



OLA

Open Landscape Academy

Democratic Landscape
Transformation Seminar, 2026

Prototyping as engagement
and design your own prototype event

Anna Szilágyi-Nagy



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Recap from Last Week

Prototyping as engagement



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What is a vision good for?

- describes a desired future,
- expresses long-term aspirations,
- guides planning and decision-making.

VISION

Desired future or an idea of how the future should be.

GOAL

Broad strategic outcomes that help realize the vision.

OBJECTIVE

Specific measurable targets that help achieve the goals.

Example: Vision of Winchester, Virginia

External environment
Trends, drivers, scenarios

VISION

“To be a beautiful, vibrant city with a historic downtown, growing economy, and great neighborhoods, with a range of housing options and **easy movement.**”

THEMATIC GOAL AREAS



MOBILITY

Goal

Create and maintain a safe, efficient, and environmentally sustainable mobility network that is interconnected, multi-modal, and that facilitates walkable urban land use patterns less dependent upon personal vehicle use.

Objectives:

1. ...
2. ...
3. “Encourage the use of alternate modes of mobility including walking, bicycling, and public transportation...”
4. ...
5. “Alter conventional street standards especially in mixed use and planned residential developments...”

What is a prototype?

Prototyping as engagement



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MATERIALS AND TECHNOLOGICAL ENGINEERING

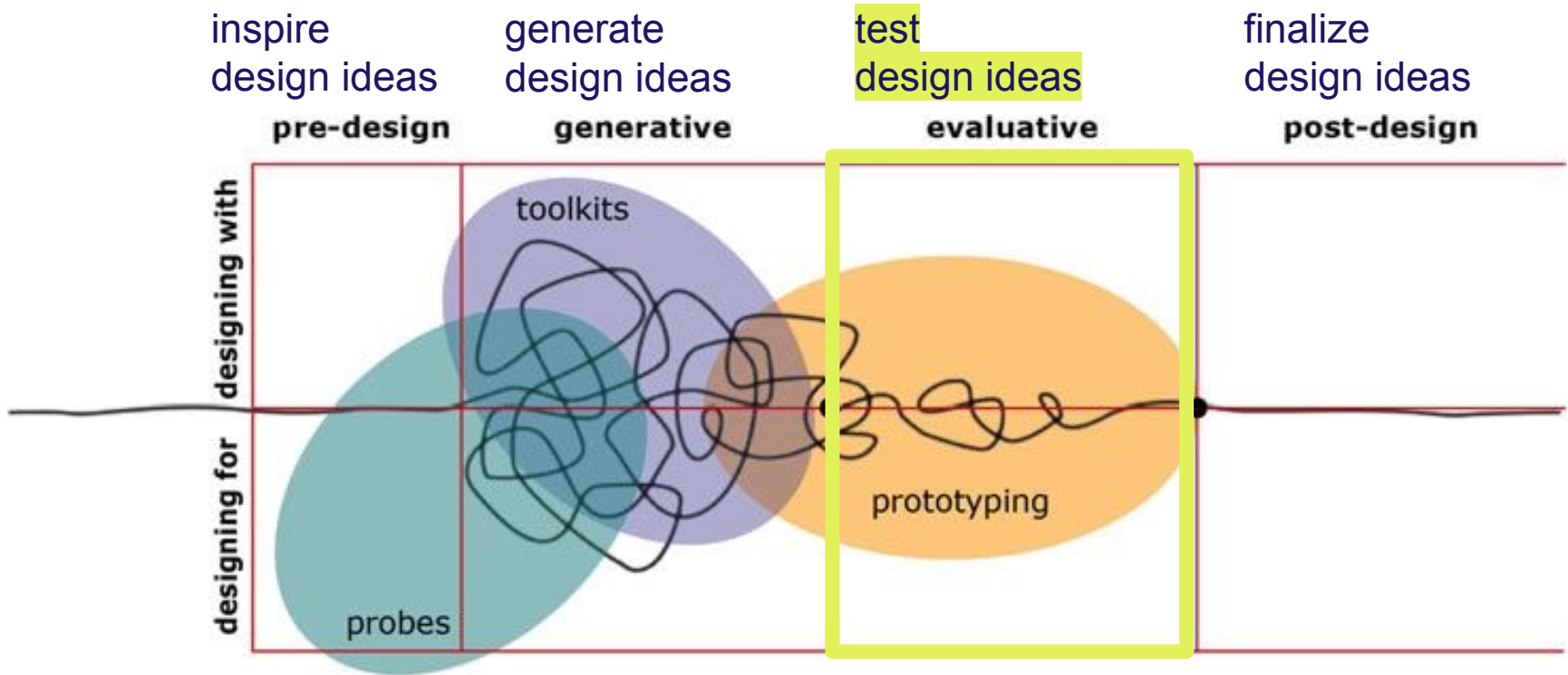


prototype is

the early physical representation of your idea
that allows people to test and explore your idea's
technical and social feasibility

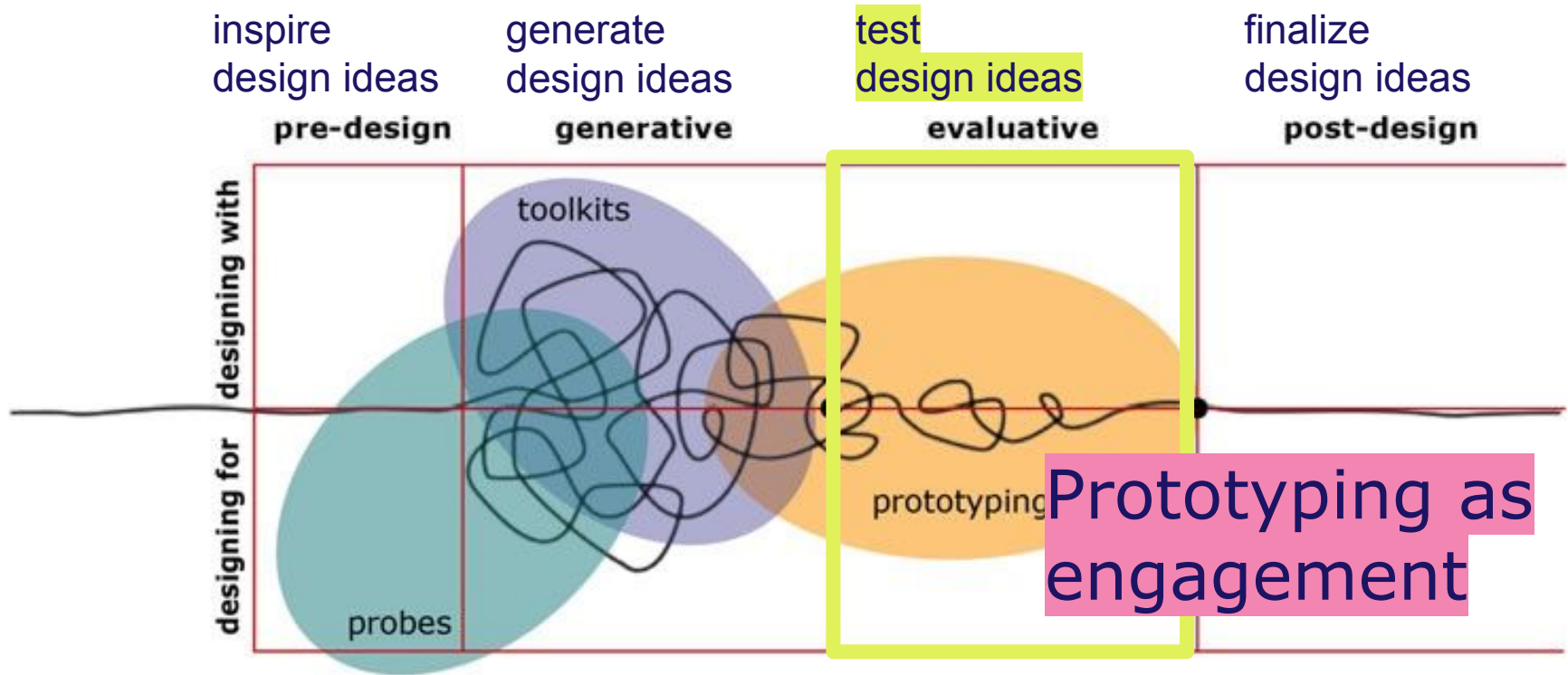
prototype is

the **early physical representation** of your idea
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Three approaches to making located along the timeline of the design process (E. B.-N. Sanders and P.J. Stappers, 2013 p. 11)

Early in the design phase



Three approaches to making located along the timeline of the design process (E. B.-N. Sanders and P.J. Stappers, 2013 p. 11)

Early in the design phase

“Encourage the use of alternate modes of mobility including walking, **bicycling**, and public transportation...”

early (1)

“Encourage the use of alternate modes of mobility including walking, **bicycling**, and public transportation...”

engagement 1



Gerilla bicikliút a Belvárosban, a Pécsi Kodály Zoltán Gimnázium diákjai:
<https://www.facebook.com/photo/?fbid=1022160084493022&set=a.1022154994493531.1073741847.204489592926746>

early (2)

“Encourage the use of alternate modes of mobility including walking, **bicycling**, and public transportation...”

engagement 2



Portland, Oregon, USA

<https://bikeportland.org/2016/02/11/a-closer-look-at-the-better-broadway-pop-up-protected-bikeway-174752>

physical

- perceived through the senses
- tangible or concrete
- can involve bodily contact or activity

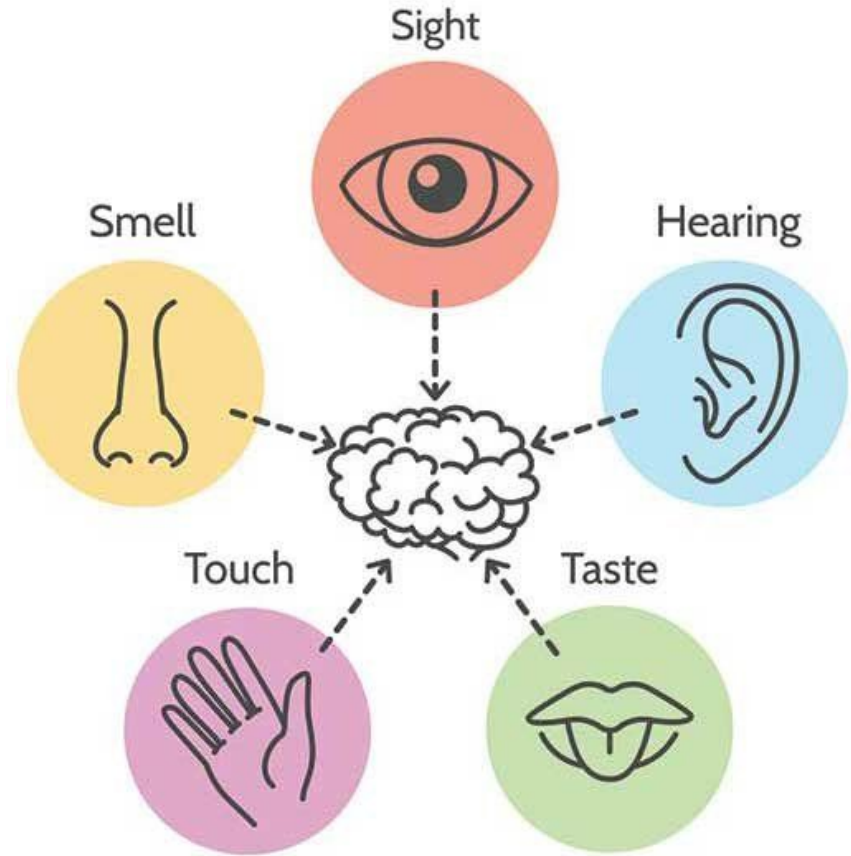


Image source:

<https://images.ctfassets.net/4yflszkpcwkt/7sT0K21ZL81ky4k5YZhZ67/c13fb05a0ad6d30393f01d529e9fda22/FxX5caie56ynm27UAfJo4uLsYqjXh4AGMRyGMkcaRAWLoAz8Bh7yST6hvZokKPzGmuZa8B3Kk1dAxywrjw4k4pz7zpx9at4d2GFVwQWVNHka>

representation

mind maps

games

Performative
prototypes (role
play)

AR/VR
experience

storyboards,
comic books

modifiable digital
models (streetmix or
Minecraft)

flow charts

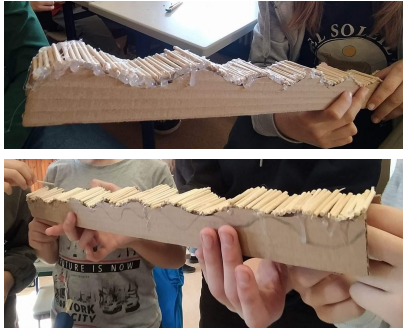
drawings (section
drawings, floor plan)

analogue
models

ppt presentation



prototype 1 > test > improve based on feedback > **prototype 2** > test > **discard** based on feedback



prototype 1 > iterate > **prototype 2** > iterate > **prototype 3** > implement > **bench**

Example of a bench

prototype is

the early physical representation of your idea
that allows people to test and explore your idea's
technical and social feasibility

Goal of a prototype

- prove the value of your idea
- get feedback
- catch potential failures
- learn from failures
- integrate lessons into design
- evolve ideas quickly

What are the characteristics of a prototype?

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Early, physical, quick and cheap

LOW FIDELITY
quick, cheap, tangible



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<https://www.facebook.com/photo/?fbid=1022160084493022&set=a.1022154994493531.1073741847.204489592926746>

HIGH FIDELITY
Appear and function as similar as possible
to our design



Portland, Oregon, USA
<https://bikeportland.org/2016/02/11/a-closer-look-at-the-better-broadway-pop-up-protected-bikeway-174752>

Richer quality



Iteration based on feedback

When does prototyping become engagement?

Prototyping as engagement



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Prototyping alone is not necessarily engagement.

It becomes engagement when participants can:

test

influence

modify

or co-design the prototype.



kids?

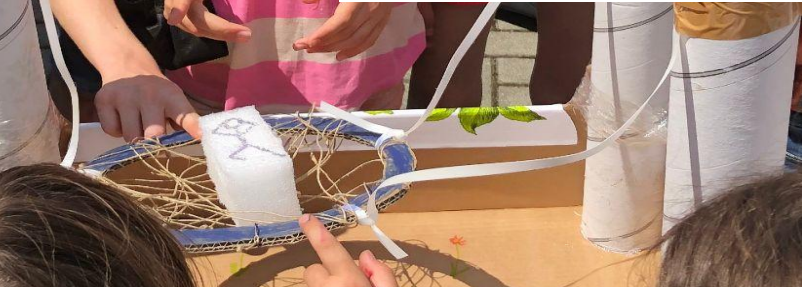


adults?

At the heart of engagement are your testers



movable models?



realistic 3D visuals?

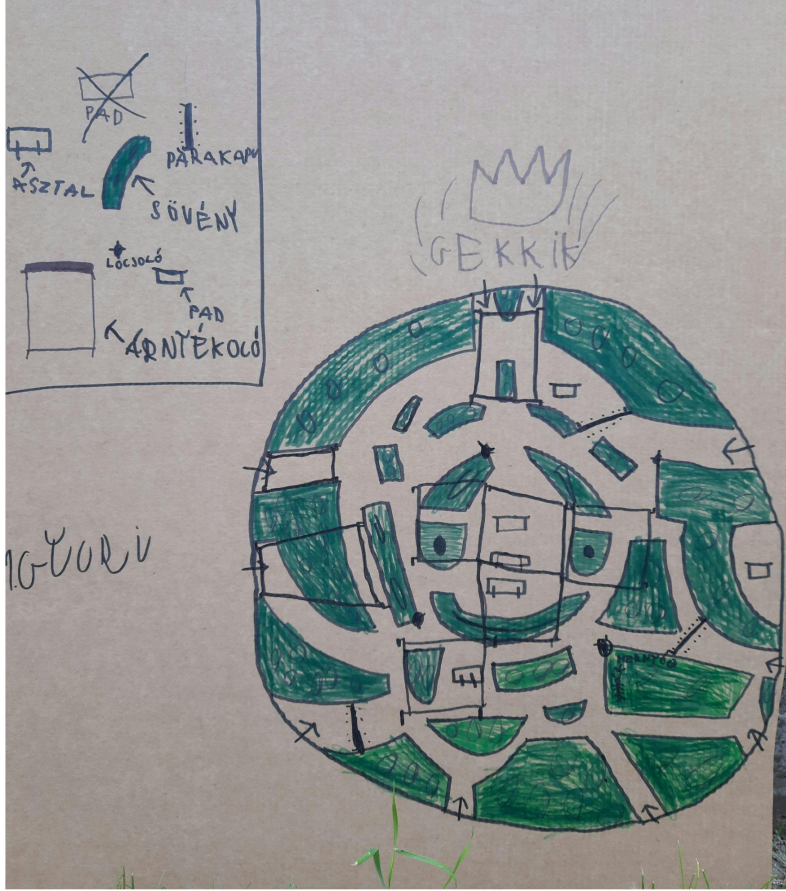
Format / event influences interaction



Format and event design influence interaction



Teachers are testers



Format influences interaction

How do we collect meaningful data?

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Prepare documentation method



①

- mozgás igény
- sérült gyermekek
- több típusú mozgás

②

- az egész tereket
- szabványok
- útszéli állványok talajjal
- felületviszonyok

What problem do the ideas in the picture solve?
Mark it with an orange sticker!

What problem do the ideas in the picture solve? Mark it with an orange sticker!
 Are there any other issues that need to be addressed?

③ ●

- foggyatékelial első gyermekek is használja

④ 👁

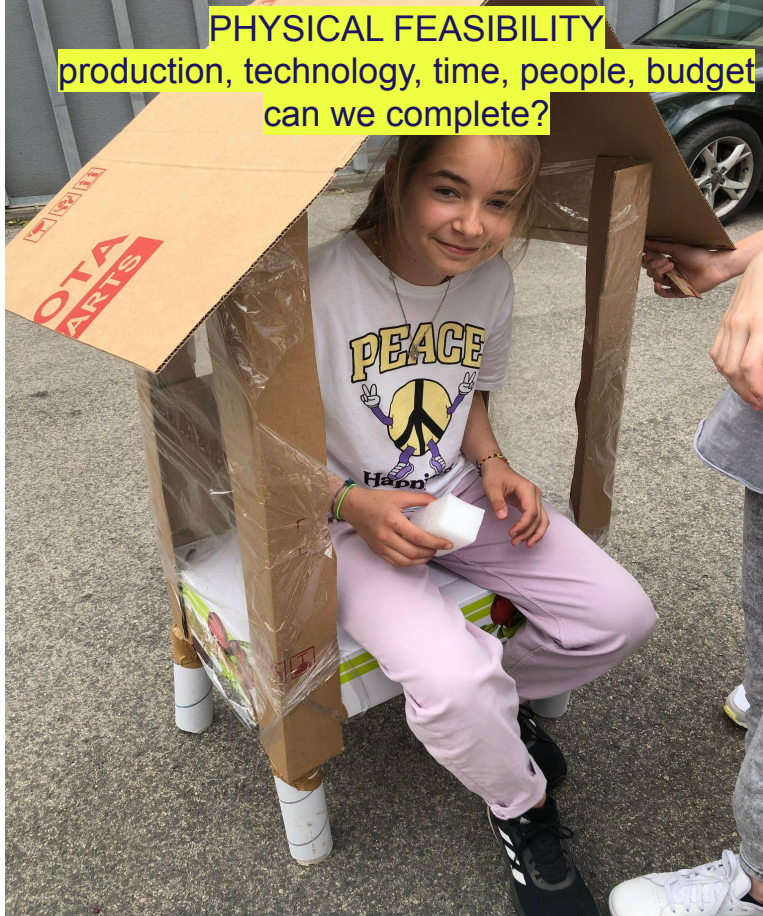
Which do you think is the most important idea from the ideas shown in the picture, which should definitely be implemented? What is the first step to this?
Mark with a green sticker!

Which idea poses a problem? What is the problem and how could it be avoided/mitigated/solved?
Mark with an "eye" sticker!

Notes, symbols, photos, recordings...

PHYSICAL FEASIBILITY

production, technology, time, people, budget
can we complete?



SOCIAL FEASIBILITY

impact on individuals, groups, use of space, routines,
relationships, public goods, education, health...



Consider do you want to learn!

Document well

- What are the roles?
 - Who is facilitating, taking notes, documenting?
- Plan your questions
 - What do you want to understand?
- Document
 - How do you record the feedback (notes, photos, videos)?
- Consent forms
 - Make it clear for the testers how you use their feedback!

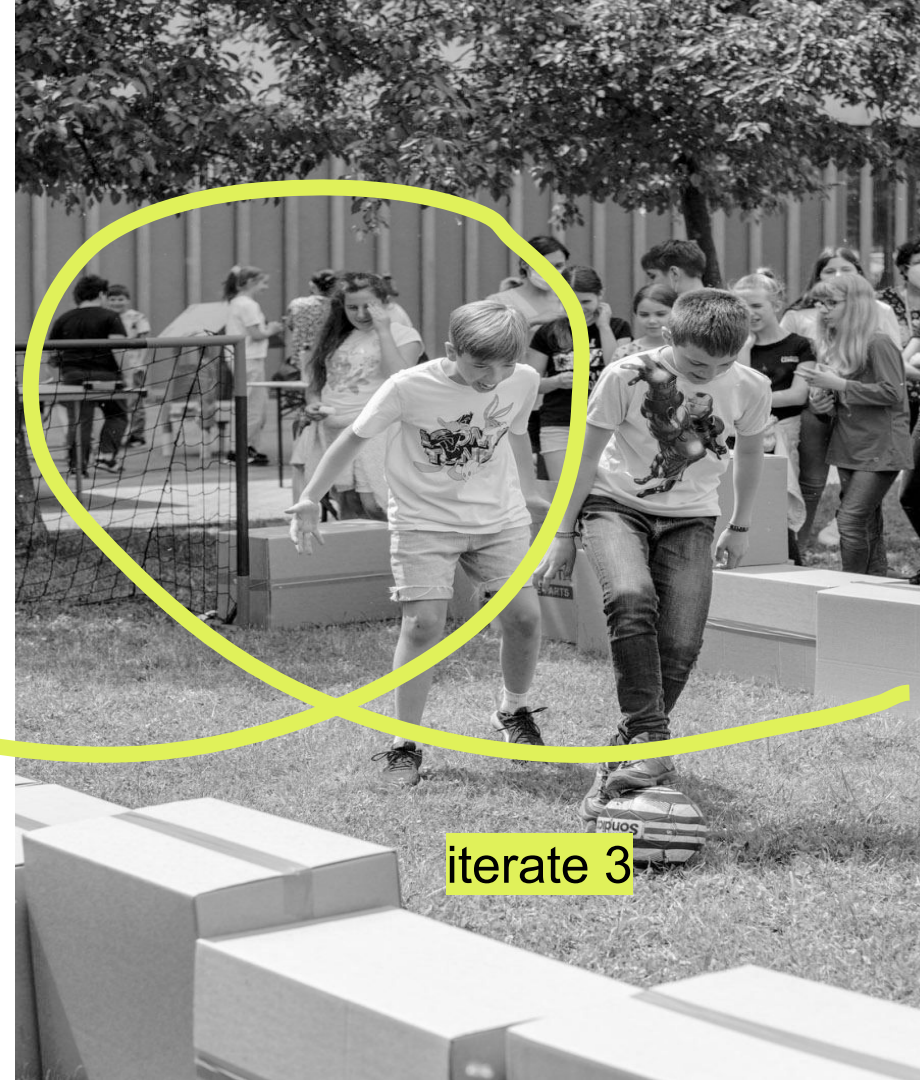
Evaluate and decide

Iterate your design based on the feedback!

- discard
- improve and retest
- implement your idea!

iterate 1

iterate 2



iterate 3

Ethics of data collection

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Let's go back for a minute



Think about permission!

Context

- Vulnerable context (eg. young people)
- caretaker's or parents consent
- Communicate participant rights
- Anonymity
- Agreement to their responses being used
- Data storage and disposal
- GDPR policy



and more

- Unexpected questions
- Ethical documentation (e.g: do they agree to their photos being taken?)
- Power dynamics ('Ladder of participation', What is your role: facilitator or participant-observer?)
- Is it an open-ended design? (encourage interaction and feedback)



Go to miro

https://miro.com/app/board/uXjVG1q88D0=?share_link_id=937545556263



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Example: "class-cave-nest" prototype



Testing the “class-cave-nest” prototype

Basic Information



Name of the prototype
The Class-Cave

Question to be tested:

- What functions, size, form and aesthetic the cave should have to please students?
- What special rules we need to make the class booking possible?

Physical Aspect



Type:
big scale model



Material:

1. Boxes from computer
2. Plastic
3. Tape
4. Foam
5. styrofoam
6. reused packages
7. Markers
8. Bags
9. paper tubes

Test event



Occasion

- project day organized in the school for building the prototypes and testing them



Creators (as engagement):

school children



Testers:

school children, teachers, planners



Interaction Design:

- builders of the prototype make a guided walk for fellow school children and their teachers
- children and teachers can walk in, sit down, move parts, feel the space

Iteration Process



Data collection and evaluation

- only one test day
- several groups and stakeholders
- planners took video/photo recordings and observation, they took notes of the feedback
- meeting to evaluate test events
- recordings and notes are used for improving discarding

Ethics



Ethical aspects concerned

- agreement with the institution about taking photos
- informing children of the recordings
- individual permission from parents

Example: "class-cave-nest" prototype

Basic Information



Name of the prototype
The Class-Cave

On **what do you want to learn**

Physical Aspect



Type:
big scale model



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Test event



Occasion

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are they the creators of prototypes?



who are your testers?



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Example: "class-cave-nest" prototype

Basic Information



Name of the prototype
The Class-Cave

Physical

what is the physical representation?

what materials you need?

Test event



what is the event?

who are the creators of prototypes?

who are your testers?

Interaction Design:

what do they do?

Iteration Process



Data collection and evaluation

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what do you want to learn

Example: "class-cave-nest" prototype

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Physical

what is the physical representation?

what materials you need?

Test event



what is the event?

who are the creators of prototypes?

who are your testers?

Interaction Design:

what do they do?

Iteration Process



Data collection and evaluation

how do you collect data and what data you collect?

Ethics



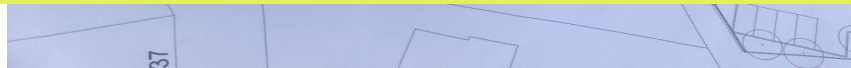
what are the ethical aspects you need to consider?

what do you want to learn

Example: "class-cave-nest" prototype



1. Mapping the community & joint analyses of the site



Second Kings Galvies Parkin 3.C



We need a yard...
what children from all ages enjoy
where we can experience nature
what we can enjoy in all seasons and weather
...what we design!



2.

Collaborative visioning



4. Prototyping and testing ideas



“class-cave-nest” prototype