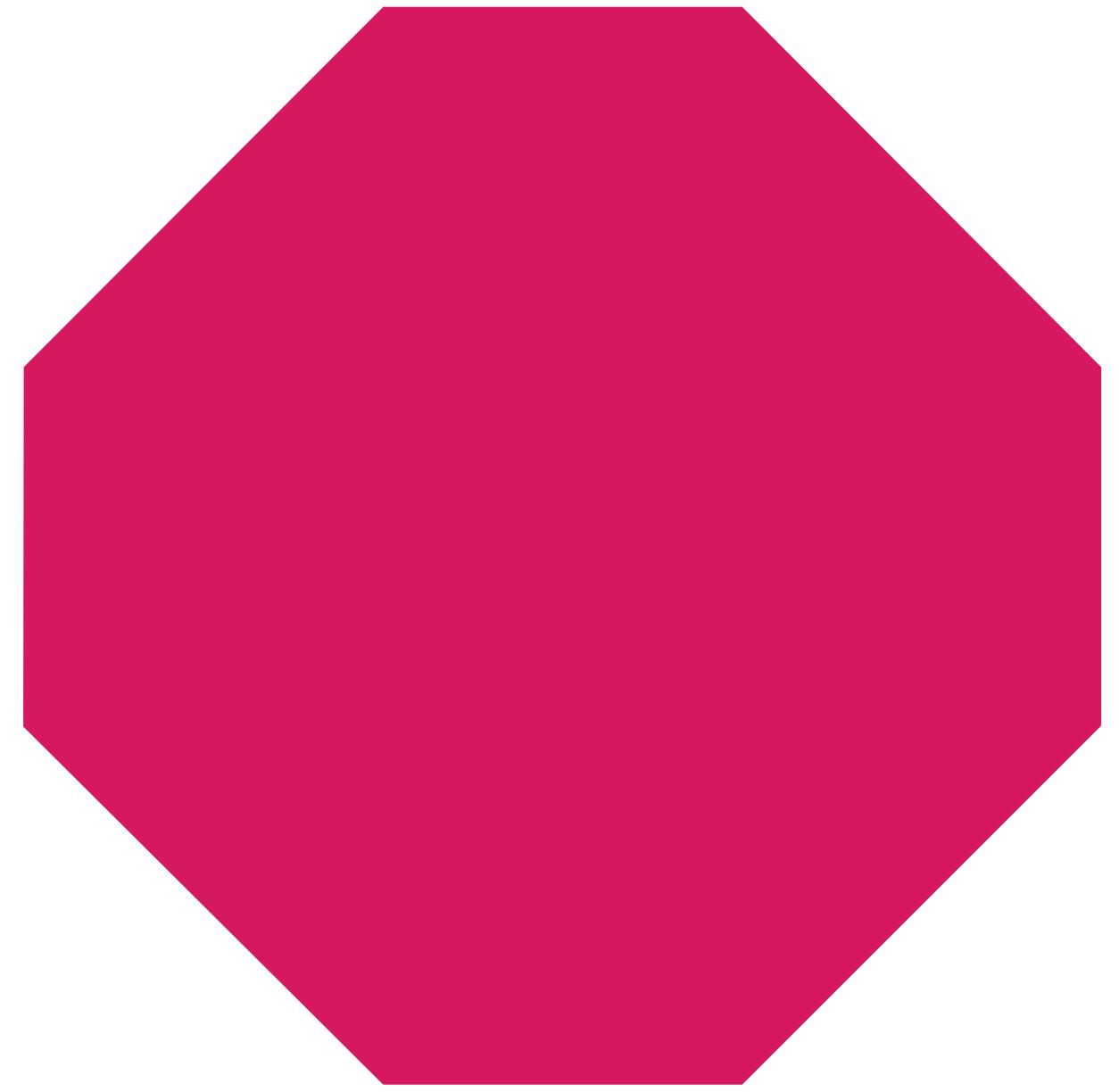
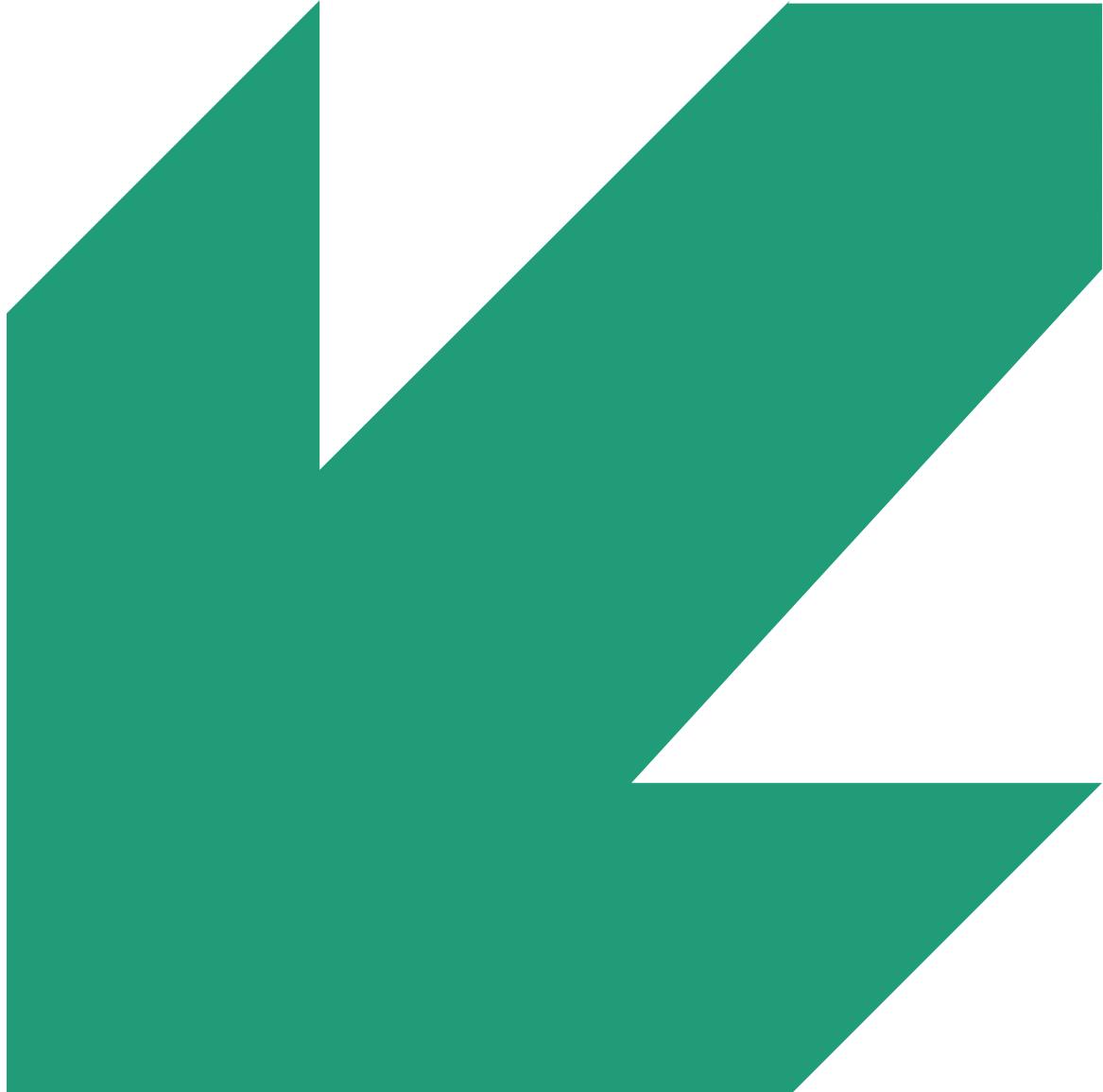


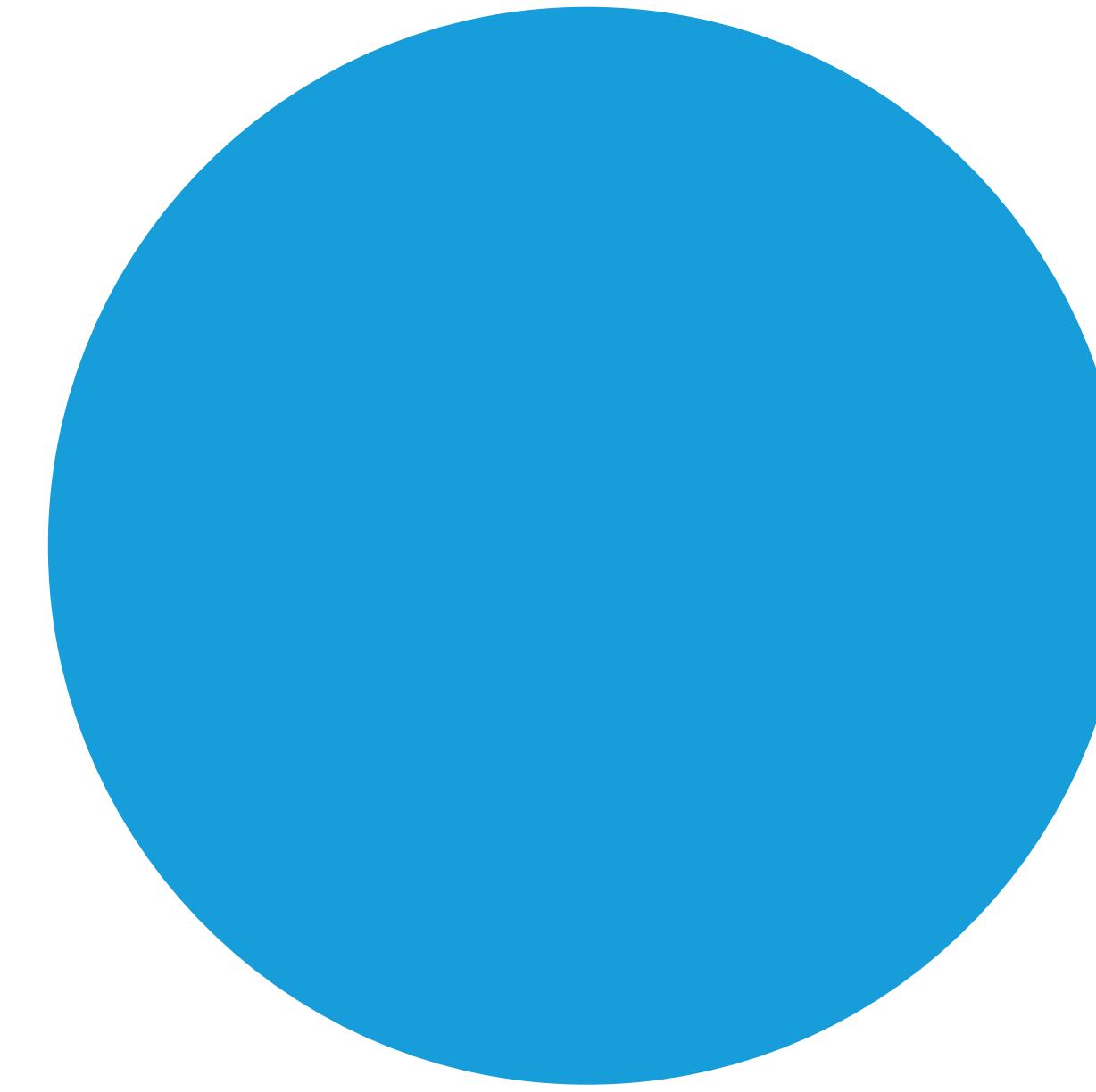
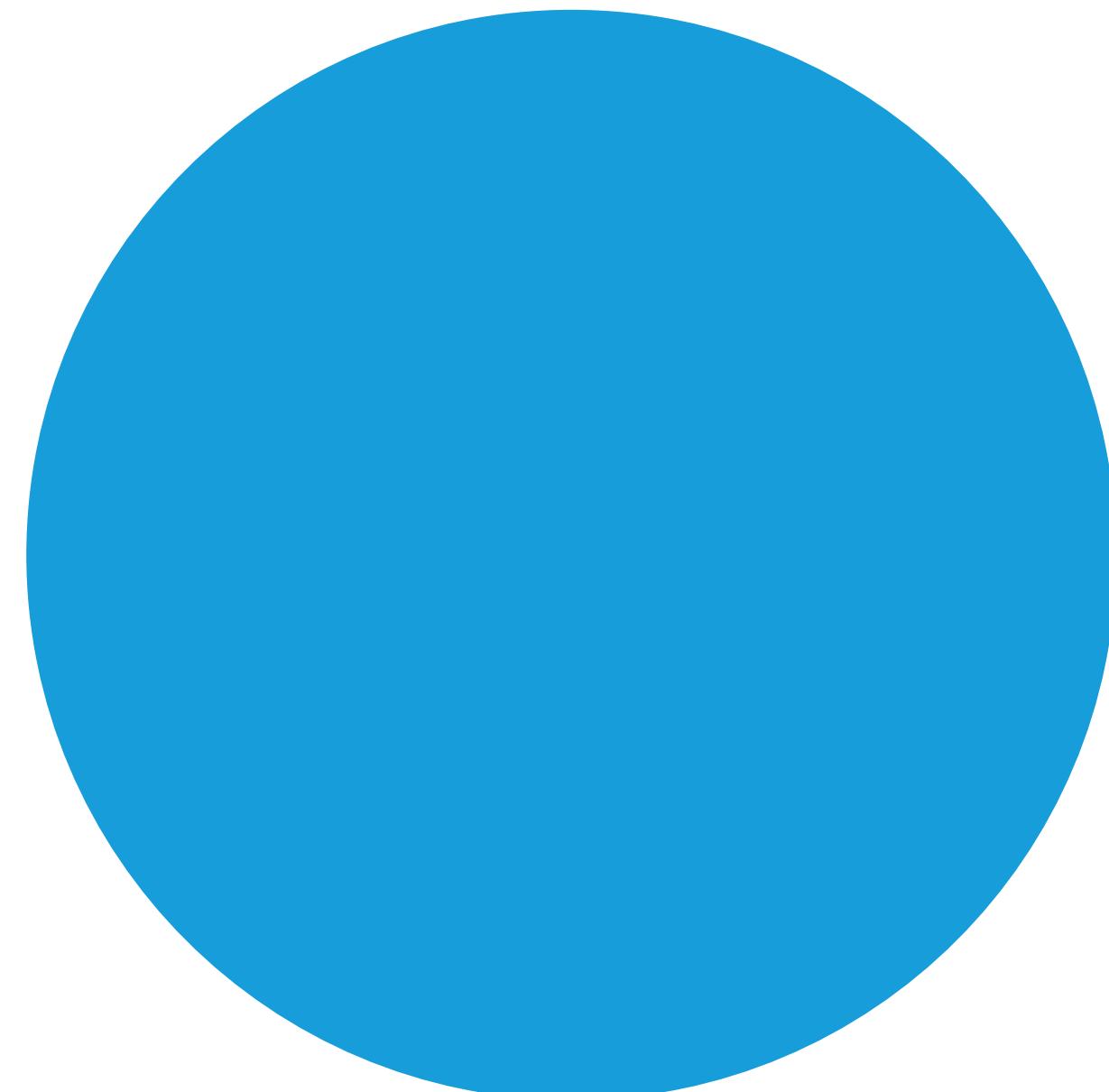
26.04.2023



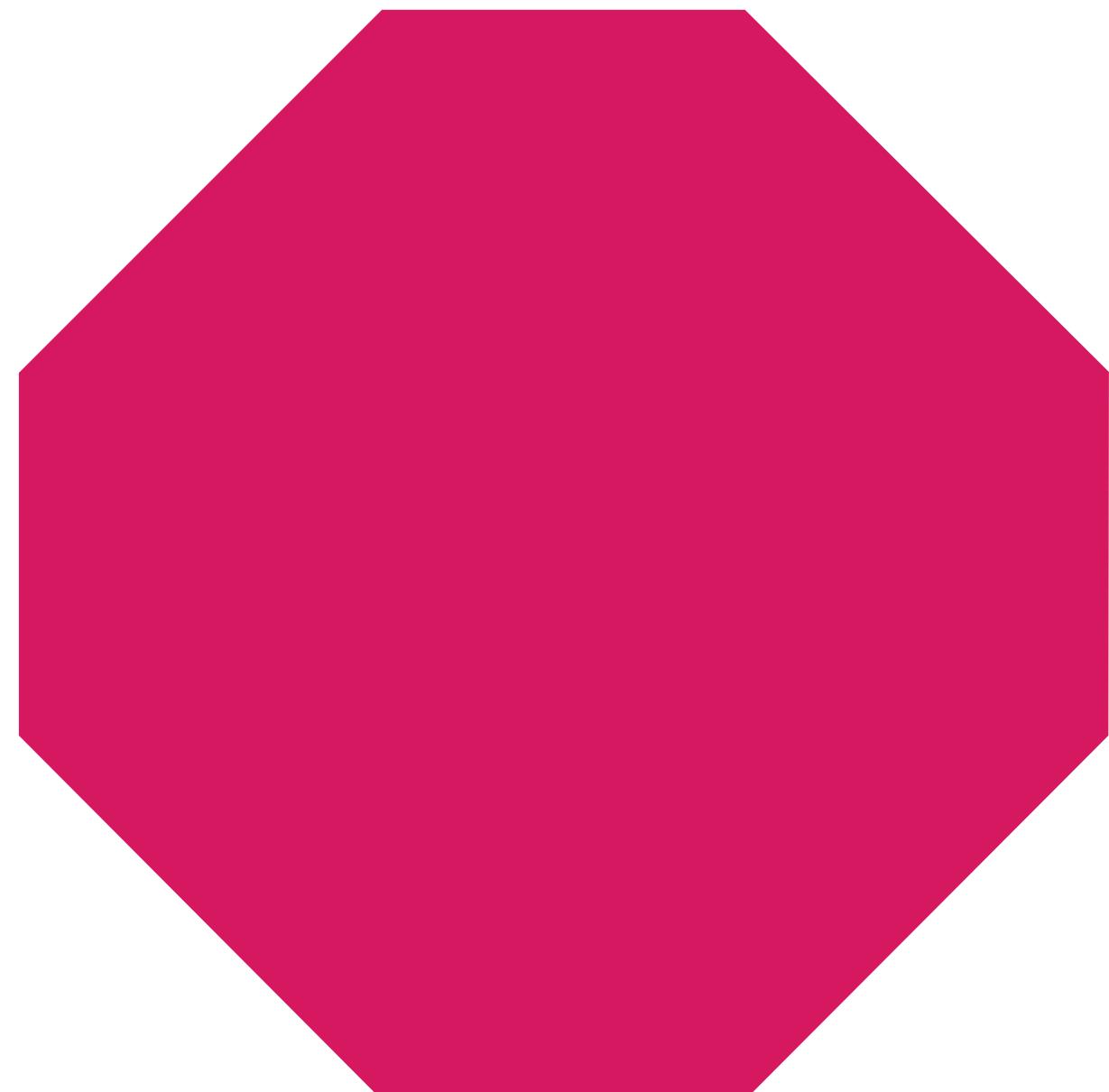
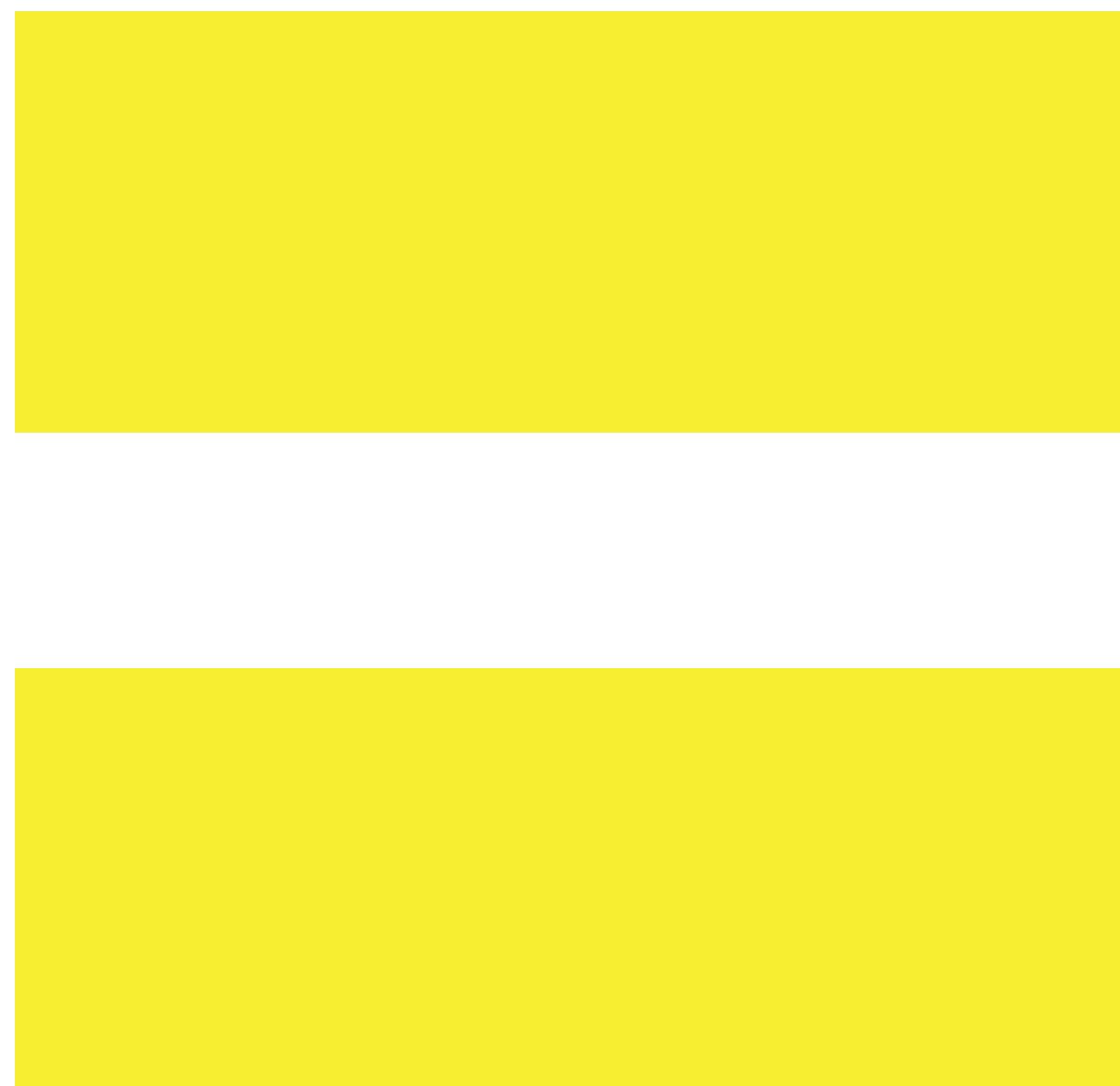
PROGRESS SESSION 3



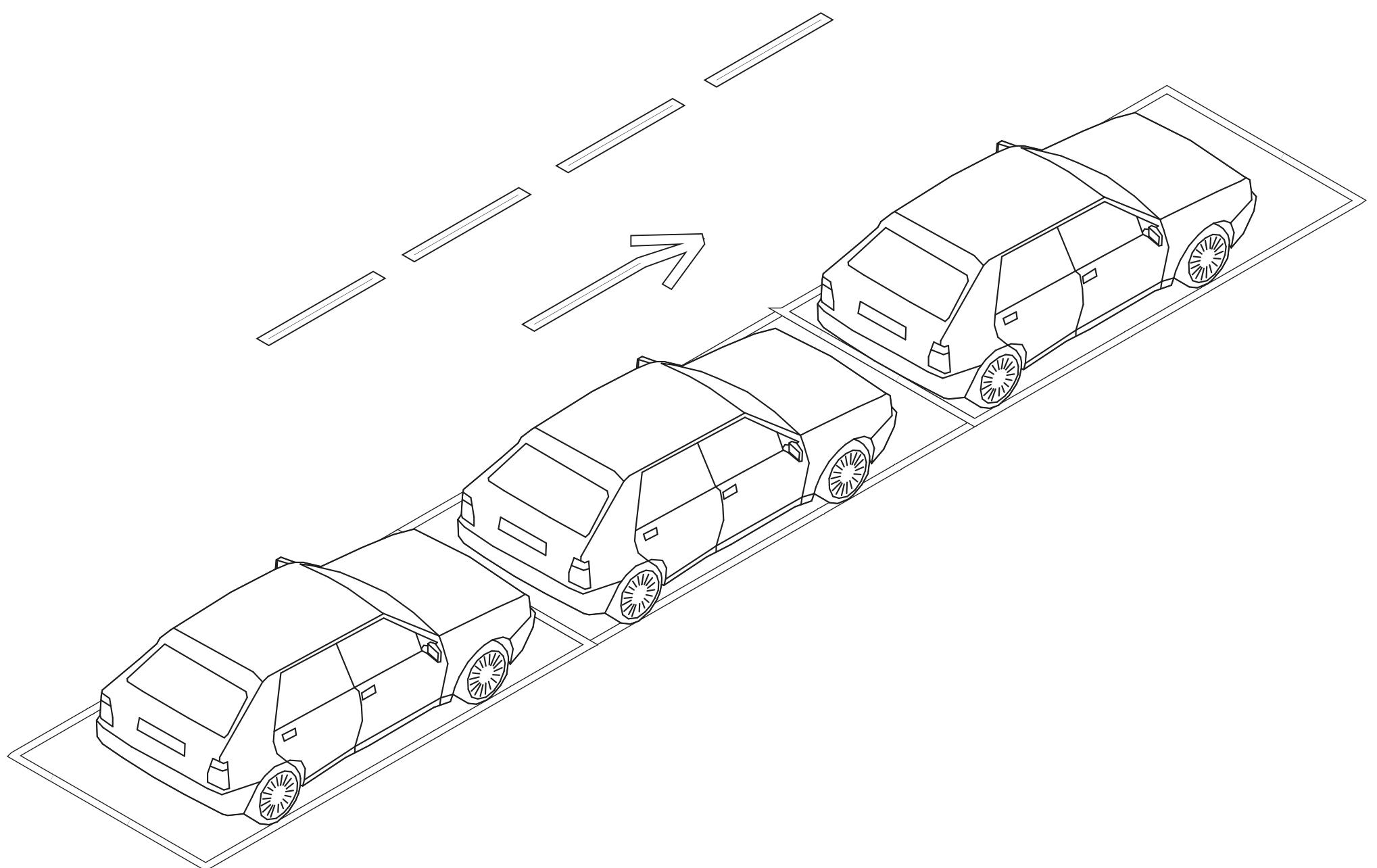
WERKSTADT



NEMO & SANDRO

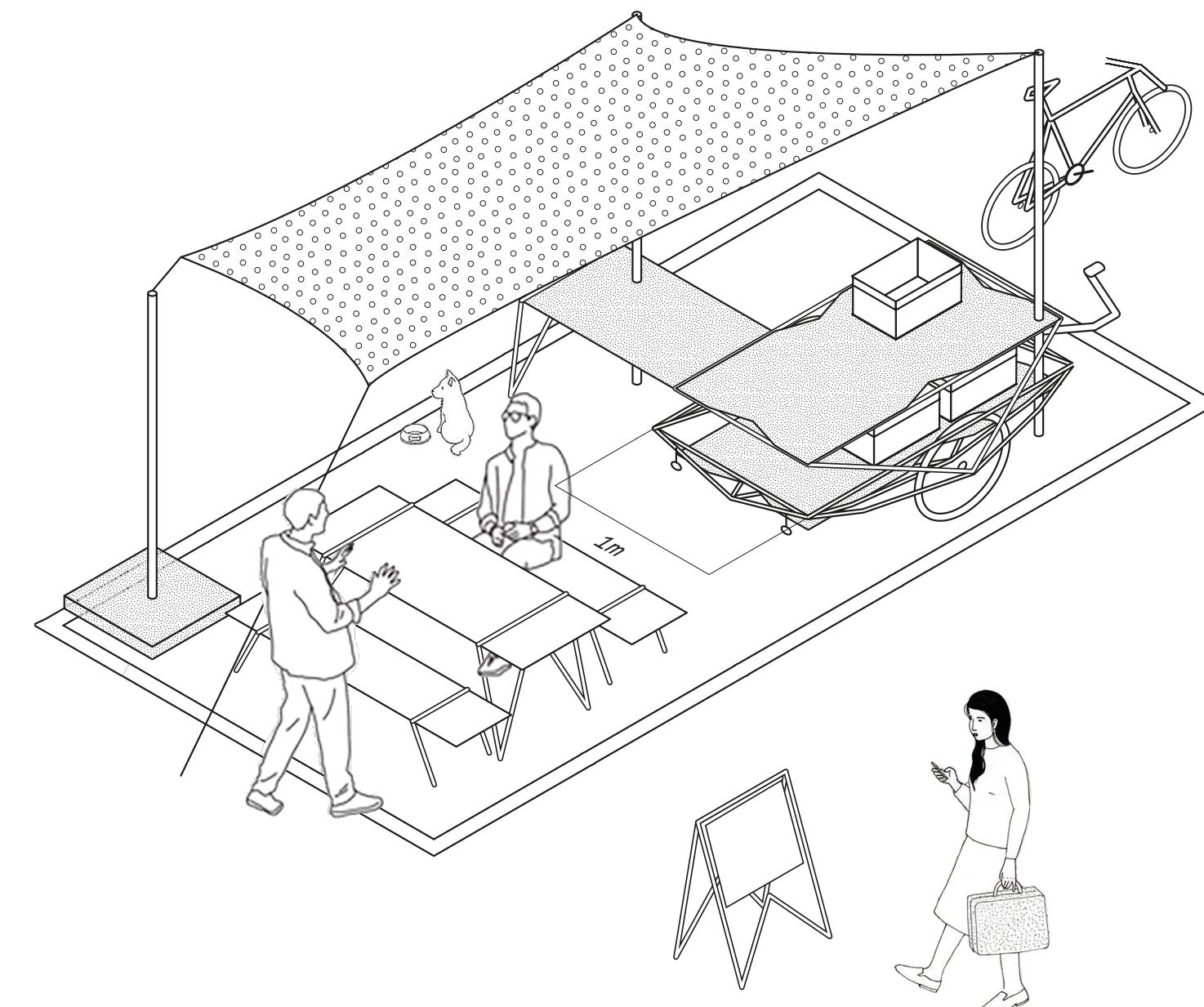


The Street as
unproductive space



The “WerkStadt” as a nomadic institution
integrates itself within a neighbourhood on
a regular basis
is built on a modular concept and allows for
quick installations

The activation
of public space



Providing a handout for the
most important points
Is rentable and free to use

Permanency in a digital realm:

All actions are gathered in a Google Maps list.
Creates a spatial representation of people's needs and
suggestions
Reviews work as a discussion tool

Probleme von öffentlichem Raum und wie wir dazu gekommen sind.

Spatial scarcity in Zurich.
No need for parking spaces within the neighbourhood
Traffic elements work as an inhibitor of interaction and personality

Wieso mobil?

Nomadic properties serve non-permanency
One object works as a tool for many ideas
Modular build up allows for more flexibility

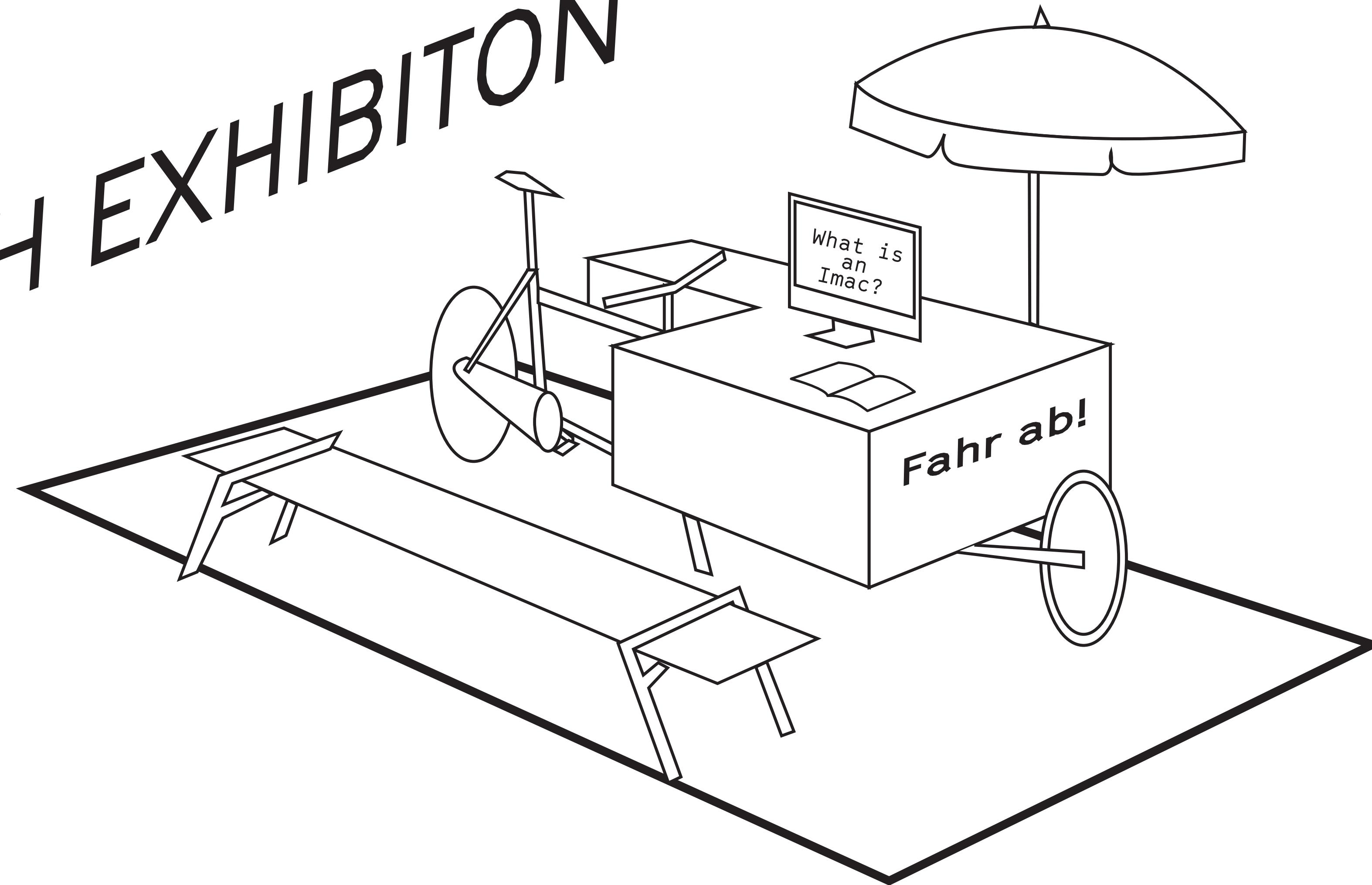
Wie reaktivieren?

barrier to entry should be as low as possible
Handout and suggestions allows other people to learn from the process
More people equal more diversity and more permanency

Wieso digital sichtbar?

Sustainability of the actions is a big question
A place to live after the action day
Actual representation in a public tool

SKETCH EXHIBITION



POINTS WE WANT TO EMPHASIZE

Build

Reach

Ask

Browse

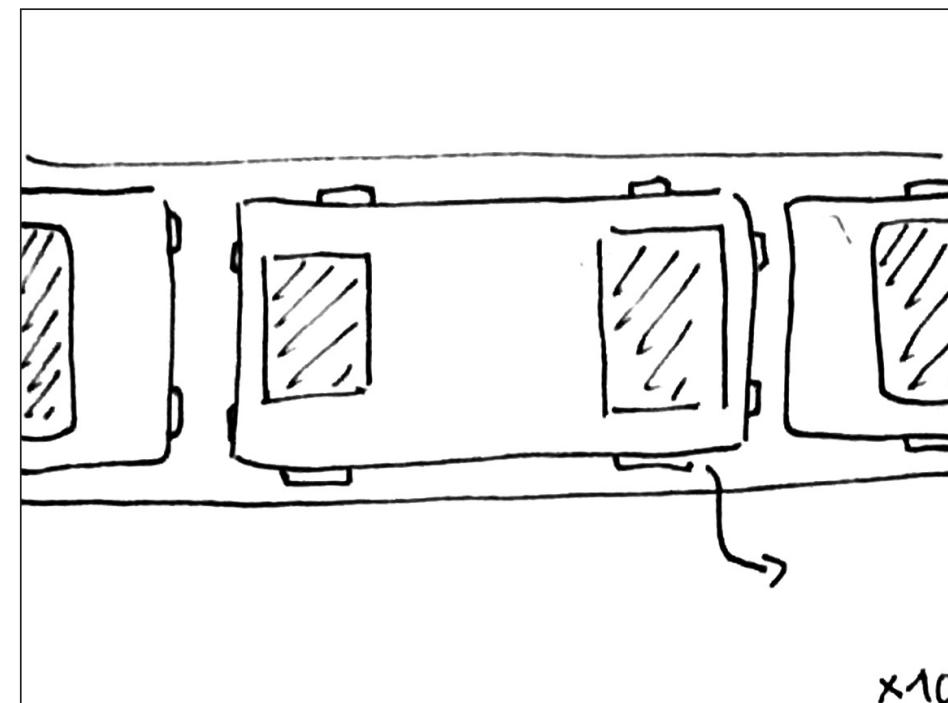
Contribute

Use the WerkStadt-mobil to build our exhibition as “model parking space”. Show its possibilities, benefits and our research. Possibly reach someone that wants to start similar actions / inspire someone. Ask some questions to the visitor.

Installing an iMac to browse through our process and through our different actions.

Having the possibility to contribute one's opinion via GMaps Review (QR)

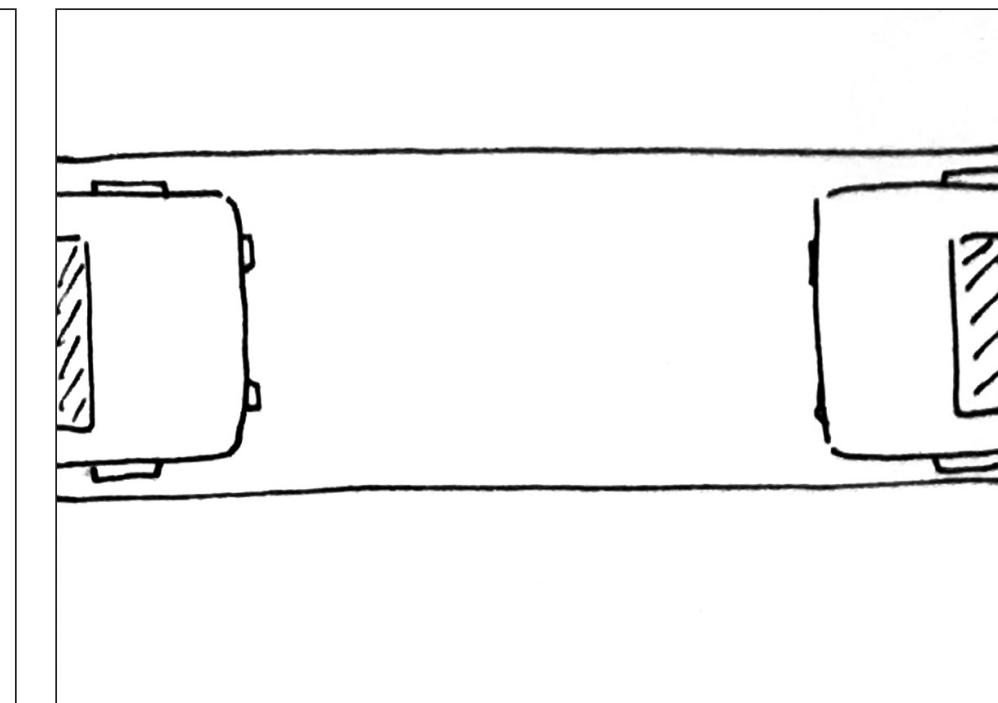
VIDEO STORYBOARD



Slow start, car drives away.
shot of Parking spaces

Die Strasse als öffentlicher Raum ist kaputt. Das einzige was sie beherbergt sind Autos.
Zürichs Quartierstrassen sind ständig mit ca 50000 Autos vollgestellt.
Alle diese Autos verbrauchen ca 75 Fussballfelder Platz.

01

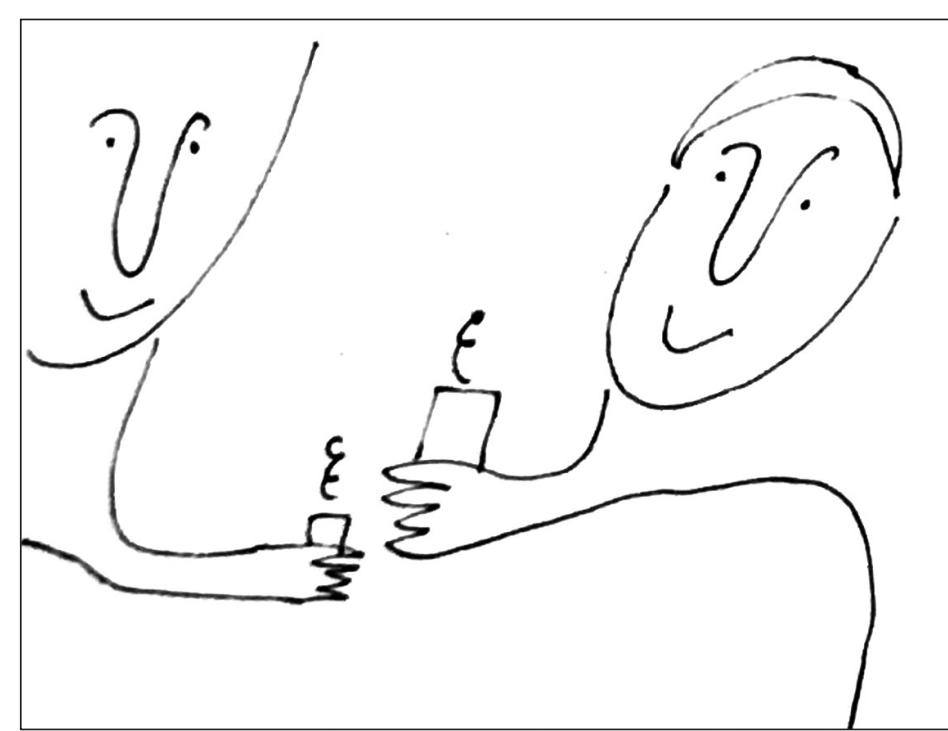


Empty parking Space

Was passiert mit diesem Raum wenn man sich die Autos wegdenkt?

Wie können wir das Leben zurück auf diese Straßen bringen?

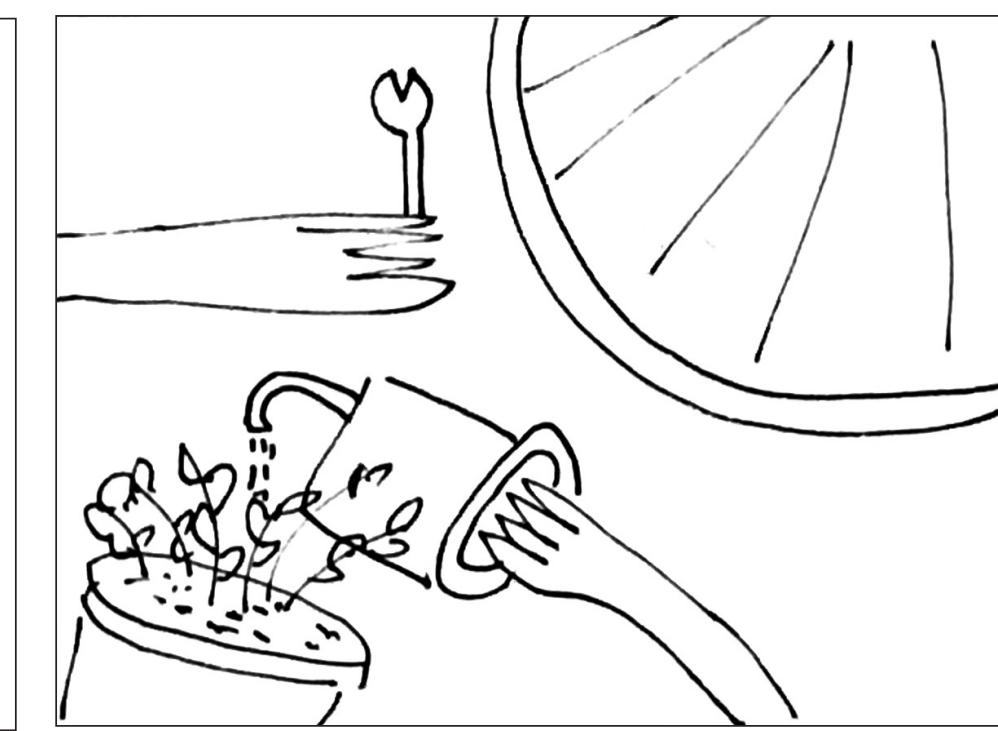
02



Interaction of humans

Leben findet dort statt wo sich Menschen Treffen.

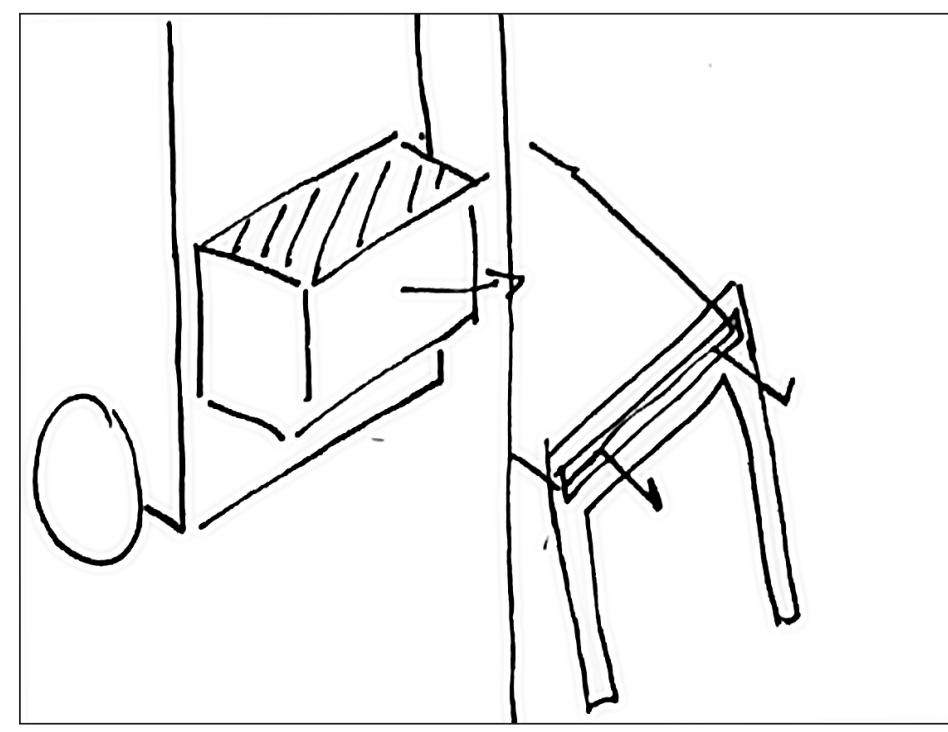
03



Action-impressions

Um gemeinsam Dinge zu tun, [Bauen zusammen etwas]
und Ideen zu entwickeln [Idee Zeichnen]
andere einzuladen. [Passanten kommen dazu]

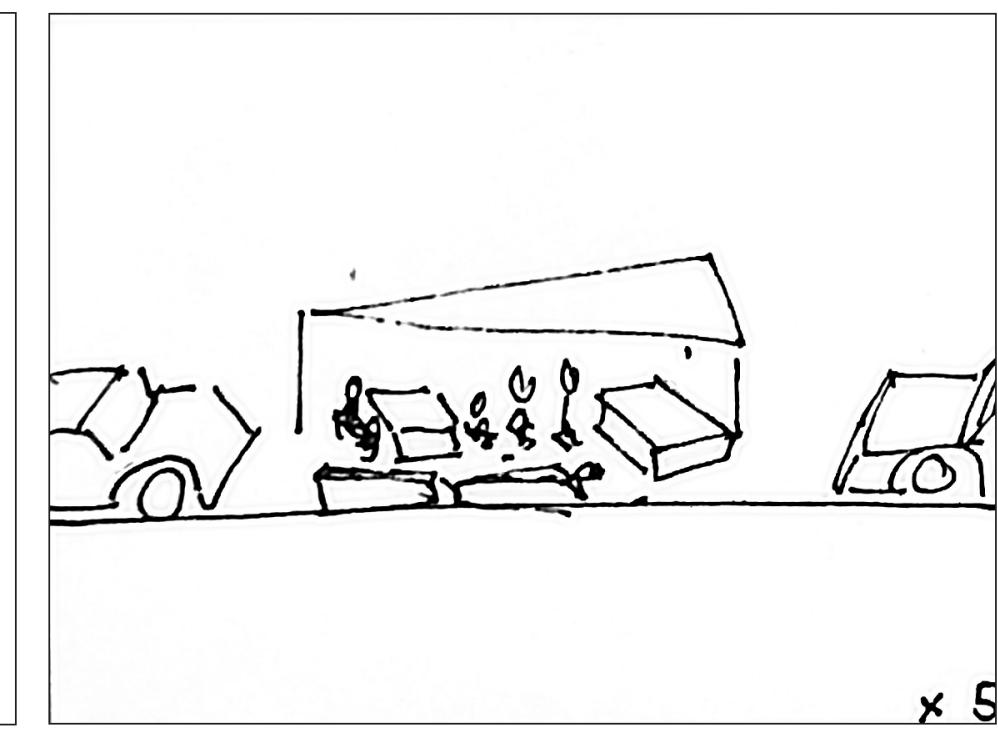
04



Fast cuts, Buildup «Werkstadt»

Wir haben das ausprobiert — mit Objekten, [Möbelkomponente] Aktionen, [werkzeugkomponente] Spielen, [spielzeugkomponente] und zusammen mit Menschen. [Ideenkaffi?]

05



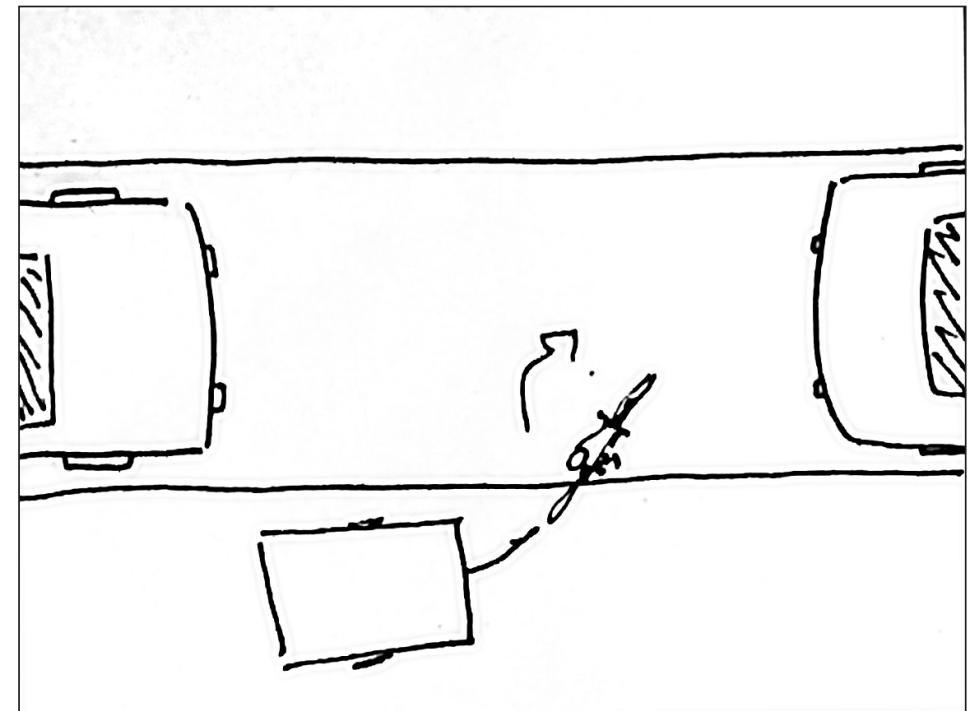
Werkstadt total, built up

Doch: wie lange darf der Freiraum verweilen? Vielleicht muss er ja nicht immer da sein.

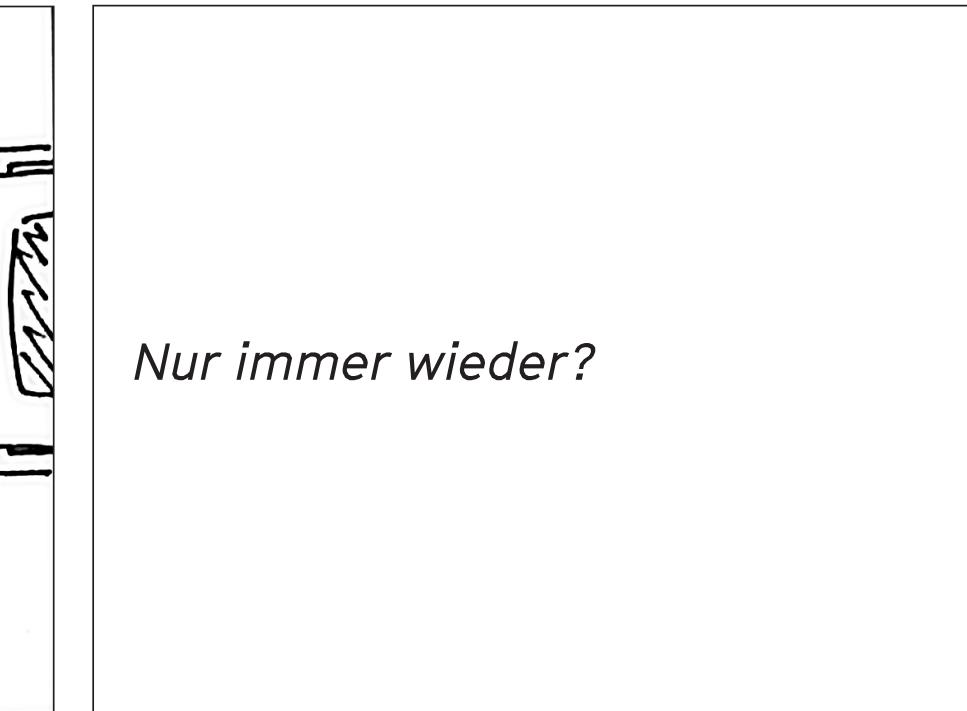
x 5

06

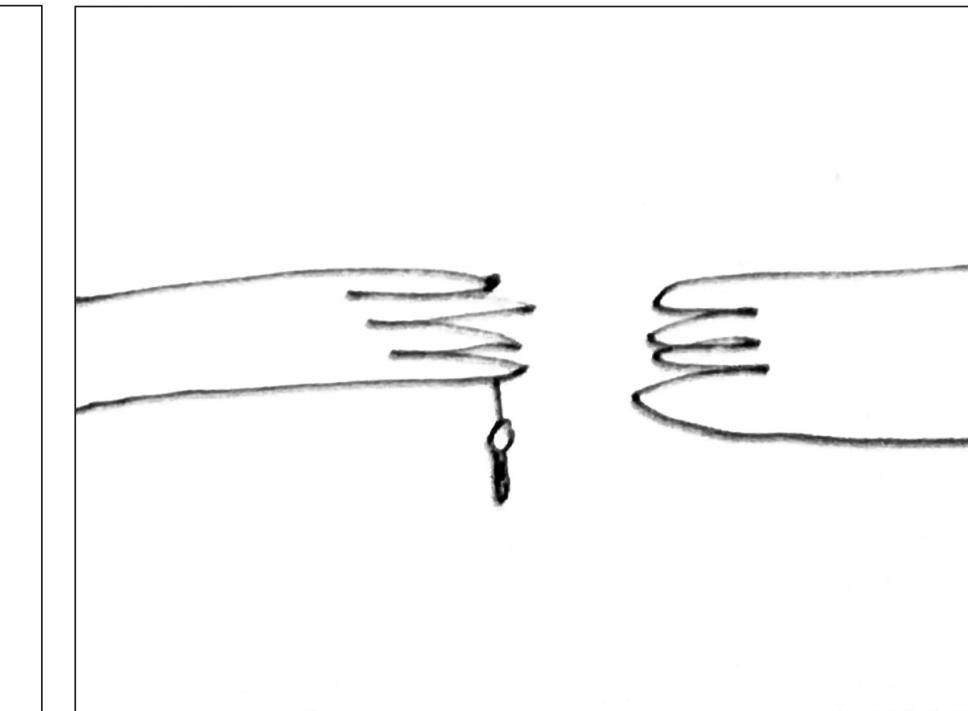
VIDEO STORYBOARD



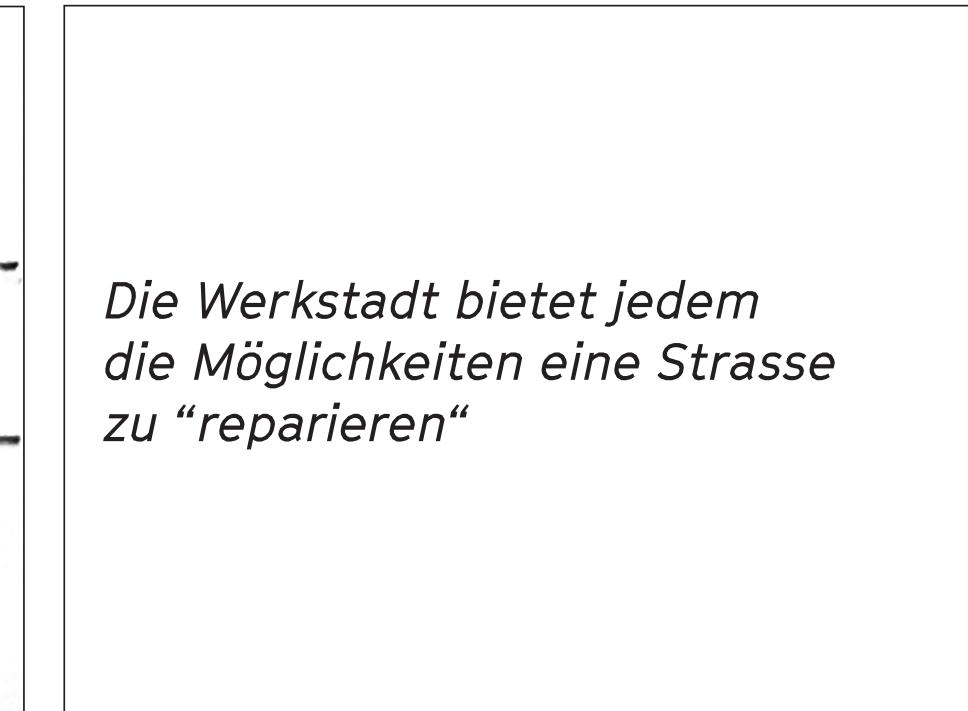
Werkstatt Somewhere else



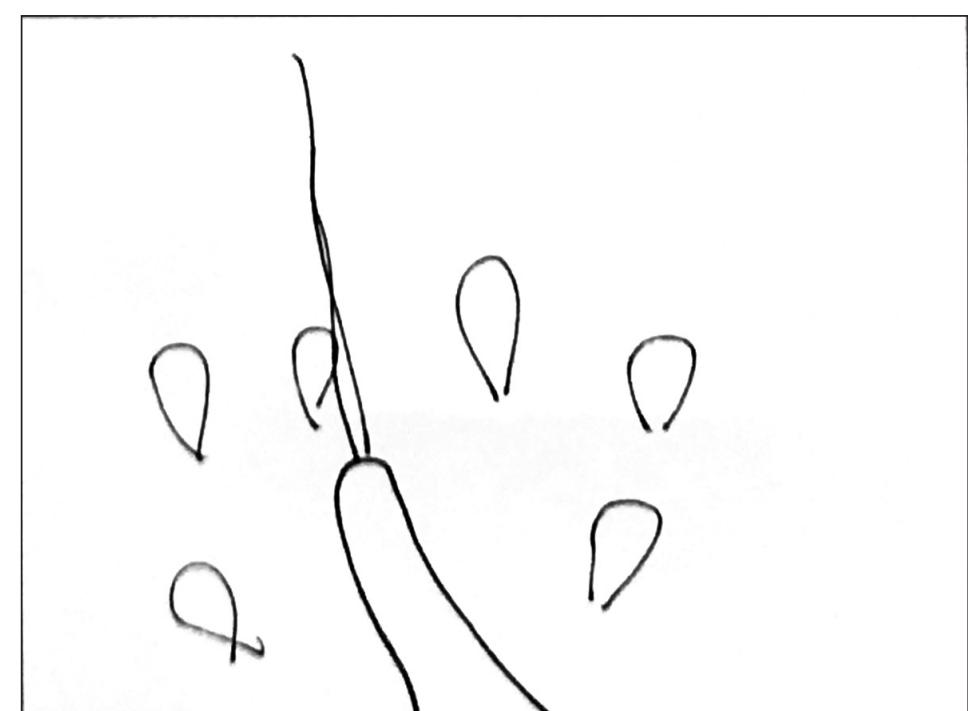
Nur immer wieder?



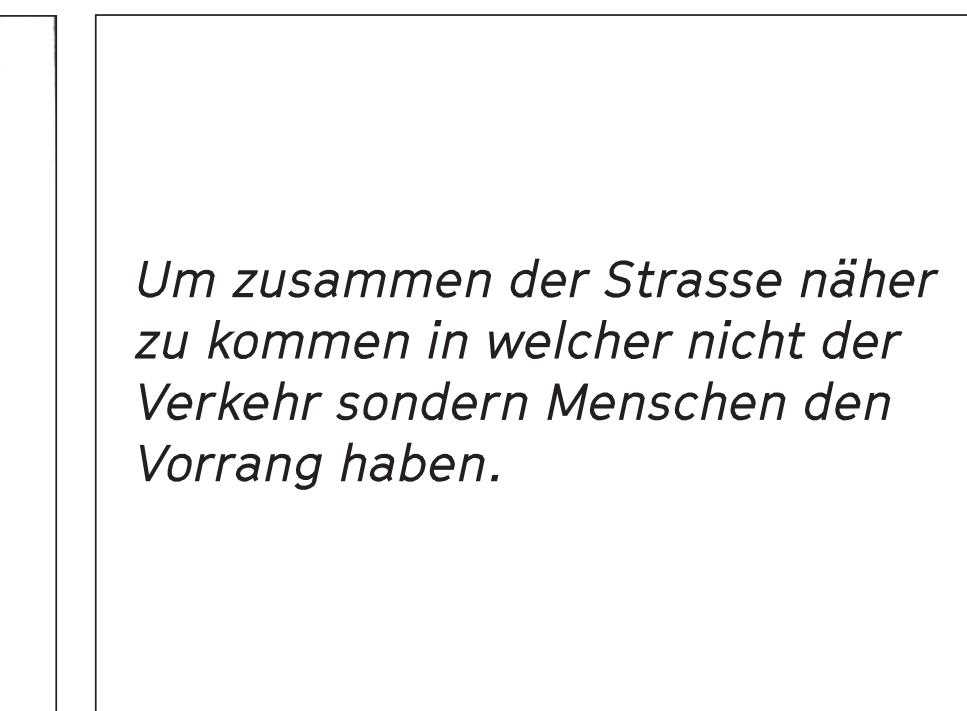
Exchange



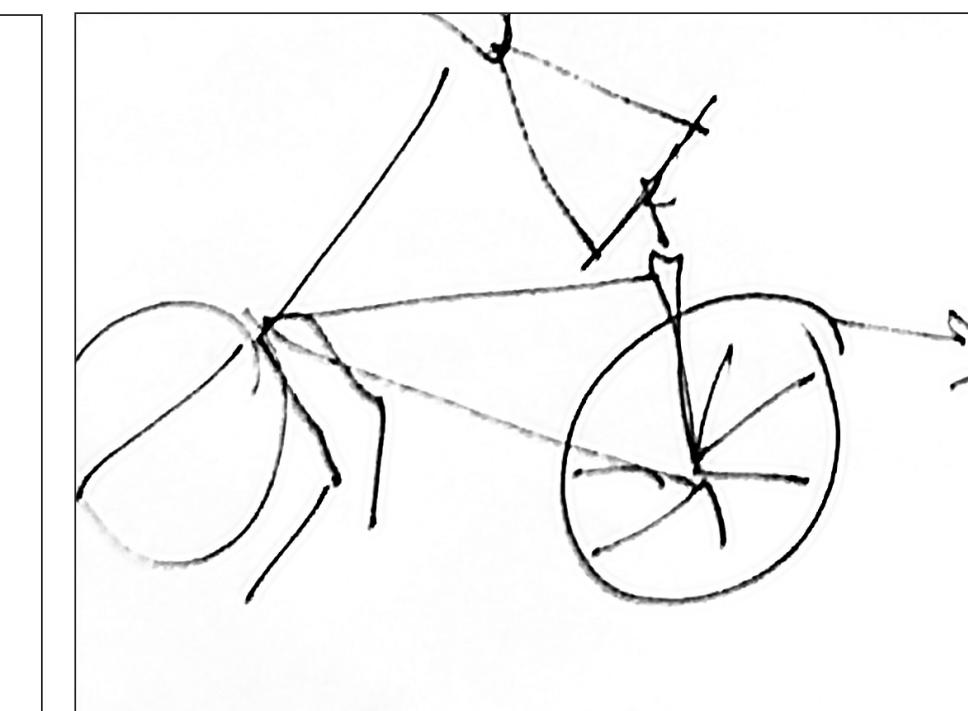
Die Werkstatt bietet jedem die Möglichkeiten eine Strasse zu "reparieren"



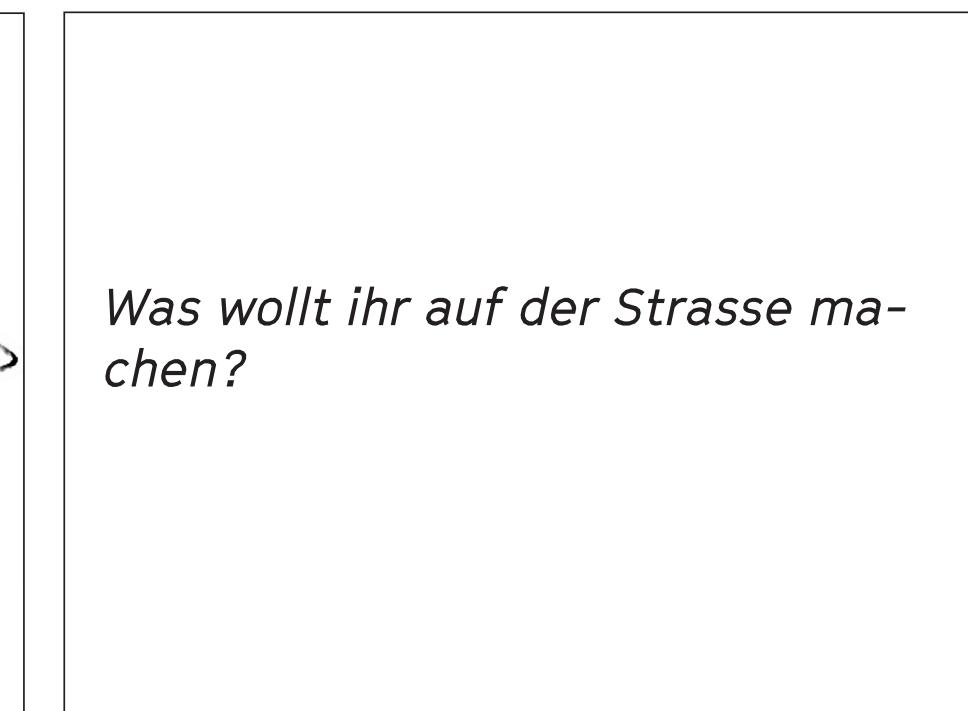
Card with more Actions / Reviews



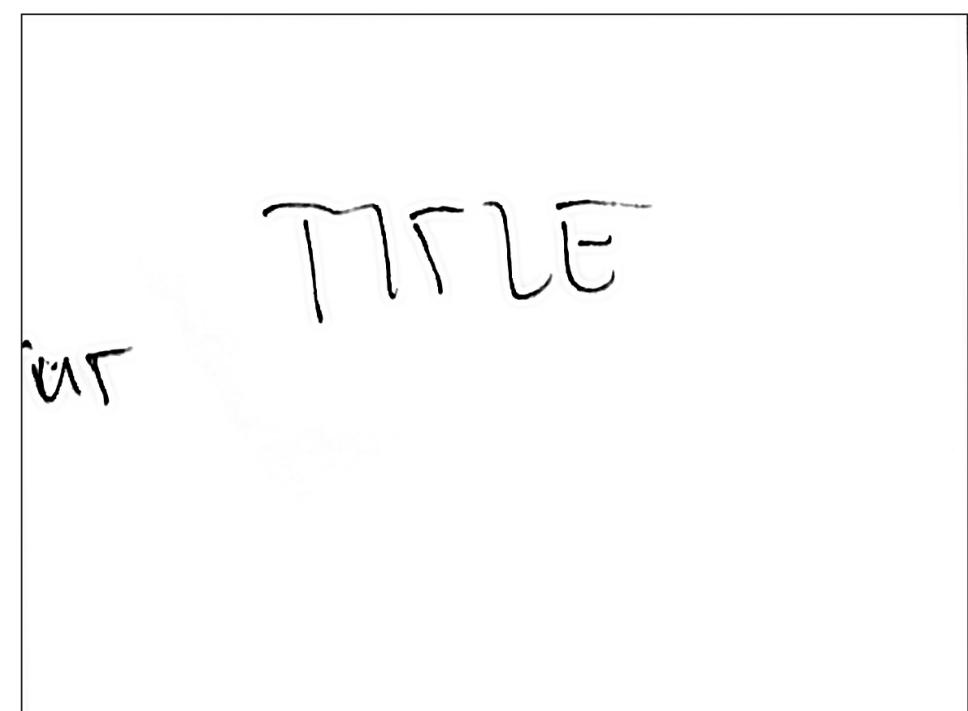
Um zusammen der Strasse näher zu kommen in welcher nicht der Verkehr sondern Menschen den Vorrang haben.



Different Actions from different people?



Was wollt ihr auf der Strasse machen?



End Screens



11

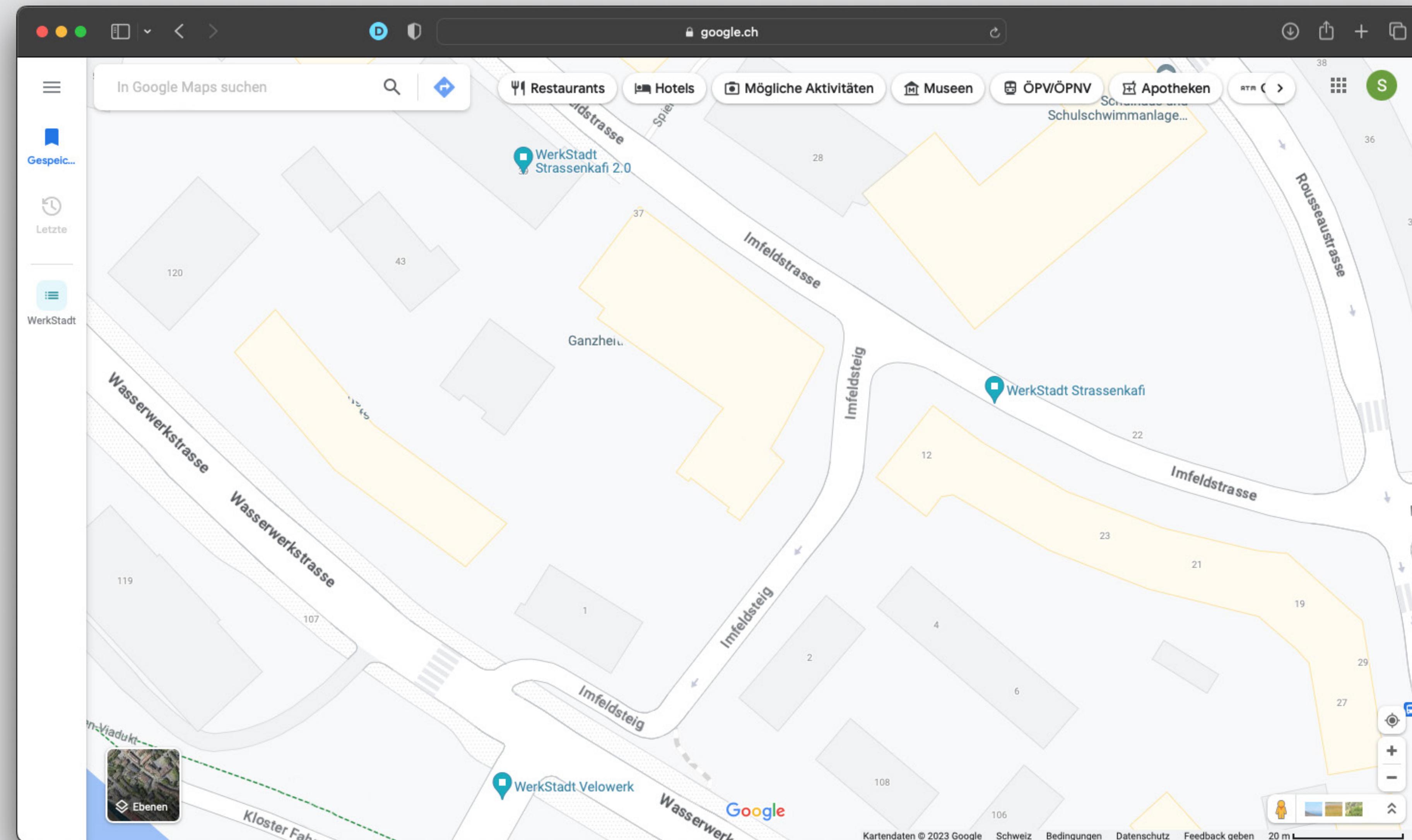


12

OBSERVATIONS



OBSERVATIONS



REGULARITY

To reach a broader audience and build trust with local residents, actions need to take place on a regular basis. They do not need to be strictly scheduled, but have some reoccurrence to be recognised from the community.

COMMUNITY

Through word of mouth and engagement of people through their interests, a community can be built around a meeting space to create “Freiraum”. This inspires self empowered action and legitimacy.

VISIBILITY

3 LESSONS

Two realms

Digital
inclusion?

Accessible
documentation



WHAT IS YOUR CONTRIBUTION?

Prototyping and quick actions as a tool to play within public space.

How to co-work in a digital realm and what its benefits/disadvantages provide

Changing perceptions of public space with a direct suggestion

Coffee and fixed bikes