Place and Situated Deliberation in Participatory Planning

Matthias Korn
Context and Motivation

- prevalence and popularity of mobile location-aware technologies and services
  - use of geographic location to interact with the environment
  - possible actions and information are linked with these locations
- however, people ascribe different meanings to these locations
  - understanding locations people interact with as “places”
- application domain: participatory (urban) planning

How can we leverage the meaning that people associate with locations in the design of systems that take location to be central?
spaces...
... are the structure of the world
... are geographically located
... provide opportunities for practice
... exist through practices of design

places ...
... are spaces invested with meaning and understandings
... frame appropriate behavior
... are spaces that people put to use
... are valued and meaningful
... exist through practices of use
Space and Place in Located Deliberation

- continuous cycle of space and place in urban planning
  - space is what we aim to influence and what eventually gets build
  - place is what we experience and hope will develop
  - deliberation is the social construction of space – quite literally
  - places are flexible in the hands of different people, and contested and malleable over time
  - transition from closed to public places
Research Question

How can we facilitate participatory planning of spaces by supporting the use of place(ness) as a resource for citizens in located deliberation processes?
Cases and Findings: Mobile Democracy

• explores the combined use of GIS and mobile technologies for participatory urban planning

• concept consists of two interconnected prototypes:
  • a smart phone prototype for in-situ reflection and action, i.e., while citizens are physically close to the planning object
  • a browser-based prototype for ex-situ reflection and action on proposed plans, i.e., when citizens are remote to the planning object
Cases and Findings: Mobile Democracy

- explores the combined use of GIS and mobile technologies for participatory urban planning

- concept consists of two interconnected prototypes:
  - a smart phone prototype for in-situ reflection and action, i.e., while citizens are physically close to the planning object
  - a browser-based prototype for ex-situ reflection and action on proposed plans, i.e., when citizens are remote to the planning object
Cases and Findings: Mobile Democracy

- explores the combined use of GIS and mobile technologies for participatory urban planning and action on proposed plans, i.e., when citizens are remote to the planning object
Cases and Findings: Mobile Democracy

- explores the combined use of GIS and mobile technologies for participatory urban planning

- concept consists of two interconnected prototypes:
  
  - a smart phone prototype for in-situ reflection and action, i.e., while citizens are physically close to the planning object
  
  - a browser-based prototype for ex-situ reflection and action on proposed plans, i.e., when citizens are remote to the planning object
Cases and Findings: Mobile Democracy

Mobile Democracy explores the combined use of GIS and mobile technologies for participatory urban planning. The concept consists of two interconnected prototypes:

1. A smart phone prototype for in-situ reflection and action, i.e., while citizens are physically close to the planning object.
2. A browser-based prototype for ex-situ reflection and action on proposed plans, i.e., when citizens are remote to the planning object.
Cases and Findings: Mobile Democracy

- explores the combined use of GIS and mobile technologies for participatory urban planning
- concept consists of two interconnected prototypes:
  - a smart phone prototype for in-situ reflection and action, i.e., while citizens are physically close to the planning object
  - a browser-based prototype for ex-situ reflection and action on proposed plans, i.e., when citizens are remote to the planning object
Public Deliberation in Municipal Planning: Supporting Action and Reflection with Mobile Technology

Morten Bohøj
Alexandra Institute
Aarhus, Denmark
bohoej@cs.au.dk

Nikolaj G. Borchorst, Susanne Bødker, Matthias Korn
Department of Computer Science
Aarhus University
{ngandrup, bodker, mkorn}@cs.au.dk

Pär-Ola Zander
Department of Communication and Psychology
Aalborg University
poz@hum.au.dk

ABSTRACT
This paper reports on an exploratory participatory design process aimed at supporting citizen deliberation in municipal planning. It presents the main outcomes of this process in terms of selected prototypes and an approach to the use setting. We support and discuss different ways for citizens to act and reflect on proposed plans: in-situ, while physically close to the planning object, and ex-situ, when citizens are remote from this. The support of in-situ and ex-situ participation allows citizens to engage in continuous reflection-in and on-action as a collaborative activity with other citizens, hereby inspiring citizens to increase their democratic engagement.

Keywords
Communities and e-governance, map-based discussion, geospatial annotation, public deliberation, reflection and action, situatedness, participatory design.

INTRODUCTION
Mobile Democracy again, this time using his desktop computer. He looks at his bookmarks to find the wastewater plant discussion. He sees that more citizens have commented and a municipal planner has argued that a new wastewater plant is needed, because the old one is no longer sufficient. Peter realizes that he has some potential allies among the other commentators. He decides to write a more elaborate discussion comment, listing disadvantages of placing the plant there and arguing for better locations. After a couple of days, he is contacted by another citizen and they decide to team up and write a more elaborate proposal for the planning debate.

The above scenario describes the use of two interconnected prototypes developed in a case exploring public deliberation in municipal planning through mobile, location-aware technology. In this paper, we focus on the development of the two prototypes within the specific design case at hand. It soon became apparent that what was needed in order for...
Conclusion

• situated deliberation may improve discussions about place by demonstrating personal relevance and creating awareness

• placeness as a resource as one way of meaningfully connecting citizens to these locales
Place and Situated Deliberation in Participatory Planning

Matthias Korn

mkorn@cs.au.dk
http://cs.au.dk/~mkorn