

Acronym – LOOPER

Title – Learning Loops in the Public Realm

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Sector – ING-IND/11

Iuav Role – partner

Lead partner – Vrije Universiteit Brussel

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Iuav budget – € 252.830,00

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Description – The public realm is a place where urban stakeholders interact and come into conflict. Symptoms such as traffic congestion, safety and pollution are difficult to tackle as they involve multiple stakeholders. Planning and implementation to improve public space can be enhanced through co-creation, but examples of co-creation approaches overarching the full planning cycle are rare. The aim of this project is to build a participatory co-creation methodology and platform to demonstrate 'learning loops' i.e. new ways of decision-making which bring together citizens, stakeholders and policymakers to iteratively learn how to address urban challenges. A loop starts with collective debate on topical issues, then frames the problem and collects data. The platform visualizes the data, and enables the co-design and evaluation of solutions. The selected solutions are then implemented, and the results are monitored with a second loop learning from the first. The LOOPER prototype platform will integrate online and offline tools to facilitate learning in each stage of the co-creation process. Living Labs with different spatial, cultural and thematic contexts will test and improve the platform: traffic calming in Brussels; safety and security in Manchester; environmental pollution in Verona. LOOPER will enable any city to improve its decision-making.

Objectives – The main goal of the proposed project is to improve co-creation processes in urban governance and planning by building a participatory co-creation methodology and platform to demonstrate 'learning loops' i.e. new ways of decision making, which bring together citizens, stakeholders, researchers and policy-makers to address urban challenges. The platform will integrate problem identification and data collection with co-design of solutions, implementation and monitoring into a cohesive co-creation process. The project will: 1. Demonstrate the 'learning loop' principle enhanced by smart technology. A participatory co-creation methodology and platform of interlinked planning tools will be developed that extends co-creation to the full planning cycle, i.e. the identification of problems, co-design of alternatives, implementation and monitoring. 2. Produce guidelines for the translation of the raw information from participatory data collection into validated and useful knowledge for stakeholders through visualisation. 3. Develop a methodology to link participatory data collection and co-designed alternatives to formal quantitative evaluation methods (Multi-Criteria and Multi-Actor Multi-Criteria Analysis [MAMCA]). 4. Demonstrate and compare how citizens and other stakeholders can gain environmental, social and economic benefits from a full-blown co-creation process in three urban living labs with different spatial, cultural and thematic contexts. 5. Produce a set of recommendations for civil organisations and local authorities to develop learning loops of co-creation to address conflicts and mobilize synergies in the public realm. 6. Advance the knowledge of urban practitioners on how smart participatory processes that include multi-domain aspects and a combination of traditional and online participatory tools can improve urban planning and design processes.

Website - <http://looperproject.eu/>

