TIME LINE & planning

IDENTIFICATION

STATE OF THE ART
In-depth analysis of existing platforms for Participatory Design

https://decidim.org/
http://superbarrio.iaac.net/
http://making-sense.eu/
https://www.blockbyblock.org/
http://arturo.300000kms.net/#1

PLATFORM MACHINE LEARNING

https://clarifai.com/demo
https://www.deepdetect.com/models/
https://imagga.com/
https://app.chooch.ai/
https://www.paralleldots.com/object-recognizer

1st week

2nd

IDENTIFICATION

METHODOLOGIES
https://www.nesta.org.uk/toolkit/
Look at many examples and methodologies to approach a community, assemble workshops and create a reflection space

APPROACH

MACHINE LEARNING
working on the process of image and audio recognition of the users inputs

STRATEGY & USERS

Create a platform to collect data / **COMPONENTS / images, audios or videos** related to the community. Attach a website to explain your project

STRATEGY & CONTEXT

Contact the people involved in the Platform of Can Batlló, trying to reach the **Disseny de l'espai** or **Secretaria General** to propose the idea / Contact the people of **Impremta Col·lectiva Can Batlló** to design and create posters to hang outside the site

DEPLOYMENT

4th

3rd

ORCHESTRATION

WORKSHOPS & HACKHATHONS

WORKSHOPS & DECISIONS

OUTCOME

re - DESIGN OF THE SOFTWARE
With all the physical inputs, improve and re-design the interface to feed it with the local context

FEEDBACKs from community and faculties

5th

6th