

RESEARCH QUESTIONS:

What if residents could design their streets?

How do we activate unproductive Parking Spaces?

FIRST STEP:

Activation component is necessary to understand residents needs and to connect.

Having actual Ideas and Actions allow for constructive and realistic discussions.

SECOND STEP:

Within these actions a plan has to be designed to answer the first research question.

Quick Ideas that are located within in the street.

Sorting and feedback mechanism of the collected proposals.

A permanent realm where discussion and manifestation happens.

THIRD STEP:

Destillation and advertising of devised knowledge for further development.

PRODUCK TLISTE

Ahänger:

Sitzmöglichkeiten
Tisch
Arbeitsfläche
Stauraum
Stellwand
Räumliche Begrenzung
Information
 Postkarte
 Stellwand
 Wagenbeschriftung

Play the Street:

Spielbrett
 Karte
 Strasse
 Modell
Idee / Manifestation
 Miniaturen
 Skizzen
 Beschreibung
Sortierung
 Maps
 bespieltes Modell
 Ideenboard
Hinterlassenschaften
 Plakette
 Objekte aus Aktionen
 Doku-Material

Destillation

Feedback
 Rezensionen
 Kommentare
 Weiterführende
 Diskussionen
Produkt
 AR-Visualisierung
 3D-Visualisierung
 2D-Karte
 Modell
 Printprodukt
 Konzept (Eingabe)
 Petition
Dokumentation
 Fibel
 Website