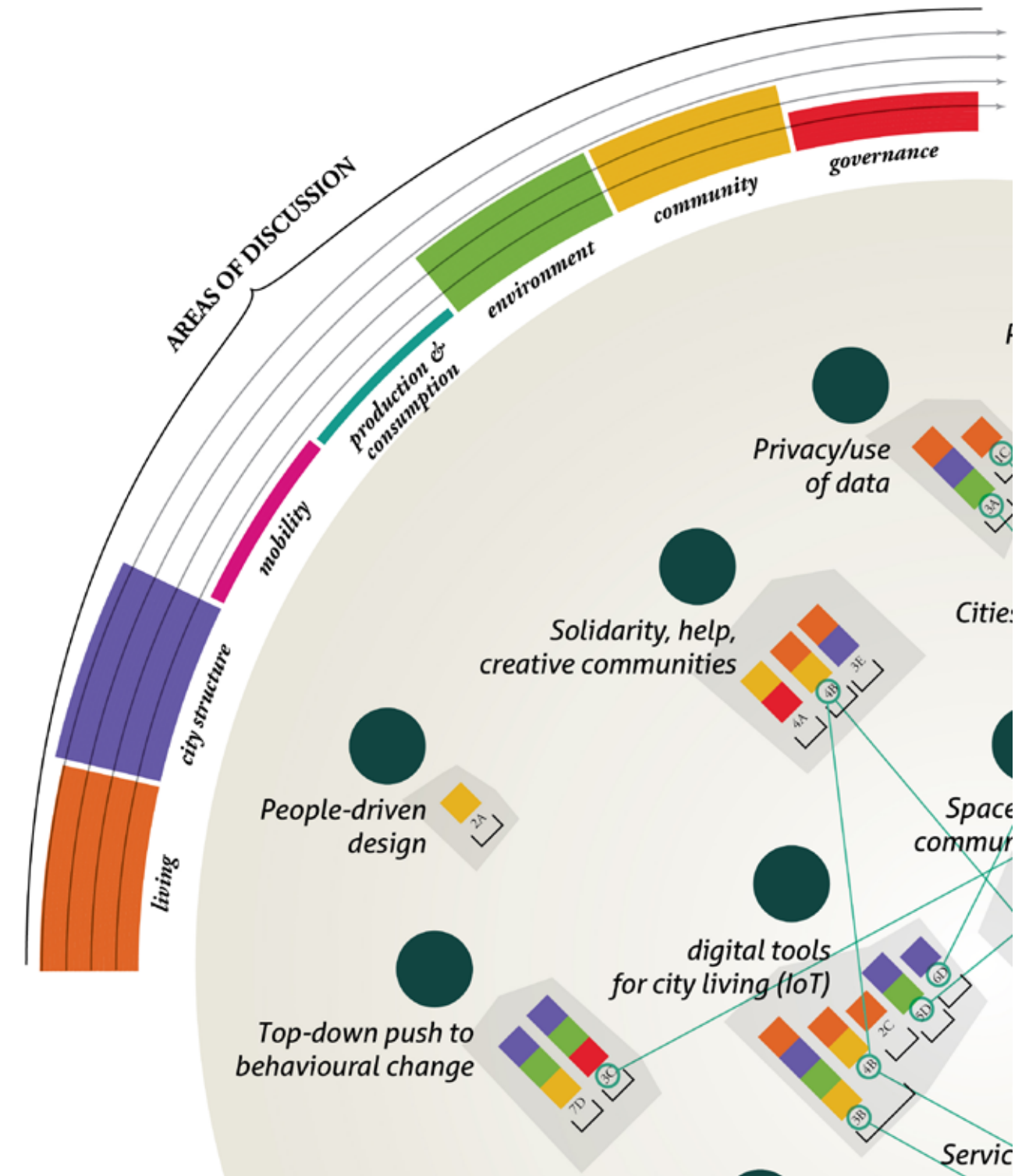
Activity 3

Mapping emerging issues, relevance and relations

Transport and utilities sector



Archaeologists and historians

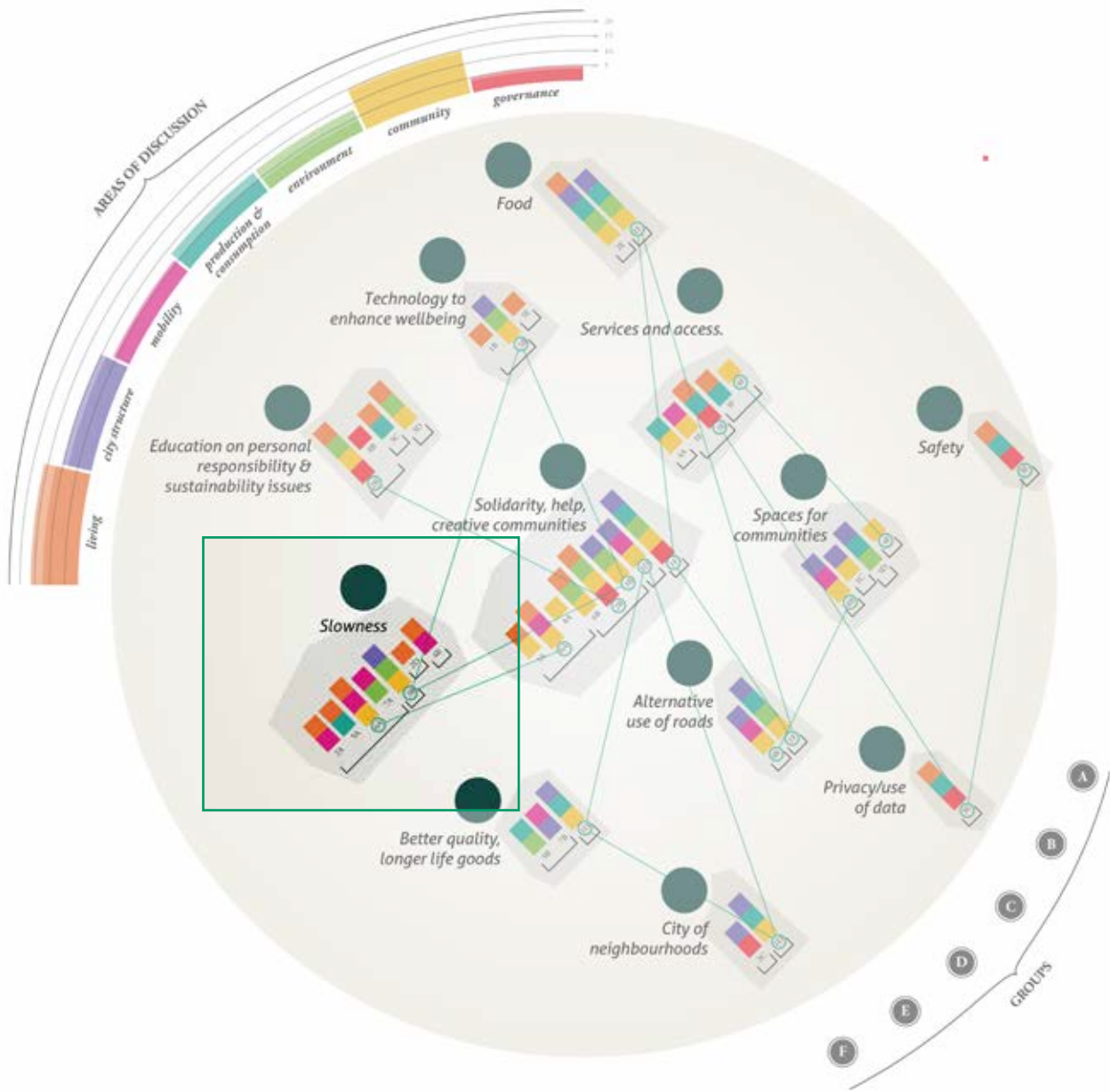


VISUALISE

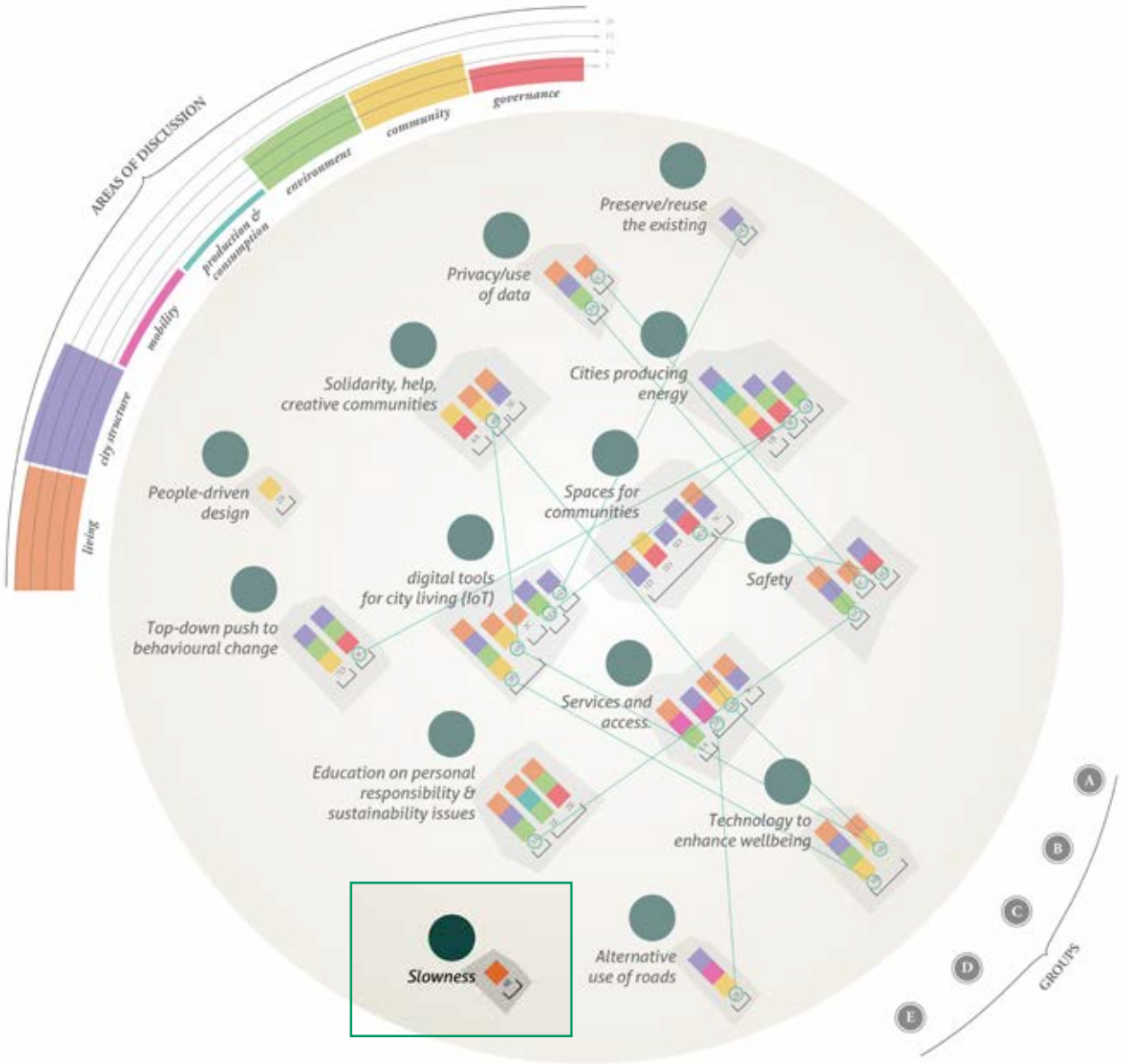
Activity 3

Mapping emerging issues, relevance and relations

Transport and utilities sector
“Slowness”

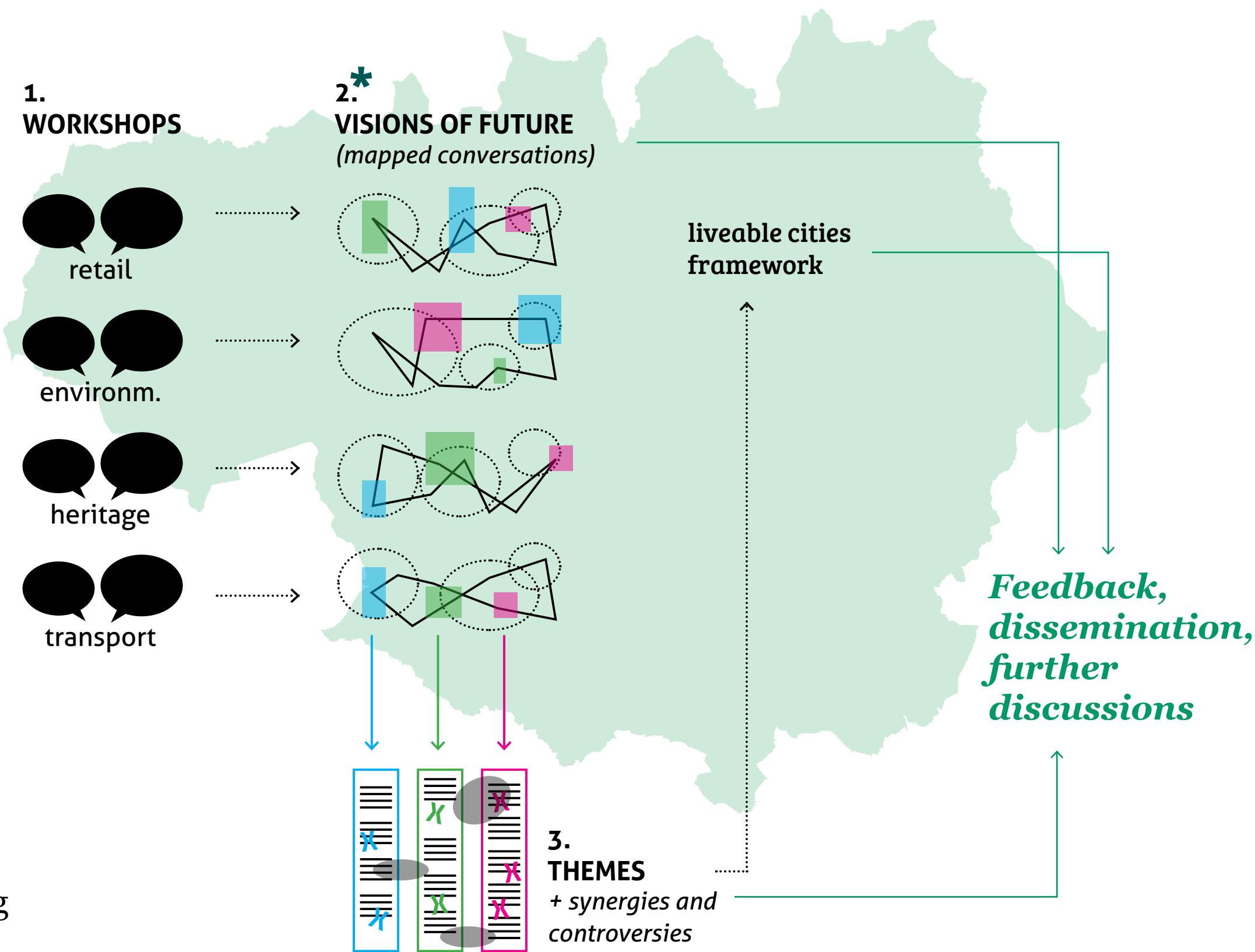


Archaeologists and historians
“Slowness”



VISUALISE

Next steps



*

Mapping of activity 2 to be completed

Mapping of activity 3 to be designed

Comparative mapping, overlaying

FUTURE VISIONING WORKSHOP

Conclusions

Preliminary findings

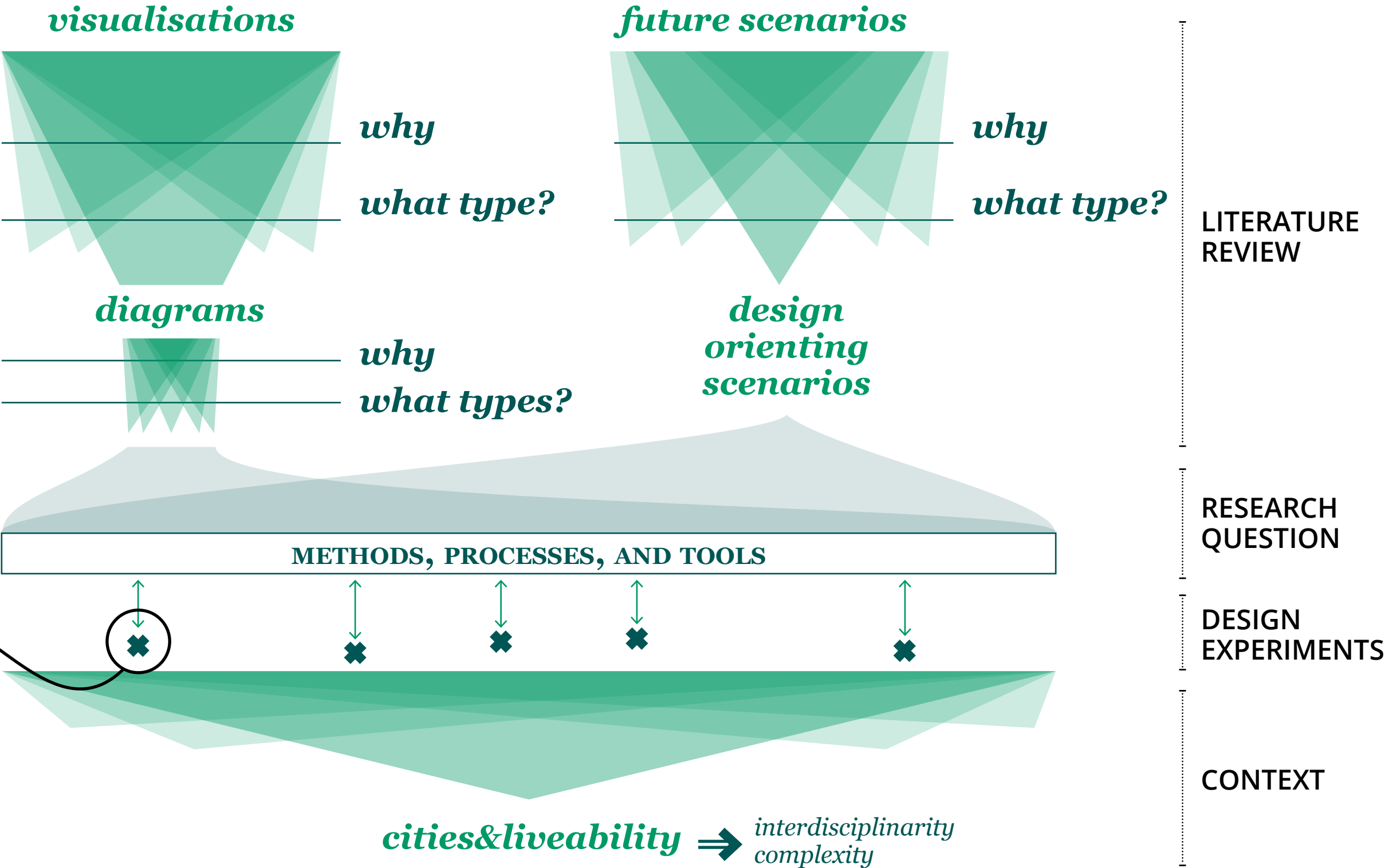
- Interesting when compared
- Design of the activities and material is crucial (more than facilitation)
- Fine balance creativity/structure
- Leave room to disagree
- Conversations are more important for the analysis than artefacts produced in the workshops.

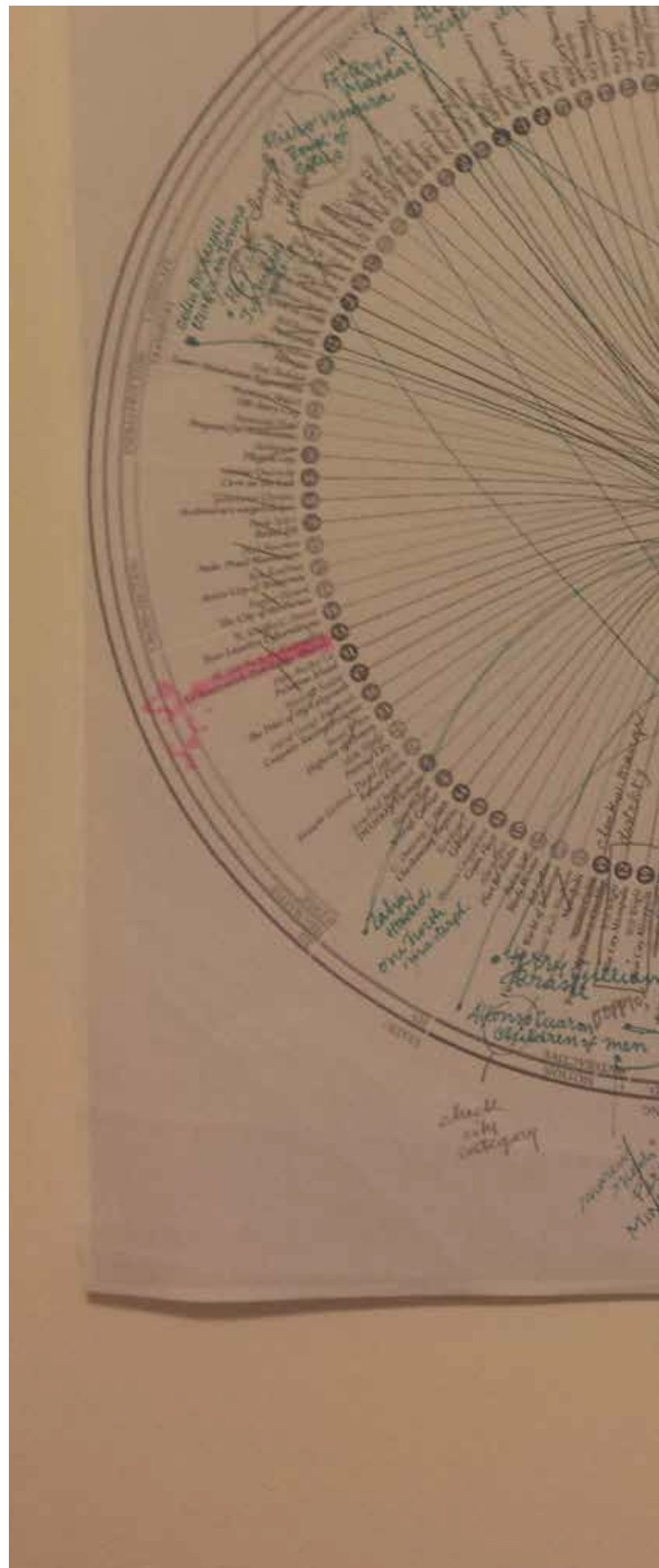
Limitations

- Participant's profile
- Time available
- We have no detailed information on how the results will be used (even thou we know it will be included in Liveable Cities outcome)

SOME NOTES ON MY RESEARCH

Putting the experiment in
context





THANK YOU
Grazie
Takk

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