

PRELIMINARY PROPOSAL

THE CONCEPT:

The workshop is designed to provide practical, "how-to" knowledge of the organization of the public participation process in planning and designing of the urban projects. The workshop is focused on the design of the public spaces. During two days the participants will learn how to practically organize and run such process, what are the leading principles, tools and timeframes of such projects.

- The first day is designed to give the basic knowledge on planning and running a public participation event;
- The second day is focused on the more advanced techniques

Both days will have introductory lectures (3hrs) and a follow up workshop (3hrs).

‘PUBLIC PARTICIPATION IN URBAN PROJECTS - A PRACTICAL GUIDE’ 21 - 22TH OF OCTOBER 2017

PRELIMINARY PROGRAMME:

21th OF OCTOBER - BASICS OF PUBLIC PARTICIPATION

10:00 - 10:30 INTRODUCTION

10:30 - 12:00 LECTURE - PARTICIPATION - WHY TO DO THIS, WHO TO INVITE, WHEN DISCUSS?

The first part is designed to discuss:

- the principles of participation including: the role of genuine intentions, trust and the approach to the process, transparency, predictability, the feedback and post-consultation reporting;
- the role of stakeholders (decision makers, public);
- timing;

12:00 - 12:30 BREAK

12:30 - 14:00 BASIC TOOLS OF THE PARTICIPATION

- questionnaires, interviews, behavioural methods (observations of the use of space);
- workshops;
- use of experts (debates, seminars);

14:00-15:00 LUNCH BREAK

15:00 - 18:00 WORKSHOP, TESTING OF THE IDEAS (3h)

Based on the knowledge gathered in the first part, the participants will try to build a plan for the consultation process, identify the potential stakeholders, discuss when and how to approach them.

18:00 SUMMARY, PRESENTATION OF THE RESULTS

18:30 END OF THE WORKSHOP

22th OF OCTOBER - HOW TO COMMUNICATE THE URBAN CONCEPTS?

10:00 -10:15 INTRODUCTION

10:30-12:00 COMMUNICATION IN THE PARTICIPATION PROJECTS

The lecture will cover different techniques that can be used in communication as well as the use of non-technical language during the consultations. The topics to be covered in this part include:

- use of non-technical language
- presentation of the projects - use of architectural models;
- planning education - manuals, leaflets;
- use of media and social media;

12:00 - 12:15 BREAK

12:15 - 14:00 ADVANCED TOOLS - URBAN SPACE ANIMATION, TESTING AND PROTOTYPING

More advanced methods used in public participation will be covered:

- The use of urban prototypes and urban testing (including 'live street');
- The temporary uses, animation of space;
- VR (Virtual Reality) in participation;

14:00 - 15:00 LUNCH BREAK

15:00 - 18:00 WORKSHOP, TESTING OF THE IDEAS (3h)

In the second part the participants will discuss and practice different communication tools.

18:00 SUMMARY, PRESENTATION OF THE RESULTS

Dr Łukasz Pancewicz is a town planner with over 11 years of experience in planning and urban design projects for public and private clients. Before co-founding a2p2 architecture& planning, he worked for private consultancies in Ireland and Poland. He also held a position of a chief specialist in the Municipal Planning Bureau of Łódź in the years 2013-2016, where he worked on the main structure plan of Łódź. He cooperated with the Ministry of Development on the implementation of pilot regeneration schemes in Łódź z and Wałbrzych. He cooperated with OECD research team assessing Łódź planning policy. Previously, Łukasz worked on local planning projects for local communities in Poland. In his professional work he focuses on the topics of connecting town planning with urban regeneration and practical application of the public participation methods. Łukasz participated in the one year professional development programme at the Massachusetts Institute of Technology (MIT). His affiliations include the memberships in the Society of Polish Town Planners (TUP) and International Society of City and Regional Planners (ISOCARP).