

<u>Name</u>	<u>Organisation</u>	<u>Project title</u>	<u>Decision No.</u>	<u>Decision date</u>	<u>Funding period</u>	<u>Funding</u>
Kuutti, Kari	OY	Participatory Urban Design Support with Advanced Information Technology Environment	128383	15.09.2008	01.01.2009 - 31.12.2011	412 000

**Project description**

The project, which is a co-operation between two research groups in planning & urban design and human-computer interaction, has two levels of objectives. The more general level is related to the improvement of participation possibilities of citizens and other stakeholders - having no design education - in land use planning processes of different kind of settlements. Also of interest is the capability of advanced information technology to facilitate and support this participation aspect. This objective is closest to the laboratory of urban design & planning, and results from its research will be published e.g. forums of urban design, architecture, and e-governement. The more detailed level of objectives is related to how advanced information technology can support different special tasks in urban design, related to the collection, manipulation, and presenting of related information. The human-computer interaction research group is interested in this area, and results of its research will be published e.g. in the forums of human-computer interaction, computer-supported cooperative work, visualization, and mobile media applications. In the project an experimental IT system will be constructed, consisting of four interconnected subsystems. Two of these systems are focused in interaction in design situations with citizens and other stakeholders, and the focus of the two others is in supporting the work of professional designers and their team. The system will be used and tested in real-life situations during the course of advanced planning, where a group of architecture students will, using a participatory methodology, make a real land-use development plan of a selected site for a real customer, which is typically a municipality in Northern Finland. The students will work in interaction with real stakeholders (authorities, politicians, inhabitants), who will influence, comment and finally approve their suggestions. The interactions between the student team and other stakeholders, and within the student team itself, the materials collected and used etc, and the use of technology system will be carefully observed during the process. Based on the analysis of this material, improvements for the technology are planned and implemented for the next time. Three of such improvement cycles will be made during the project.