

UD2014 - A proposal by make:good

Demonstration/ Exhibit for user involvement in urban projects

Who we are:

make:good is a design studio that engages with communities to help make positive change in their neighbourhood. It is about regeneration in its broadest, most integrated and creative sense. We spend time talking to people to find out what we can collectively do to really improve their surroundings. We work hand-in-hand with communities to create designs, facilitate projects, launch services, and ultimately empower people to make good change. We see regeneration as a collaborative and positive process for people, place and space. In our practice we host on-street conversations and installations to get people talking and sharing local knowledge; at UD2014 we would use this experience to encourage the sharing and promoting of collective skills.

Our Proposal:

We would use our expertise around user involvement in designing and programming public space to showcase some of the innovative approaches people can take.

We propose an interactive hub at the conference where we collect people's ideas on engagement and user involvement in programming and designing public space. We would use our bespoke 'props' and street games to entice conference attendees to interact with us, our work and share their knowledge so that the exhibit becomes an ever changing demonstration of knowledge on user involvement and community led design.

The pictures on the following page show the range of props we use to set up a spectacle and get people interested in getting involved in projects. We would share these processes and props by inviting people to get hands on and playful with our work and aim to capture the skills and knowledge at the conference on what supports user involvement and some of the challenges around meaningful involvement.

As with our projects we will find ways to display this input so that others who attend the conference can benefit from the expertise of the international audience for the conference. We would 'build' a narrative and collaborative display over the 2 days which gathers the collected knowledge and ideas of attendees. We propose that attendees also have the opportunity to use our participatory installation to share what they want to learn at the conference whilst others can add thoughts, experiences and suggestions that support this learning simply through sharing knowledge and experience they have already have. The installation will be constantly added to and used to promote a sharing of learning which for us is the basis of user involvement.



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Our approaches:

Using the exhibition space as a pop up version of our projects we can demonstrate the value of a fun and artistic approach to prompting user involvement in a huge range of design projects.

Items could include:

Screening space with our popcorn machine providing sustenance for screenings of the films and animations we make alongside communities to tell their stories of change they would like to see in their neighbourhood. We see this as an opportunity to collect users opinion on the importance of storytelling to gather the political and financial support needed to see projects realised.

A cardboard knowledge pod where questions and experience can be exchanged on the walls capturing attendees concerns

Imagination tombola where people playing are challenged to share their dreams and aspirations for a better quality of public space where they are from and then propose a possible route to achieving another attendees aspiration.

Photoboos with urban space props and speech bubbles to identify their priorities for spatial design in the future.

We hope our idea is of interest to you and we would tailor our props to align with the conference priority.

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