Review Session 2

Landscape & Democracy

What was it about?

A Short RECAP QUIZZ



Democracy

Representative Democracy

Parties
Parliament
Regional and
local councils,
the core of
policy

Direct Democracy

Referendums, local Measures to complement representative democracy

Participatory Democracy

Future Councils

Participatory processes

Responsibility and engagement of every citizen

Three columns model of contemporary democracy
Christian Felber (2010) *The economy of the common good*, 109

Landscape Democracy

From R2L to Landscape Democracy

• Landscape democracy builds on the right to landscape

Landscape democracy as the ultimate ideal



the democracy that is practiced **through participation** in landscape-based community actions and interactions

Participation

Roots of Community Participation in the US

• Early deliberative democracy

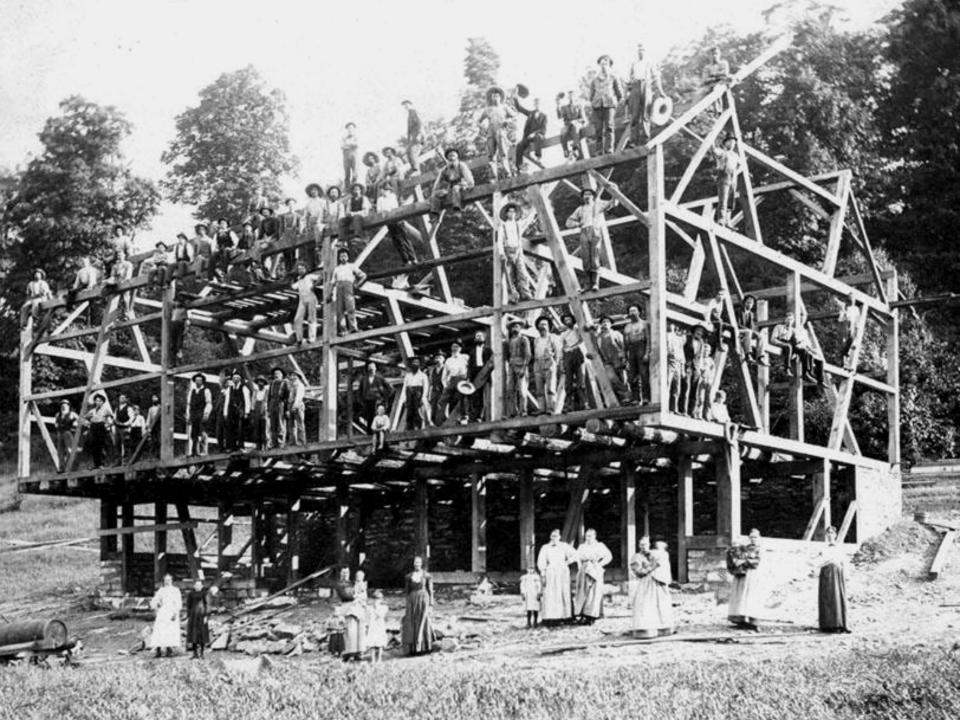
- Alexis De Tocqueville described collective decision-making in US society(1835)
- He contrasted it to the hierarchical European society of the time

Re-emergence of participation=civil rights era

- civil rights and urban renewal
- advocacy planning

Not just in the US

- Ralph Erskine (UK) urban renewal (1960s)
- Demands for public housing (Austria, Germany, Scandinavian Countries)

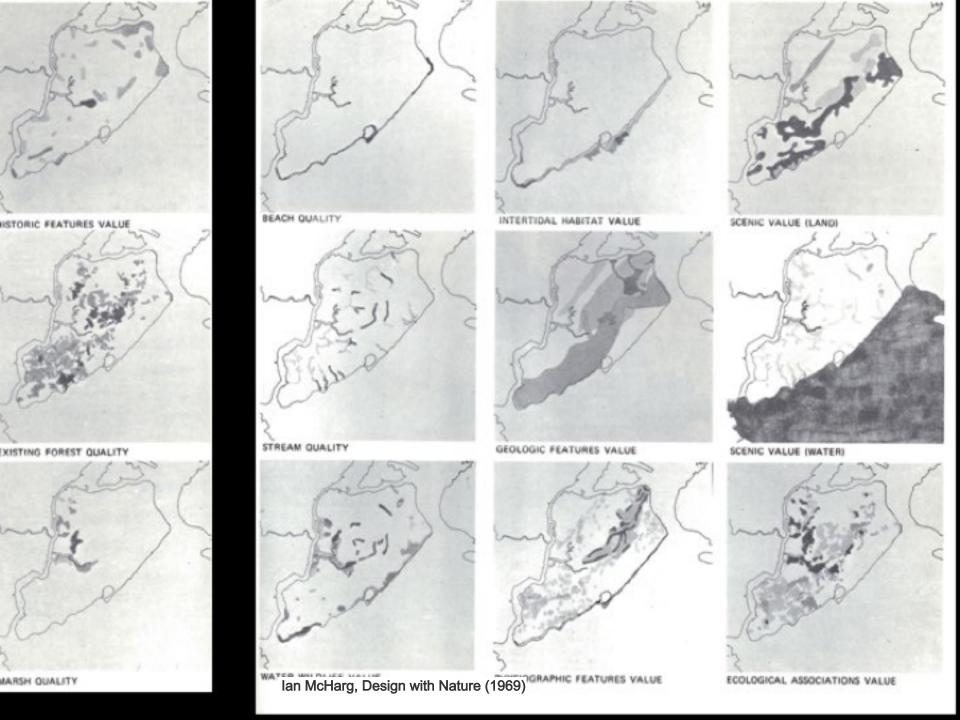


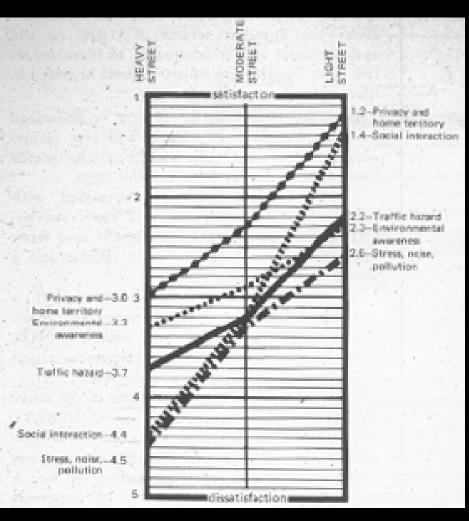




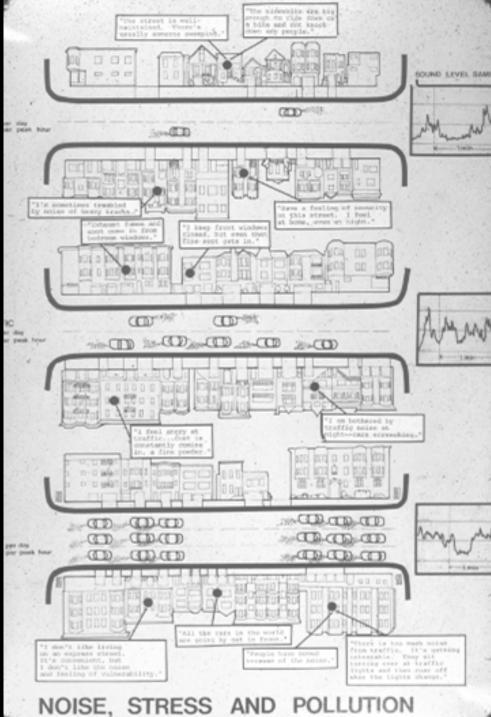
Community Participation as law

- · 1954 US Housing Legislation introduces advisory groups
- 1964 US Economic Opportunity Act (EOA) establishes Community Action Programs (CAPs)
- · 1970s-80s participation as business
 - "maximum feasible participation"
 - Environmental planning/conservation
 - Historic Preservation
 - Landscape arch./city design
- environmental justicethe "New Urbanism" charrettes

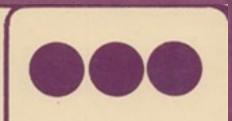




Donald Appleyard (1982) Livable Streets

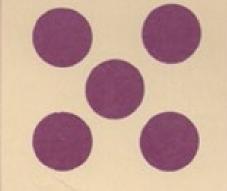


Pictures courtesy of Peter Bosselmann



HENRY SANOFF

DESIGN

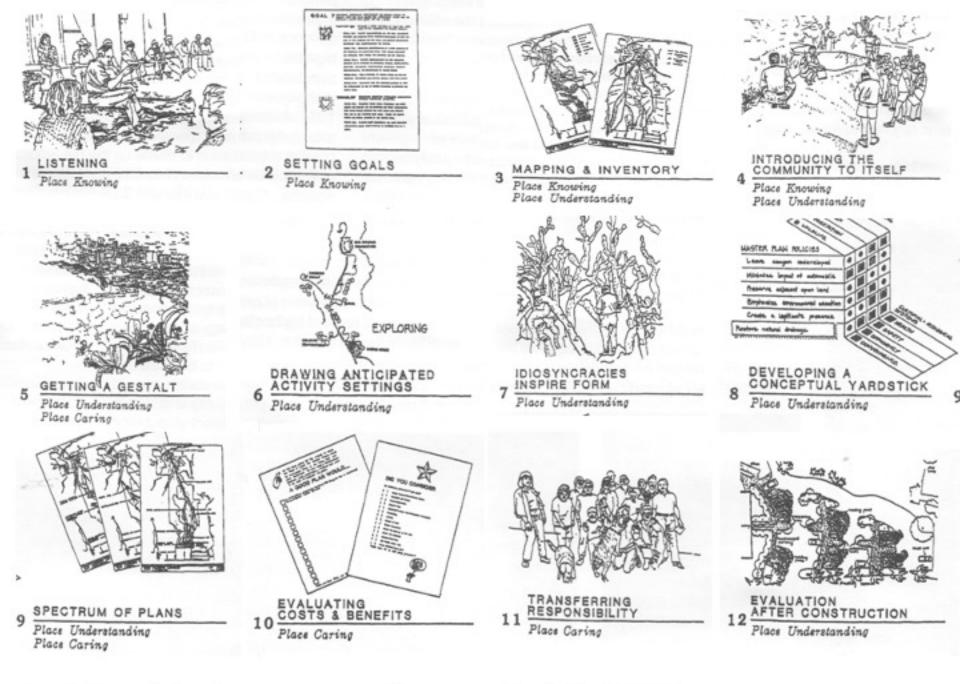


A practical guide to design problem solving, using techniques that involve users in decisions, helping them to grasp complex environmental relationships, thus enabling them to develop solutions which are responsive to basic human needs.

GAMES

Playing for Keeps with Personal and Environmental Design Decisions

1979



Randy Hester's "twelve steps process for community design" (1993)

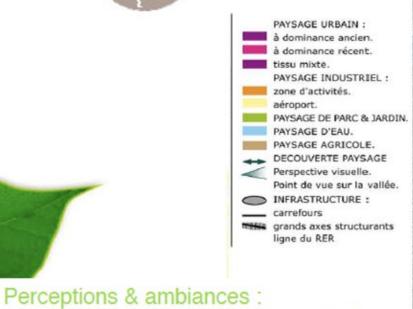


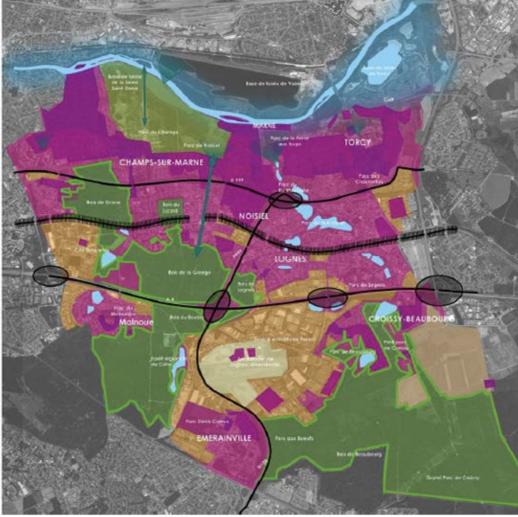
Community Participation as policy

- 2000 European Landscape Convention
 - Each party is required to engage residents in participation (article 5, section b)
- Euroscapes Project (2010s)
 - A methodology for mapping, evaluating/managing landscapes
 - 13 partners
 - best practices in assessment, management and preservation
 - Marné-la-Vallee 'design your landscape edge'
- · Participation as management



> LES UNITÉS PAYSAGÈRES.







Des ambiances en mosaïque urbaine.







4-1 set my ideal edge



Democratic design (+planning)

- Transdisciplinary Action Research
 - health, well being, reparation
 - empowerment
- · Democratic design (Hester, Hou)
 - Visioning, scenario-building
 - Collective goals-setting
 - Co-design/co-creation
 - Landscape stewardship/ management
 - Place-keeping
- · Designer as social trustee and partner

 - James Roja's `latino urbanism'Jeff Hou's `Seattle International District"
 - Hip Hop Architecture 4RM+ULA







Jeff Hou's 'Design Buffet"
Seattle's international district





Digital participation

- E-participation: making democracy accessible?
 - beware of 'plug-in-plug out' behavior
 - limited reciprocity + trust
- The Folketråkk project
 - a digital platform for planning outreach/education
 - co-determination as a goal
- Digital engagement/gaming
 - window into people's perceptions
 - Digital realm as a dialogic, safe space

the Folketråkk Project

Identifiser en opplevelse du ønsker å forstå bedre, gjøre et dypdykk i denne, og sett en retning for å løse problemet.



Format

Workshop Fysisk oppmøte



Målgruppe

Alle Særlig egnet for barn



Tid

4 timer



Antall deltakere

Fra 4-40. Deltakerne deles i gruppe på 2-4 personer.



Forberedelse

Ha en klar plan på hvordan formulere og beskrive oppgaven. Ha gjerne med eksempler. Sett bord og stoler i grupper, ha klart materiell på bordene når workshopen begynner.

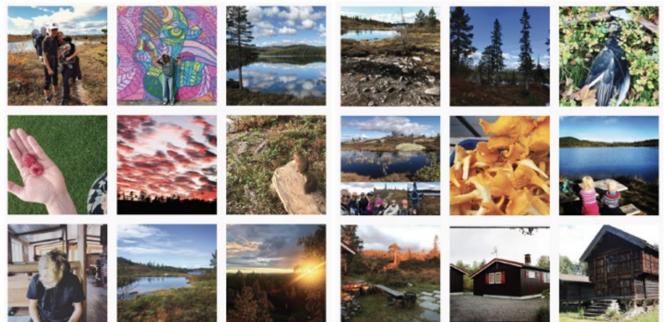
Materiell

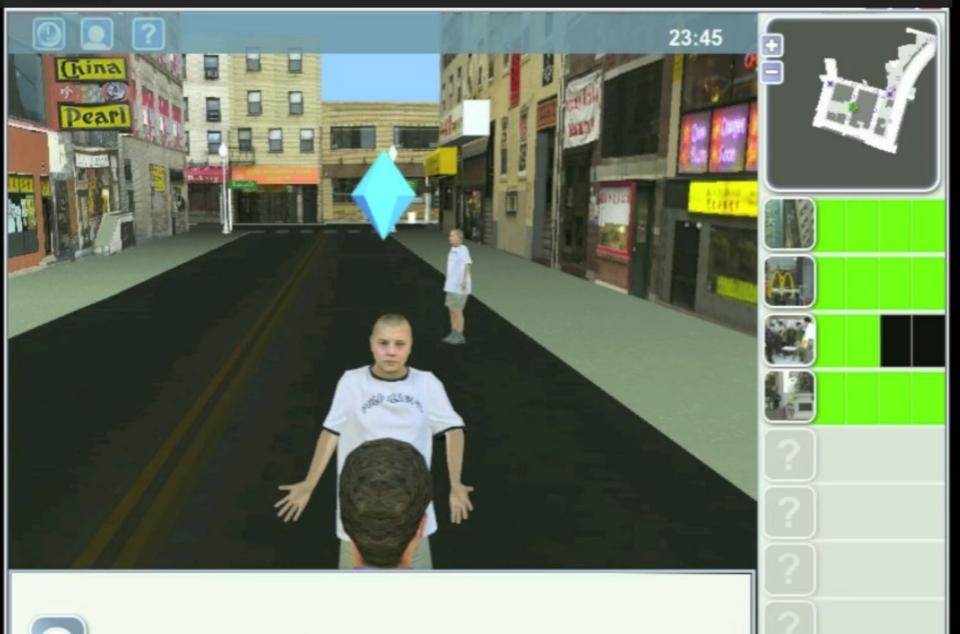
- · Post-it lapper til å tegne aktører på
- A4 papir til notater og tegninger
- · Kort til å skrive Statement Starters
- Flipover
- · Skissepenner (a.la Sharpie)
- Fargetusier
- · Tape til å henge ting opp med
- Snacks for å holde energinivået oppe
- . Vamora til å dakumantara







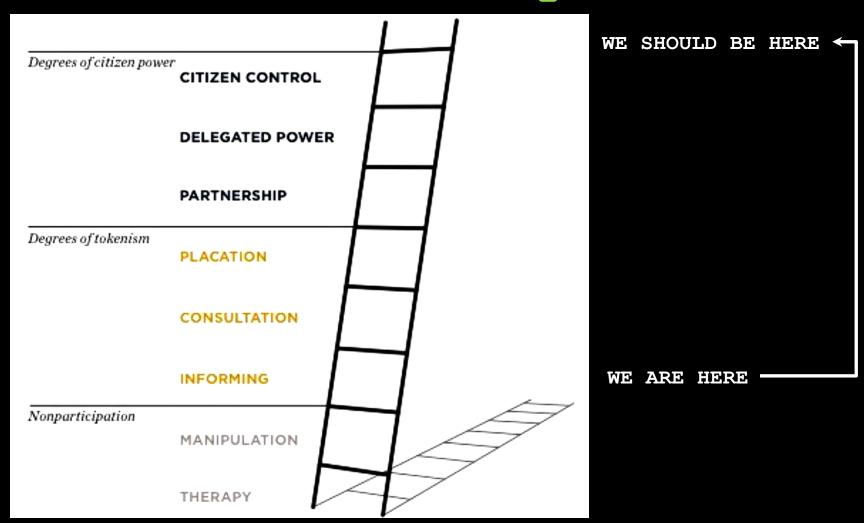




Participatory Chinatown
www.boston.gov/departments/new-urban-mechanics/participatory-chinatown

Participation: Practices

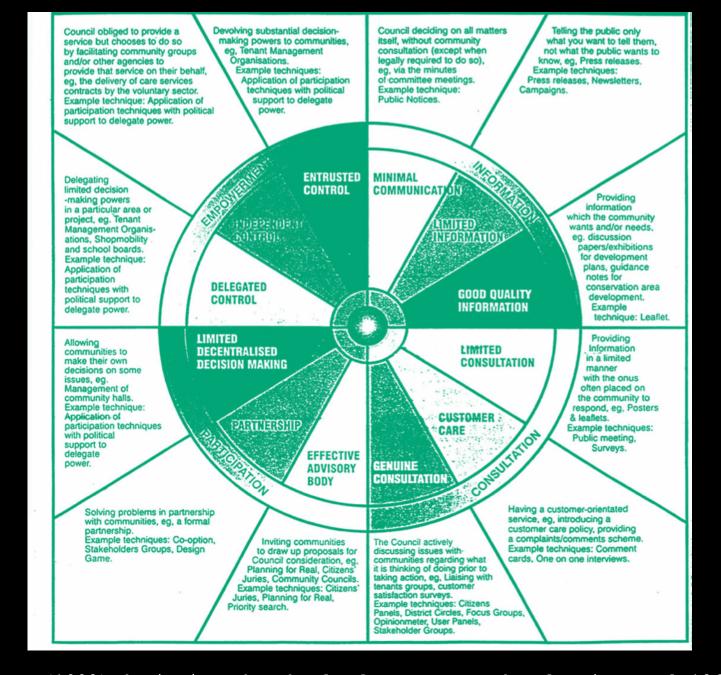
Not all participation is born equal



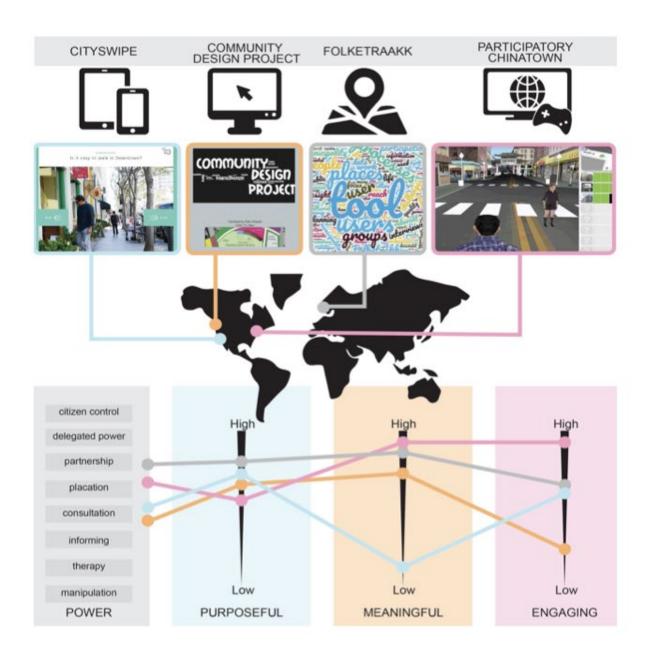
Arnstein, S. (1969). A ladder of citizen participation.

The many "shades of participation"

- Nuances of participation: from the ladder (Arnstein) to the wheel of participation (Davidson)
- Redefining
 - Aesthetics and expertise
 - Expertise
 - Professionalism
- FULL PARTICIPATION: beginning with the unheard/underserved



Davidson, S. (1998) 'Spinning the wheel of empowerment', Planning, vol 1262, 3 April, pp14-15



Ruggeri, D. and Szilagyi-Nagy, A. (2019) "Exploring the use of digital technologies in participatory landscape planning processes". In Kate Bishop and Nancy Marshall (Eds) The Routledge Handbook of People and Place in the 21st Century City. New York: Routledge

Checking against reality: in house poll

• Think of your own experiences with 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
```

 What was the main form of engagement involved? (main method)

IMPETUS POWER FLOW

FORMS OF ENGAGEMENT

EPISTEMOLOGY/ KNOWLEDGE PRODUCTION



- Pro-bono design
- Design-Built
- Socially responsible design
- Public Charrettes
- Service learning
- Environmental education
- Urban farming
- Folketråkk
- Community Mapping
- Participatory Action Research and planning
- Environmental justice/remediation
- Community organizing
- Community development
- Community art/performance
- Co-design and co-creation

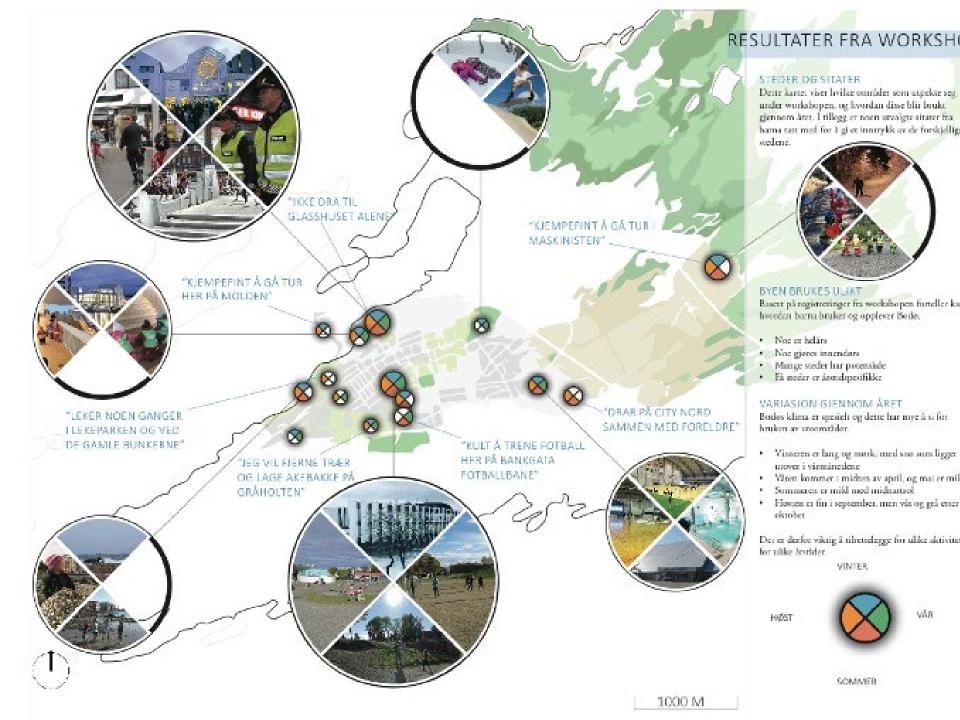
EXPERT KNOWLEDGE Science/objectivity/abstraction



Social Sciences/
phenomenology/grounded
theory

NATIVE WISDOM/ KNOWLEDGE





How do they feel about Flesberg?

During the Pictogram exercise the pupils looked at pictures and picked out the ones they associated with the municipality today and their wishes for the future. Many of the words the youths used to describe Flesberg had a negative association, for example desolated, lonely and boring. We have picked out some of the phrases that were written on the pictures which gave us a good insight of the youths view on Flesberg. They told us that Resberg feels very small and forgotten compased to Kongsberg and that there are few things to do.



Fig. 24

This is how I feel: "I'm the tree in the middle and the rest is everyone else"



"The shadow of Kongsberg"

A few of the 9th geaders were happy with the way things are in Rosberg. These youths have hobbies that fit todays municipality, like horseback riding and football. Nevertheless most of the youths felt the need for a change and wanted the planners to be more open for new ideas. They were tired of not getting heard and were happy to share their ideas. Generally they wanted a more lively and modern society.

During the exercise Future Visions the youths proposed more activities and places to meet in Flesberg municipality. They wanted for example a skate park, surrounded by other kinds of activities such as backethall court, BMX-track and seating. Several also mentioned a kiosk.



Fig. 27:



people. More activites. More cooperation.

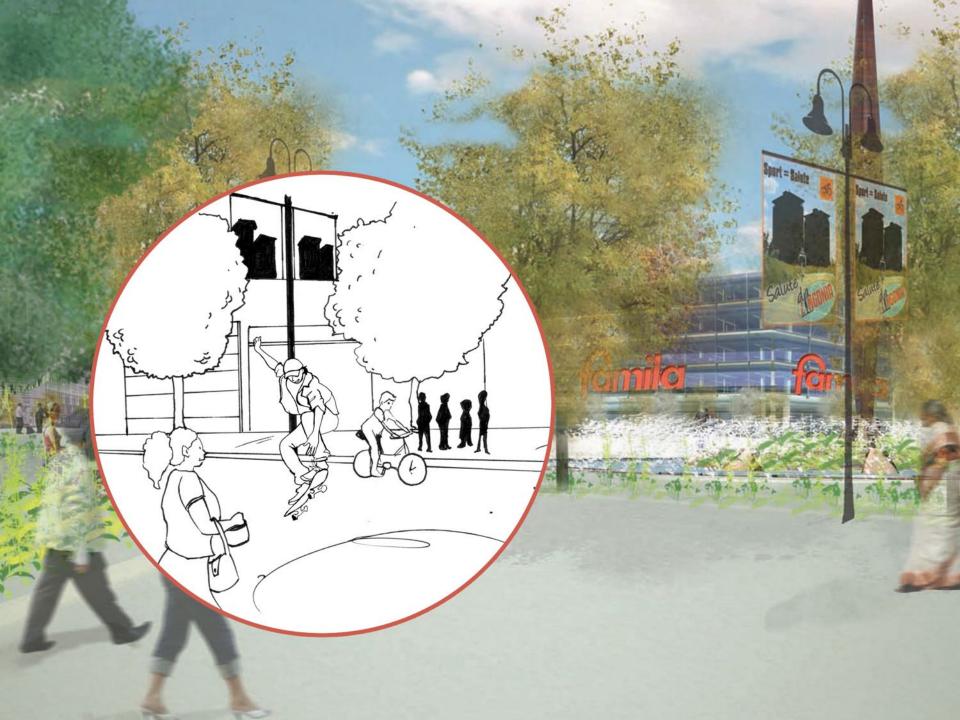
"More

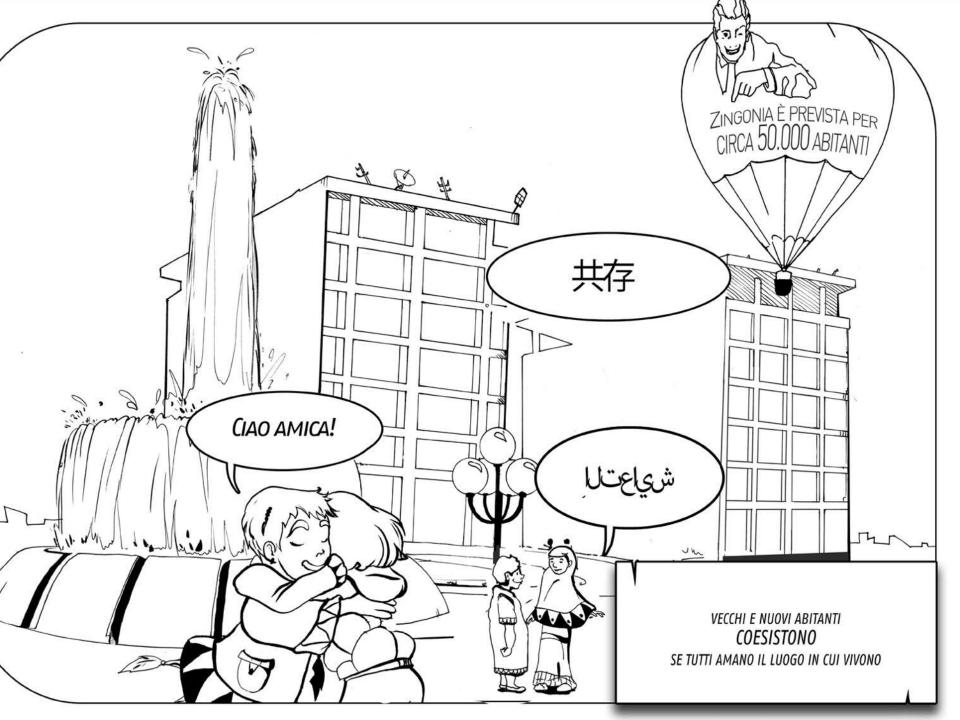


Figur 28: "People need to open their heart for something new".

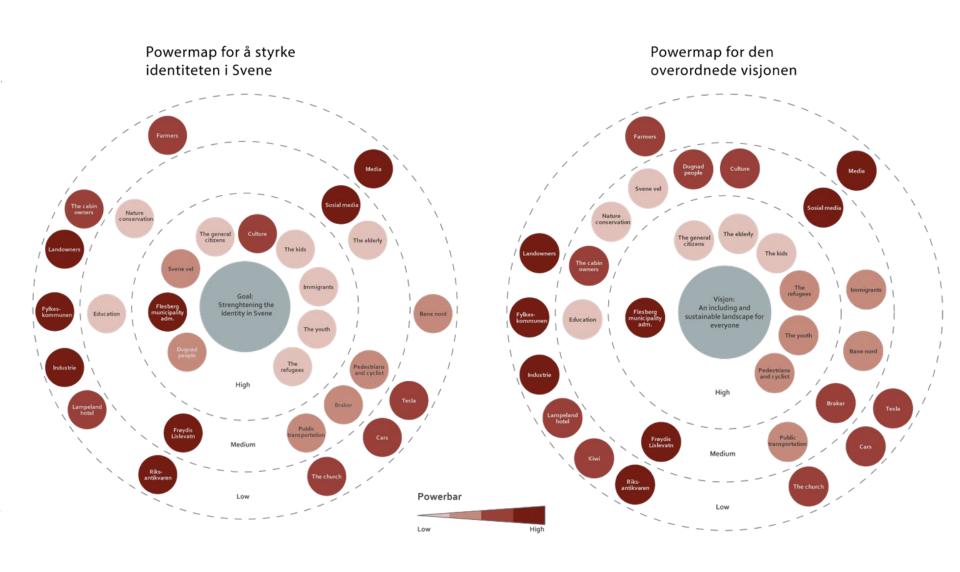














Participation: Does it work?

How does participation 'perform'?

Sanoff (2000) 'functions' of participation

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

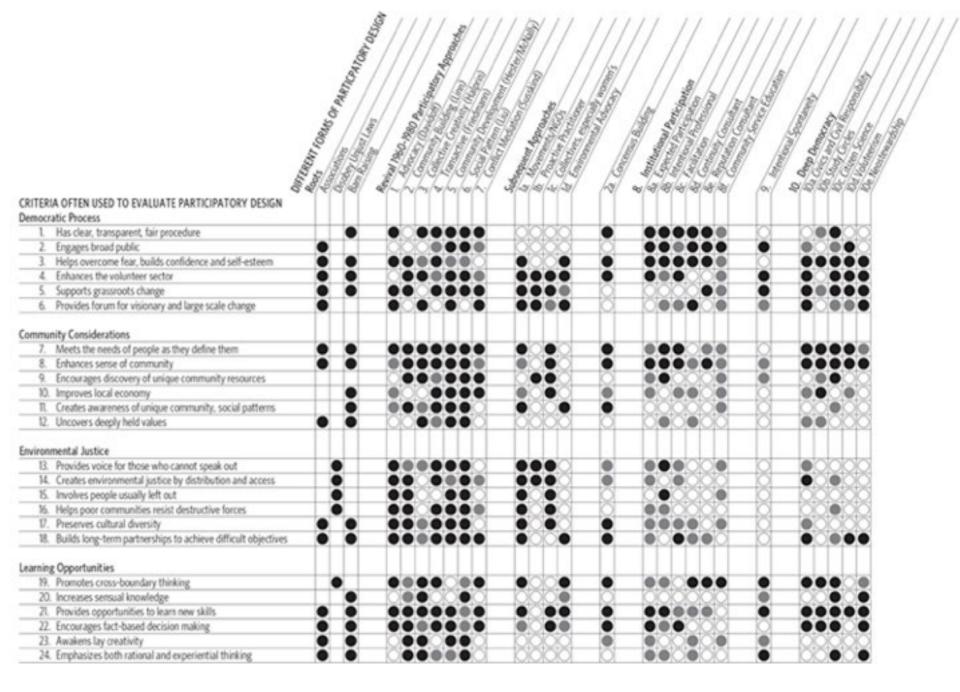
Other functions:

- Opening of process to stakeholders
- Diversity of viewpoints
- Meaningful participation
- Integrating concerns
- Information exchange
- saving time and avoiding costs
- Enhanced project acceptability
- Mutual learning
- Mutual respect

How does participation 'perform'?

Hester (2012) 42 criteria for evaluating community participation organized by areas of impact:

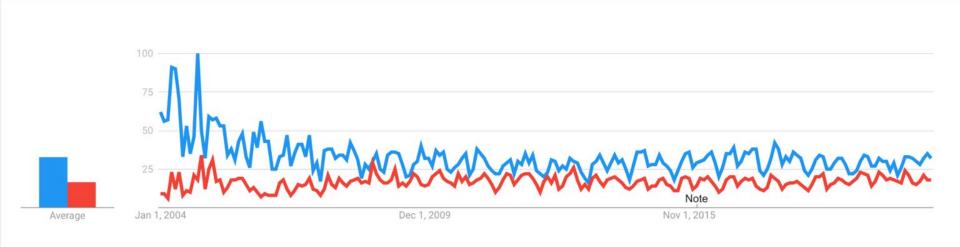
- Democratic Process
- Community Considerations
- -Environmental Justice
- -Learning Opportunities
- Power Distribution
- Ecological Considerations
- Design Outcomes

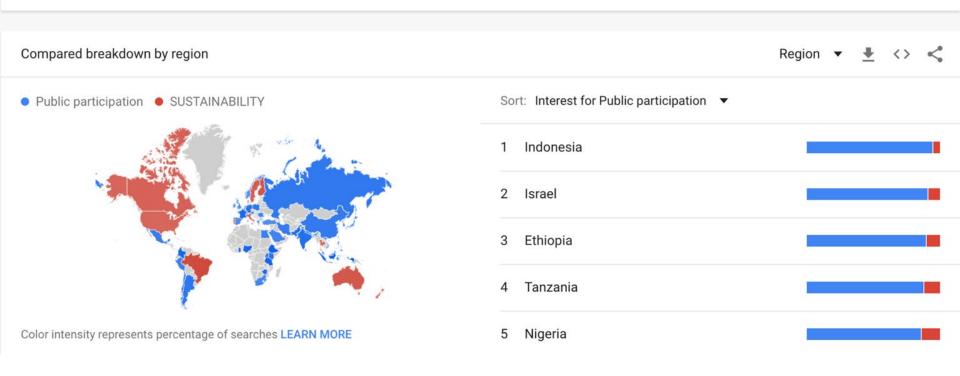


Hester, R. T. (2012). Scoring collective creativity and legitimizing participatory design. Landscape Journal, 31(1), 135-143.

Some reflections

- Landscape democracy is a vision, a shifting goal
 - -contextual, locally practiced
- Landscape 'common ground' for human/social life
- Democratic Landscape practices
 - co-creating/authoring visions
 - stewarding and place-keeping
 - celebrating diversity
 - landscape awareness as tool for resilience
- Participation is not a means to an end: BE VIGILANT!





Some reflections

- Participation is an "ethos"
 - embedded in design and planning processes at all stages
 - transformative of the communities AND of those who engage as partners
 - instrumental to the shaping of landscape democracy
- · Beware of "technique"
- · Participation "should not" be the new tyranny
 - must be reflective
 - must be accountable
 - must be authentic, a fit with the community

"An organizational model of participation ignores the fact that many interactions between people also take place outside formal organizations, that the interactions of daily life may be more important in shaping cooperation than public negotiations."

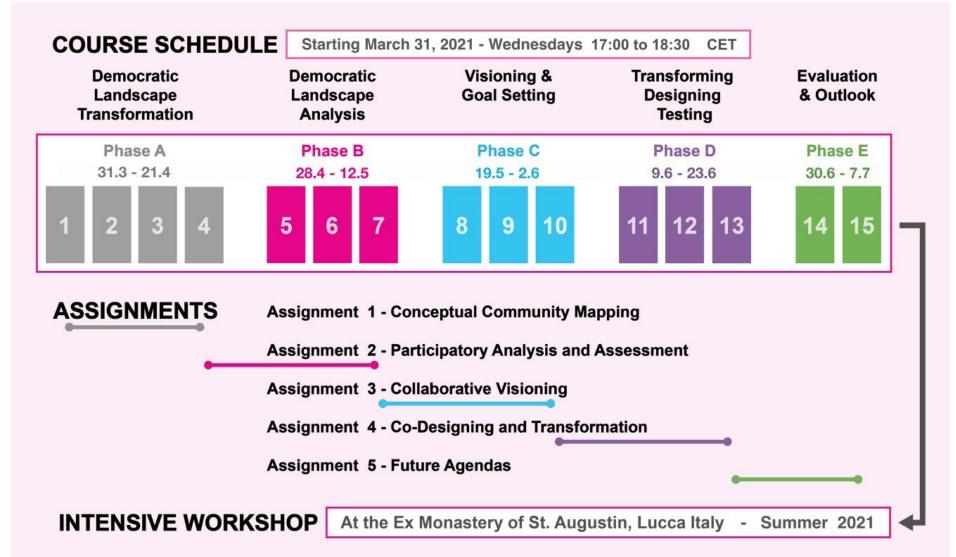
Cooke, B., & Kothari, U. (Eds.). (2001).

Participation: The new tyranny?. Zed books.



Online Seminar























How will the first transnational panel next week be structured?

LED2LEAP First Transnational Panel - April 21 - 17 00 - 18 30 - Community Mapping					
Time Slots	Session Room A		Time Slots	Session Room B	
	Presenting	Moderating		Presenting	Moderatin
17 00 - 17 20	Nürtingen 1		17 00 - 17 20	Nürtingen 3	
17 20 - 17 40	Nürtingen 2		17 20 - 17 40	Nürtingen 4	
17 40 - 18 00	Zagreb 1		17 40 - 18 00	Bologna 2	
18 00 - 18 20	Bratislava		18 00 - 18 20	Uppsala	
18 20 - 18 40	Brazil		18 20 - 18 40	Gdansk	
LED2LEAP Team	Amelie+Nick	Ellen	LED2LEAP Team	Thomas + Andrea	Jeroen
Time Slots	Session Room C		Time Slots	Session Room D	
	Presenting	Moderating		Presenting	Moderatin
17 00 - 17 20	Nürtingen 5		17 00 - 17 20	Nürtingen 6	
17 20 - 17 40	Nitra 1		17 20 - 17 40	Budapest	
17 40 - 18 00	Bologna 1		17 40 - 18 00	Nitra 2	
18 00 - 18 20	Zagreb 2		18 00 - 18 20	Zagreb 3	
LED2LEAP Team	Francesco + Luigi	Deni	LED2LEAP Team	Anita + Eszter	Anna

45 Minutes Community Mapping in Breakout sessions

Room 1: Budapest (with Anita & Anna)

Room 2: Nürtingen (with Nick & Amelie)

Room 3: Bologna (with Andrea and Francesco)

Room 4: Zagreb (with Jeroen and Monika)

Room 5: Nitra (with Deni and Attila)

Room 6: Bratislava/Gdansk (with Ellen)

Room 7: Sweden

Room 8: Brazil