

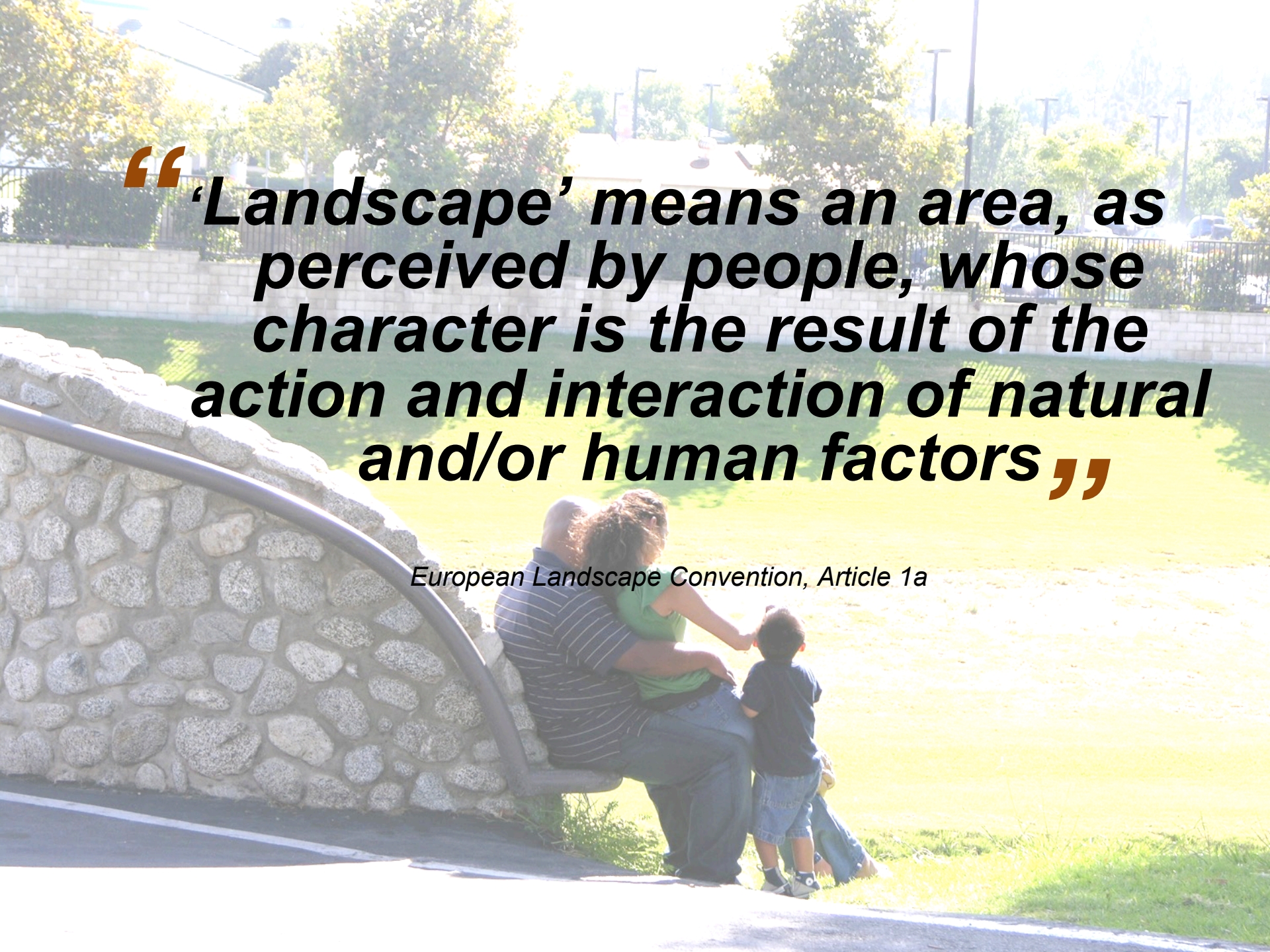


COMMUNITY PARTICIPATION

An introduction


Prof. Deni Ruggeri

LED Seminar – Spring 2018

A photograph of a family (a man, a woman, and a young child) sitting on a curved stone wall in a park. The man is wearing a striped shirt and jeans, the woman is wearing a green top and jeans, and the child is wearing a blue shirt and jeans. They are all looking towards a grassy area with trees in the background. The text is overlaid on the image.

“‘Landscape’ means an area, as perceived by people, whose character is the result of the action and interaction of natural and/or human factors,,

European Landscape Convention, Article 1a



“the landscape is a key element of individual and social well-being and that its protection, management and planning entail rights and responsibilities for everyone”

European Landscape Convention, Preamble

A woman with blonde hair, wearing a white sweater and a yellow name tag, is leaning over a table, engaged in conversation with a young boy. The boy is wearing a blue and white striped shirt and is looking down at something on the table. To the right, another girl is partially visible, looking towards the woman. The background shows a classroom with other children and adults, and large windows with colorful curtains. The text is overlaid on the image in a bold, black font, with large orange quotation marks at the beginning and end.

“The right to landscape is however a “right in development” that combines articulations of existing environmental and cultural rights but also adds new features to be considered, such as the right of active public involvement in decisions that influence landscape.”

Shelley Egoz, Jala Makhzoumi and Gloria Pungetti (2011)

Right to Landscape: Contesting Landscape and Human Rights. Ashgate Publishing

The *evolution* of participation



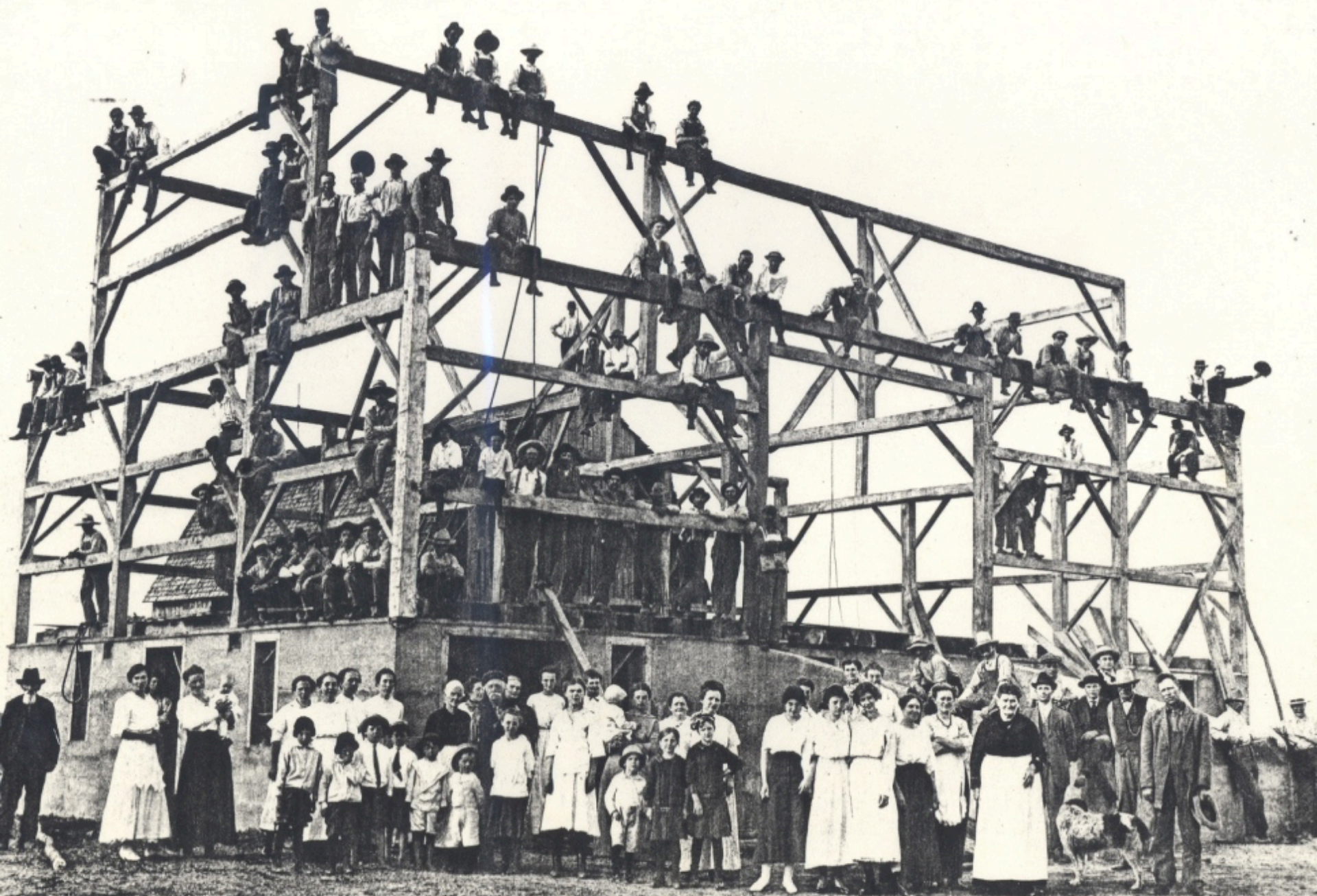
Ecclesia (600 BC) summoning of citizens for oversight of public policy.



Alexis de Tocqueville (1835) *Democracy in America*

Roots of Community Participation

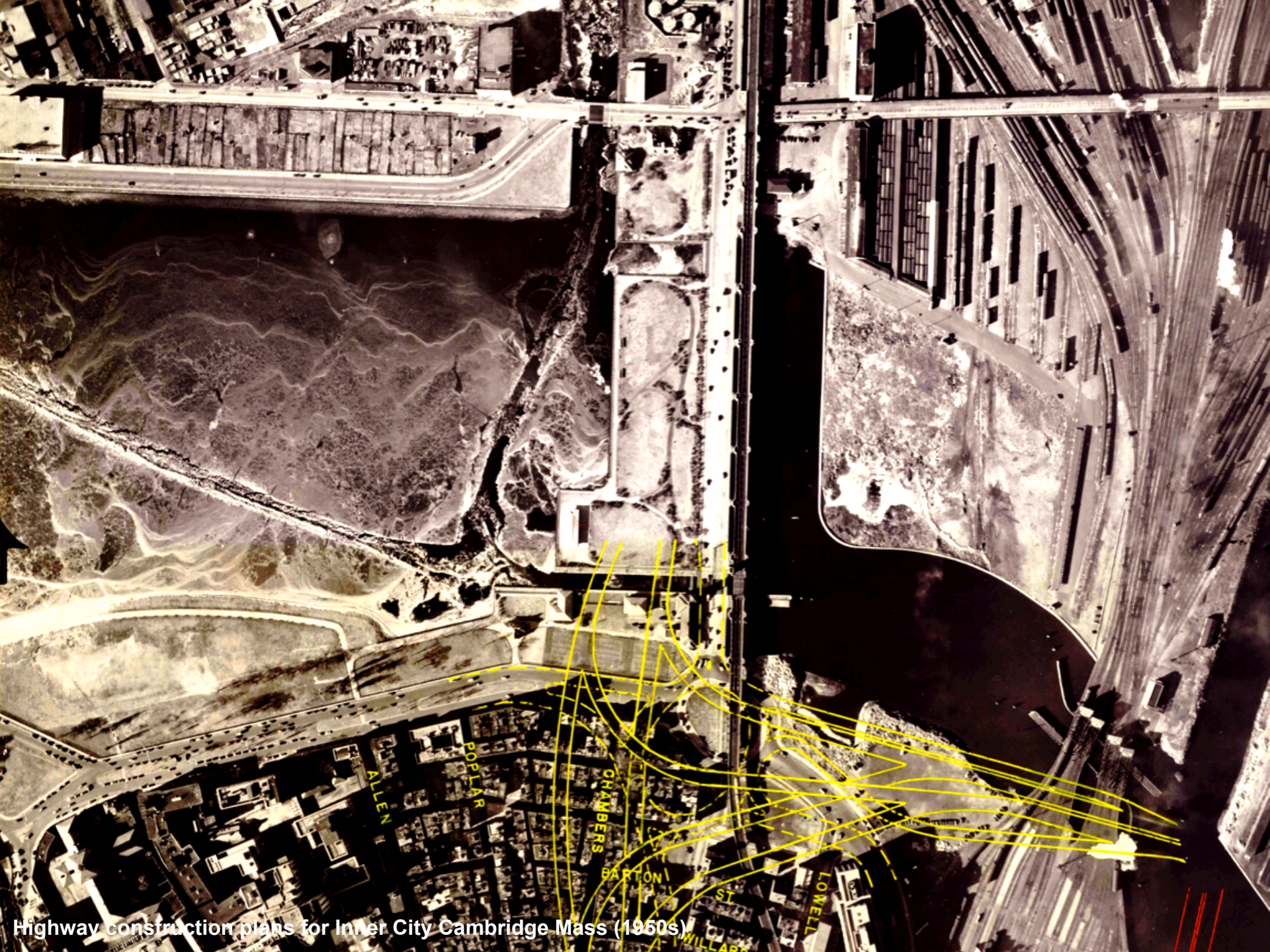
- First example of participation in ancient Greek ***ecclesia***
- Deliberative democracy in North America
 - 1831 Alexis De Tocqueville is sent to America to study its prison system
 - He observes **collective decision-making** forms In contrast with hierarchical European society
Links to the Puritan society, based on gender equality
- Barn-raising by pioneers
- By late 1800s: politics become **professionalized**



Barn raising in rural America. Early 20th century collective decision making/partnership

US participation as advocacy after WWII

- Participation **as advocacy planning**
- Fights against urban renewal/freeways (US/Europe)
- Civil rights (US)
- Public housing (US/Europe)
- Environmental movement (worldwide)
- Consequences of the advocacy planning
 - NIMBYism
 - Gridlock: politically charged projects are 'resolved' or stalled by participation
 - Focused on **litigation** and **mediation**



Highway construction plans for Inner City Cambridge Mass (1950s)



Students at North Carolina State Univ. help residents save their homes in Chavis Heights

Community Participation as law in the US

- 1954 US Legislation on Housing requires citizens advisory groups
- 1960s Donald Appleyard studies influence traffic policies in San Francisco
- 1970s and 80s: participation as a business
 - *“maximum feasible citizen participation”*
 - Engaging residents in environmental planning/
Historic Preservation decisions



HISTORIC FEATURES VALUE



EXISTING FOREST QUALITY



MARSH QUALITY



BEACH QUALITY



STREAM QUALITY



WATER WILDLIFE VALUE



INTERTIDAL HABITAT VALUE



GEOLOGIC FEATURES VALUE



PHYSIOGRAPHIC FEATURES VALUE



SCENIC VALUE (LAND)



SCENIC VALUE (WATER)



ECOLOGICAL ASSOCIATIONS VALUE

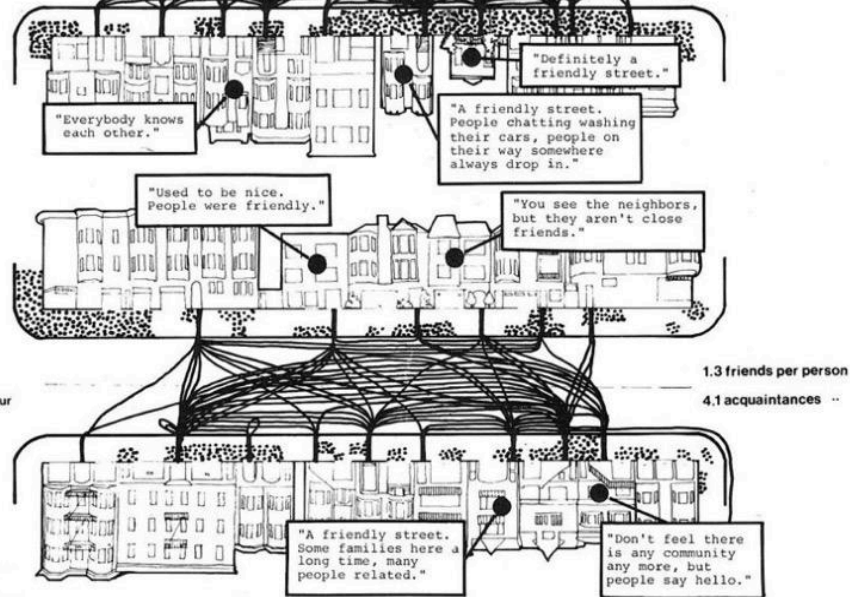
LIGHT TRAFFIC

2000 vehicles per day
200 vehicles per peak hour



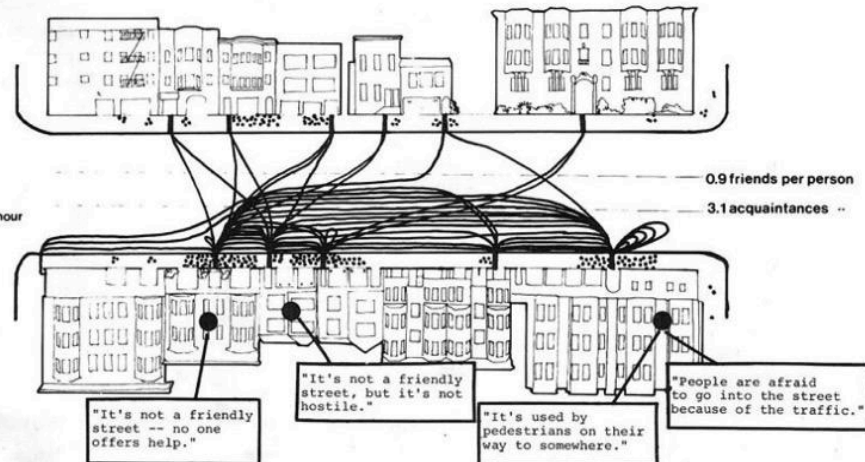
MODERATE TRAFFIC

8000 vehicles per day
550 vehicles per peak hour



HEAVY TRAFFIC

16,000 vehicles per day
1900 vehicles per peak hour



Participation and International policies

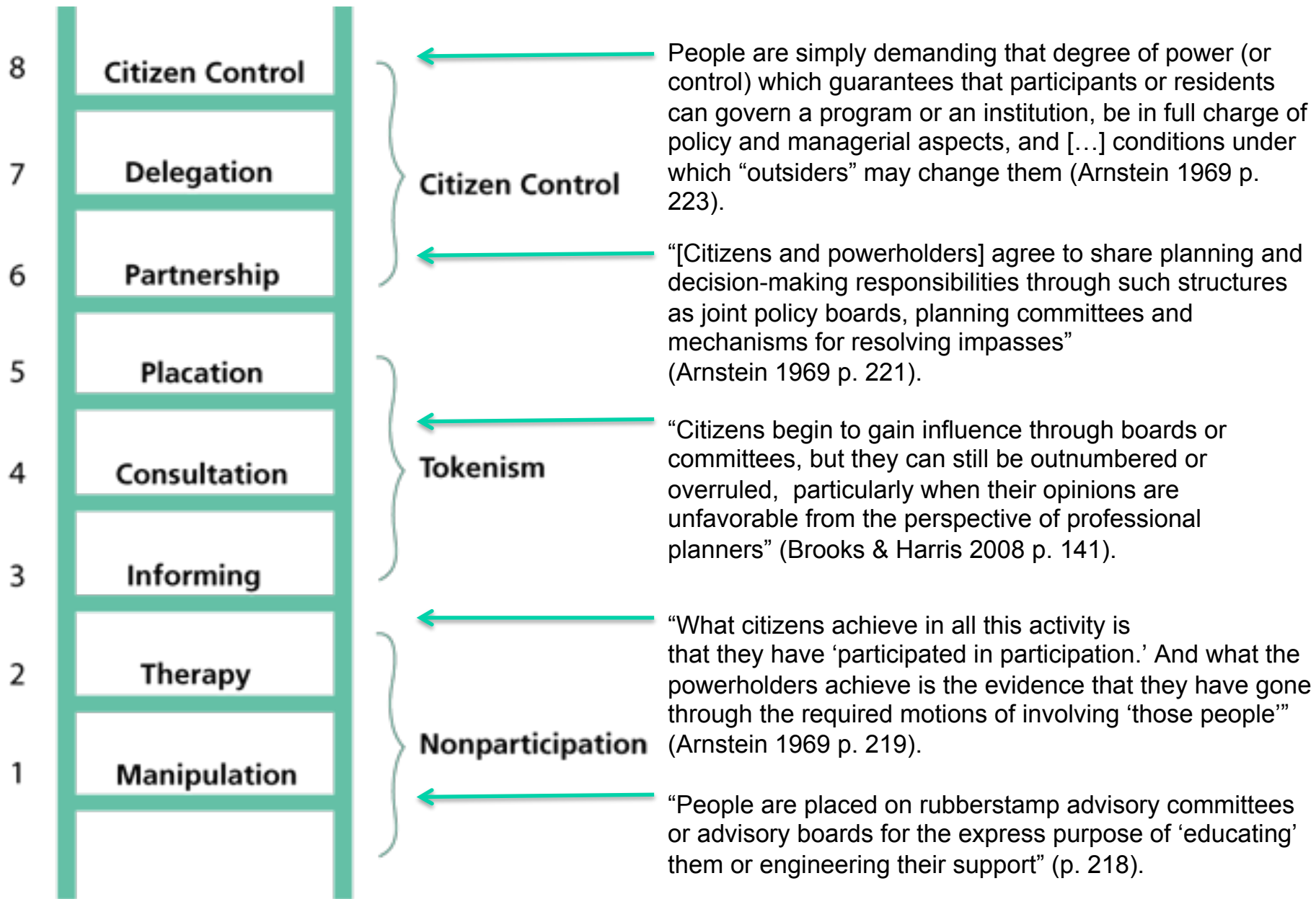
- The 2000 European Landscape Convention
 - Landscape as **perceived by people**
 - **Signing countries to engage residents in participation (article 5, section b).**
- UN Sustainable development Goals (2017)
 - 17 integrated goals
 - Goal 17 **“A partnership to achieve all goals”**
- **UN Agenda 2030**

*“We are determined to mobilize the means required to implement this Agenda through a revitalised **Global Partnership** [...] based on a spirit of strengthened global solidarity, focussed in particular on the needs of the poorest and most vulnerable and with the participation of all countries, all stakeholders and all people.”*

**What is *good*
participation?**

Critique of participation

- 1969 Arnstein's critique of participation (**the ladder of participation**)
- **Goods**
 - Simple, easy to understand
 - Levels differences in power distribution from the *powerful* to the *powerless*
- **Bads**
 - Insufficient in explaining the complex practices of citizens' engagement
 - Does not explain the full reasoning of people who participates (**meaning**)



**Think of your own experience in participation:
at which level of the ladder was it?**

- ☐ 1 Manipulation
- ☐ 2 Therapy
- ☐ 3 Informing
- ☐ 4 Consultation
- ☐ 5 Placation
- ☐ 6 Partnership
- ☐ 7 Delegated Power
- ☐ 8 Citizen Control

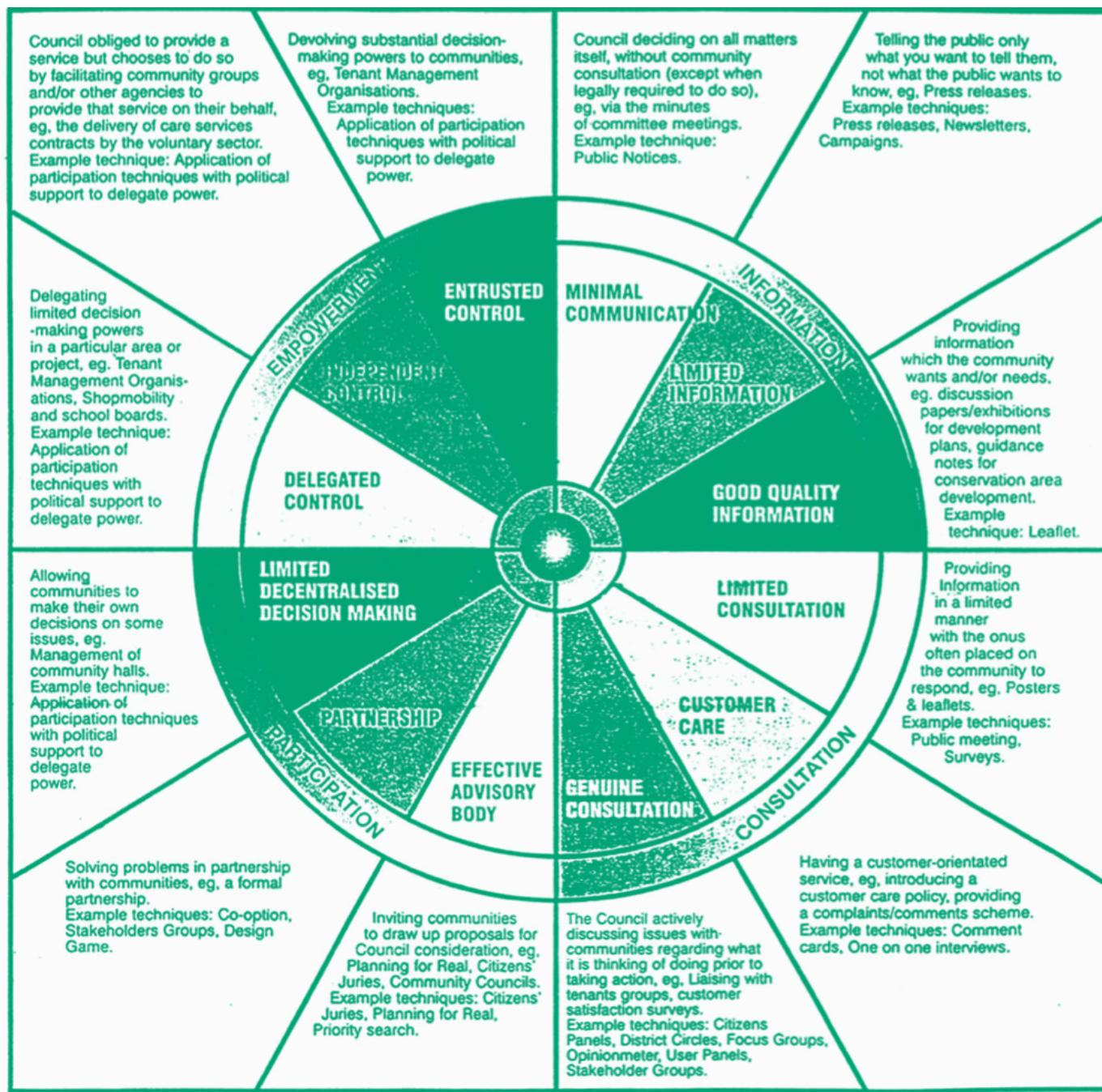
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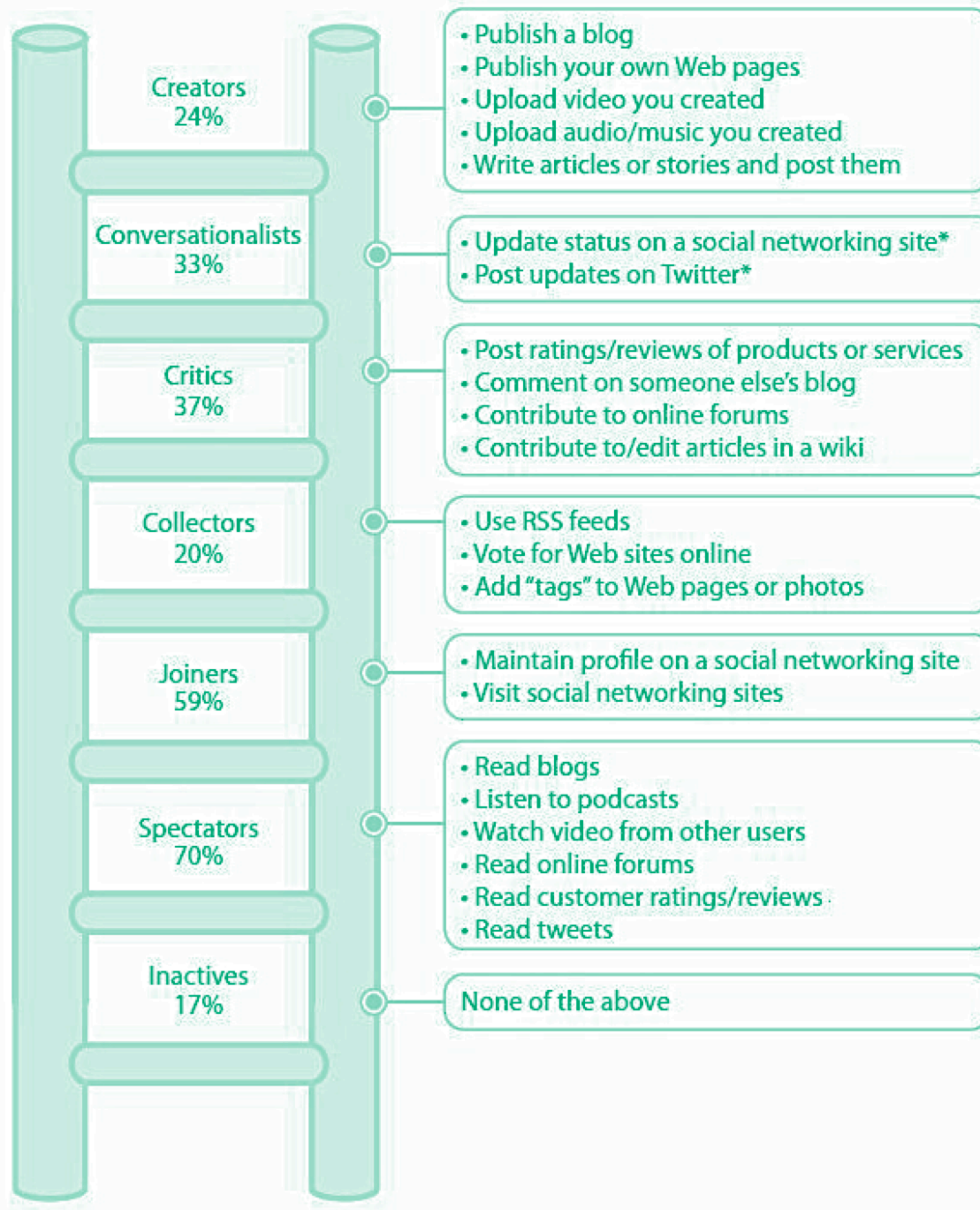
What was the key method/technique employed in the participatory projects you have experienced?

QUIZ!

Beyond the ladder: shades of participation

- **Wheel of engagement** (Davidson 1998)
 - Participation should be customized/diverse
- **Visionary creative synthesis** (Hester 1999)
 - Collective creativity
 - Designer as synthesizer of visions
- **Participatory Action Research** (Reason & Bradbury 2001)
 - Partnerships
 - Co-creation
 - Citizen science
- **Full Participation** (Sturm 2006, 2010, 2011)
 - Recognition that participation should be **rich inclusive of diverse viewpoints**
- **Ladder of digital participation** (Bernoff & Li 2010)
 - Focus on people's varied/overlapping behaviors
 - Takes into account possible strategic choices





Performance of participation

Henry Sanoff's **functions/goals** for participation:

- generate ideas
- identify attitudes
- disseminate information
- resolve conflict
- review of proposals
- allow pent up emotions to surface

other functions:

- Opening of process to stakeholders
- **Diversity** of viewpoints
- **Meaningful** participation
- Integrating stakeholder concerns
- Information exchange

Performance of participation

Randy Hester (2012) **42 criteria for evaluating community participation**

- Democratic Process
- Community Considerations
- Environmental Justice
- Learning Opportunities
- Power Distribution
- **Ecological Considerations**
- **Design Outcomes**
 - 37. Improves everyday environments
 - 38. Stimulates creative design
 - 39. Improves design in practical ways
 - 40. Shares form-making with public
 - 41. Makes design experiential and sensually arousing
 - 42. Creates places for civiness

CRITERIA OFTEN USED TO EVALUATE PARTICIPATORY DESIGN		DIFFERENT FORMS OF PARTICIPATORY DESIGN																											
		Roots	Associations	Disobey Unjust Laws	Barn Raising	Revival 1960-1980 Participatory Approaches							Subsequent Approaches				2a. Consensus Building	8. Institutional Participation	9. Intentional Service Education	10. Deep Democracy									
						1. Advocacy (Davidoff)	2. Community Building (Linn)	3. Collective Creativity (Halprin)	4. Community Development (Friedmann)	5. Social Pattern (Liu)	6. Conflict Mediation (Hester/McNally)	7a. Movements/NGOs	7b. Proactive Practitioner	7c. Collectives especially women's	7d. Environmental Advocacy	8a. Expected Participation	8b. Intentional Participation	8c. Facilitation	8d. Continuity Consultant	8e. Reputation Consultant	8f. Community Service Education	9. Intentional Spontaneity	10a. Civics and Civil Responsibility	10b. Study Circles	10c. Citizen Science	10d. Volunteerism	10e. Neostewardship		
Democratic Process																													
1.	Has clear, transparent, fair procedure																												
2.	Engages broad public																												
3.	Helps overcome fear, builds confidence and self-esteem																												
4.	Enhances the volunteer sector																												
5.	Supports grassroots change																												
6.	Provides forum for visionary and large scale change																												
Community Considerations																													
7.	Meets the needs of people as they define them																												
8.	Enhances sense of community																												
9.	Encourages discovery of unique community resources																												
10.	Improves local economy																												
11.	Creates awareness of unique community, social patterns																												
12.	Uncovers deeply held values																												
Environmental Justice																													
13.	Provides voice for those who cannot speak out																												
14.	Creates environmental justice by distribution and access																												
15.	Involves people usually left out																												
16.	Helps poor communities resist destructive forces																												
17.	Preserves cultural diversity																												
18.	Builds long-term partnerships to achieve difficult objectives																												
Learning Opportunities																													
19.	Promotes cross-boundary thinking																												
20.	Increases sensual knowledge																												
21.	Provides opportunities to learn new skills																												
22.	Encourages fact-based decision making																												
23.	Awakens lay creativity																												
24.	Emphasizes both rational and experiential thinking																												

What should participation do?

- ___ Include the excluded/unheard
- ___ Enrich/delight/fun/engage
- ___ Be consequential/improve decision making
- ___ Allow consensus to emerge efficiently
- ___ Reveal/celebrate differences and nuances
- ___ Allow designers' to express their abilities/knowledge
- ___ Enriching the design process
- ___ Integrate complex transdisciplinary thinking
- ___ Educate/create opportunities to learn
- ___ Build new stories/meanings
- ___ Shift values/beliefs
- ___ Promote sustainable actions
- ___ Redefine expertise
- ___ Allow context /traditions to inform design
- ___ Fight global forces/pressures
- ___ Make projects more lasting/resilient
- ___ Promote greater stewardship/ownership
- ___ Innovate, be technologically advanced
- ___ Empower self-determination/control

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