# ParkLife Community Co-design Workshop Plan

## Resources needed

* 5x park map
* Coloured dots – green, yellow, red
* Sticky notes (small and medium)
* Markers and pens
* Extra paper

Room set-up

Small groups around tables, max 5 people per group, 1 ParkLife facilitator per group (if possible)

## Agenda

### Introduce the project

### Two aims to mention

* Collecting and sharing data about what happens in parks (human and wildlife) to support development of parks
* Promoting engagement with parks – encouraging people to use them, enhancing their experience of the park

Key question to shape the workshop

* What are the main opportunities for improving parks for stakeholders, users and nature/wildlife through data and digital tools?

### Some things people have said so far…

* Knowing how frequently installations in the park are used or visited (e.g. play park, exercise equipment, community garden)
* Knowing the most-used paths
* Knowing how many people are using the park every day
* Monitoring and visualising biodiversity (bats, etc.)

### Co-design

Introduce the design process

Double Diamond: Discover – Define – Develop – Deliver

What is a prototype?

Currently we are in discovery mode, and we hope to define challenges and start developing prototypes by May

Project constraints

* Aims
* Data / digital tools
* Ability to prototype in summer

### Activity 1: Uses and values of parks

Guiding questions

* What do we value most about our parks?
* What are things we find difficult/problematic?
* What would make parks better?
* What would encourage people to use parks more?

Form small groups at tables (not more than 5 people) – each group should have a park map, coloured dots, sticky notes and pens/markers

Facilitator should encourage discussion and make notes throughout

Ask participants to use small pens to write the different uses of the park on the map – list all the uses that they know about. Geographically-specific uses should be labelled on the map as best as possible, according to where they take place. General activities (e.g. dog walking, running) can be listed on the side, unless there are specific areas where these activities are focussed.

Ask each participant to label the map with coloured dots according to the following guidelines:

* Green (best or favourite things about the park / favourite or most-used places – think not only from your own perspective but also the perspective of others)
* Red (problems – can be a specific issue such as overflowing bins or swampy ground or a broader issue such as conflict in the use of certain areas)
* Yellow (gaps / opportunities – don’t necessarily have to be associated with a particular place – e.g. what is not happening in the park that could be, what is missing, what could add to the space)

Also ask them to add a sticky note corresponding to each dot to provide more detail about the dot placement (take notes)

Have a chat about the map as a group (take notes)

### Activity 2: Identifying problems or opportunities and who would be involved in them

Looking at the map and reflecting on the discussion, ask participants to identify 2-4 key themes across the issues they have discussed, and make a note of these themes.

* What are thematic areas where we could really improve parks for people? Is it around access? Physical activity? Information about activities and events? Information about biodiversity and nature? Offering more activities (including virtual games?) in parks? Providing connection points with biodiversity and nature?

Then looking at the favourite things / problems / opportunities in each of their themes, have them select an issue that they think it would be important to solve.

* *Note: This might seem to be going forward and backward, but once they have identified a theme, they might think of a new specific problem or opportunity that addresses the larger theme, rather than just the detailed ones they came up with when looking at the park map.*

Formulate the issue into a specific issue that they want to address. Make sure it is quite specific.

For example…

* Support more biodiversity in the park
* Support more physical activity in the park
* Help people know what is happening in the park
* Get more people involved in writing funding bids to develop the park
* Develop and promote underused parts of the park

Enter the specific issue in the Application Template

Then ask: Who needs to be involved in solving this problem / addressing this issue, and what do they need to (what could they) do?

Brainstorm ‘stakeholders’ - who are all the different people who could potentially be involved in solving this problem or benefit from having this problem solved?

Select three potential ‘stakeholders’ (explain ‘stakeholders’ as anyone who has an interest in the issue or might be affected by / benefit from addressing the issue – think of ‘person groups’ e.g. biodiversity lover, young family, dog walker, runner, football team member, etc.

Enter these in the Application Template

### Activity 3: Designing a prototype for collecting and sharing data and improving the park experience

Andrew: Present inspirational examples of data and digital tools, mentioning who is involved and what they do / did

Look at the next questions in the application template. Have a think and a discussion about how data collection, data sharing, or another digital tool could help to solve your problem or opportunity.

*Note: Facilitation is key here for people who won’t naturally think in this way. Try to ask question and give suggestions that help them to think about the possibilities – What data is available? What data can be collected? What are options for collecting data? What are limitations for actually getting people to use or access data?*

Some ideas…

Info about what’s happening when and where

Biodiversity monitor with real-time information

Measured mile – more ways of measuring your physical activity

Digital treasure hunt / other games to get people outside

Waste monitoring

Air pollution, pollen, etc.

Quiet spaces

Talking trees…

### Explanation of opportunities and limitations of the project

Can we create a list of question cards to help define the parameters/limitations?

* Can this be digitally monitored?
* Is this info digitizable / already online?
* Can we guarantee privacy?

### Other Notes

What information could be collected or shared that could potentially help to solve this problem?

What would be useful / interesting information to have about the park? For a current park user? For a new park user? What kind of information might attract more people to parks?

What do you think could be the highest priorities for a) collecting information about what is happening in the park, b) improving the park and c) getting more people to engage with the park?

### Inspirational Examples

Nature Smart Cities <http://www.batslondon.com/>

Mammal Web <https://www.mammalweb.org/>

Twitter Biodiversity <https://www.stockholmresilience.org/research/research-news/2016-03-23-a-little-bird-told-me.html>

Info about parks through customised trails

<https://ticl.me/trails>

<https://www.natfedparks.org.uk/pdf/CREATING_TREE_TRAILS_GUIDES_WITH_TICL_APP_National_Federation_of_Parks_and_Green_.pdf>

Health in parks

<https://www.tisdallassociates.co.uk/the-health-parks-app>

Quiet places

<https://soundproofist.com/2018/07/24/mapping-a-quiet-space-with-the-hush-city-app/>

General info about parks

<https://sheffieldparkproject.com/2018/07/17/spp-app/>

<https://www.14oranges.com/2018/06/city-of-lethbridge-parks-app/>

Other things to look up / research

* Physical activity info
* Gnomes in the park

Other

* Bristol Park Hive (website dated 2015-2016 – not sure if this is still active)

<http://www.bristolparkhive.com/digital-photo-archive.html>

<http://www.bristolparkhive.com/the-app.html>

* List of ideas from a past Nesta event

<https://swlen.org.uk/nesta-event-digital-technology-in-parks-and-open-spaces/>

## Appendix

This is a really good report on some co-design workshops for developing new activities in parks:

<http://148.88.47.13/html/imagination/sites/default/files/outcome_downloads/active_park_design_report_online_v2_0.pdf>

Interesting information I found in the process of researching this:

<http://theconversation.com/most-people-just-park-themselves-so-how-do-we-promote-more-healthy-activity-in-public-parks-56421>

<http://iwun.uk/>

<https://openscholarship.wustl.edu/cgi/viewcontent.cgi?article=1015&context=brown_facpubs>

<https://www.gov.uk/government/news/smart-technology-for-public-parks-and-spaces-apply-for-contracts>

Areas of interest could include:

* gathering and using real-time data to better understand the use of public spaces
* using connected devices to measure the impact of investment decisions
* exploring how user-oriented design could encourage positive behaviour
* creating interactive ‘playable city’ experiences that engage and inform users
* putting new technologies into existing and planned infrastructure, such as buildings, signs, lamp posts and other street furniture

<http://cyberparks-project.eu/example/192-learning-cyberparks-learning-journey-argotti-gardens-malta-using-way-cyberparks-app>