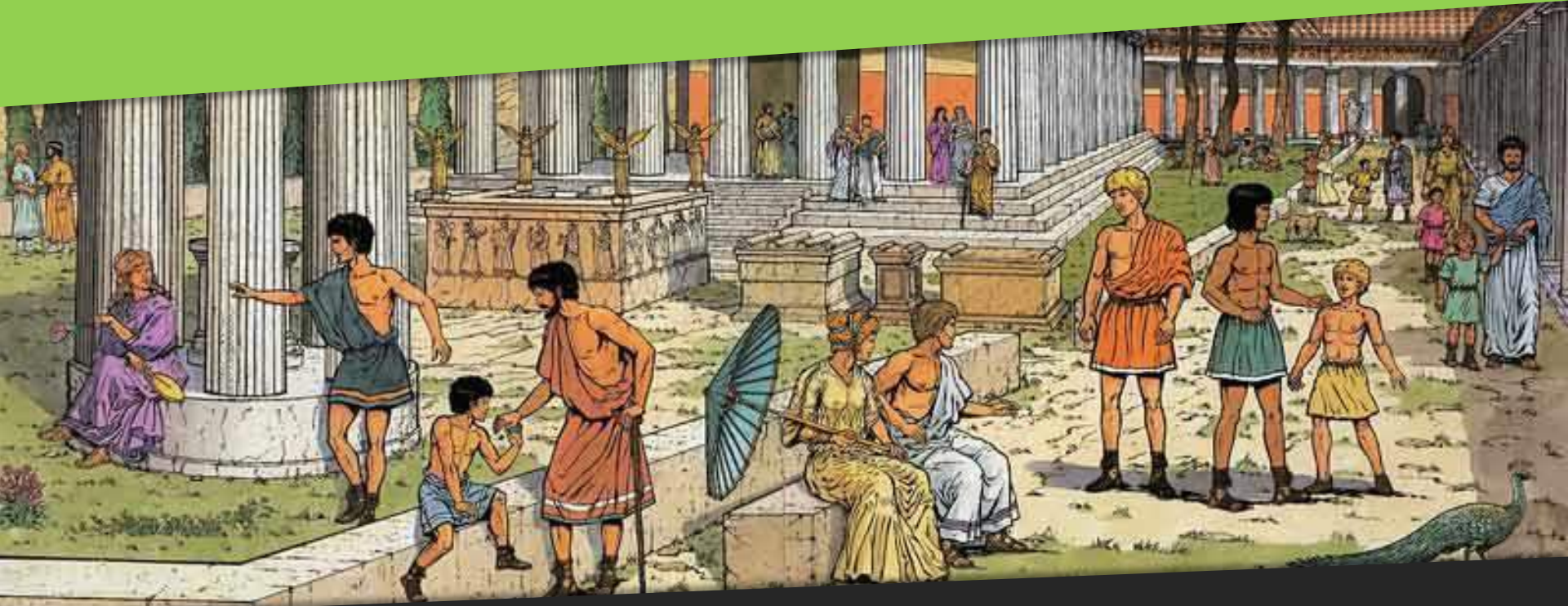


Exploring Interactions – Empowerment

Iterate Cycle



PROJECT RECAP

DESIGN GOAL

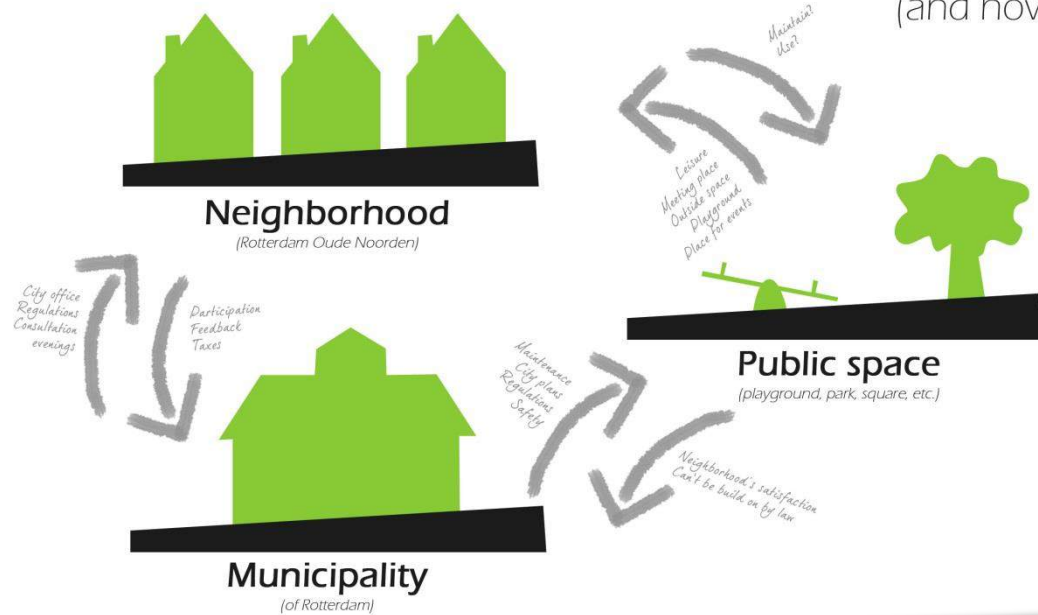
INTERACTION

EXPLORATION

NEXT STEPS

Who's involved?

(and how?)



PROJECT RECAP

DESIGN GOAL

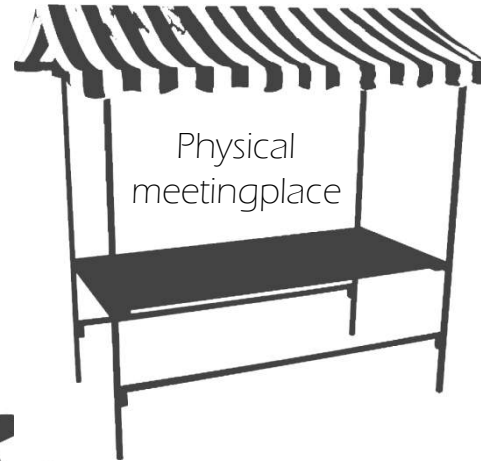
INTERACTION

EXPLORATION

NEXT STEPS



Low threshold
feedback



Physical
meetingplace



Toolkit
citizens



Digital
platform

PROJECT RECAP

DESIGN GOAL

INTERACTION

EXPLORATION

NEXT STEPS



Low threshold
feedback



PROJECT RECAP

DESIGN GOAL

INTERACTION

EXPLORATION

NEXT STEPS

Empowering people to be willing and able to **improve public places** within their own neighborhood, so they'll love to come there and **feel proud** and **responsible** for it.

PROJECT RECAP

DESIGN GOAL

INTERACTION

EXPLORATION

NEXT STEPS

Empowering people to be willing and able to **improve public places** within their own neighborhood, **so they'll love to come there** and feel proud and responsible for it.

PROJECT RECAP

DESIGN GOAL

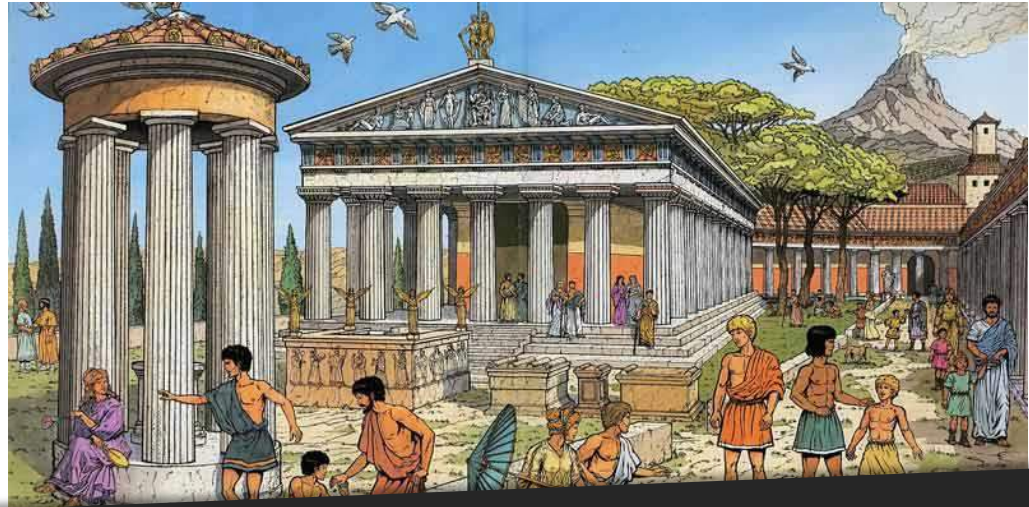
INTERACTION

EXPLORATION

NEXT STEPS

Interaction vision

I want the interaction between people and the neglected spots in their neighborhood to be more loving, caring, satisfactory, involved and responsible



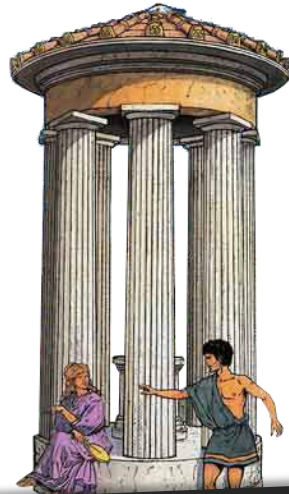
PROJECT RECAP

DESIGN GOAL

INTERACTION

EXPLORATION

NEXT STEPS



PROJECT RECAP

DESIGN GOAL

INTERACTION

EXPLORATION

NEXT STEPS



PROJECT RECAP

DESIGN GOAL

INTERACTION

EXPLORATION

NEXT STEPS



PROJECT RECAP

DESIGN GOAL

INTERACTION

EXPLORATION

NEXT STEPS



PROJECT RECAP

DESIGN GOAL

INTERACTION

EXPLORATION

NEXT STEPS



Loving
Caring
Satisfactory
Involved
responsible

PROJECT RECAP

DESIGN GOAL

INTERACTION

EXPLORATION

NEXT STEPS



Loving
Caring
Satisfactory
Involved
responsible

PROJECT RECAP

DESIGN GOAL

INTERACTION

EXPLORATIONS

NEXT STEPS



PROJECT RECAP

DESIGN GOAL

INTERACTION

EXPLORATION

NEXT STEPS



Discussing design
with improved
maquette



Optimizing
design

See how exchange point
in my building will be
used



PROJECT RECAP

DESIGN GOAL

INTERACTION

EXPLORATION

NEXT STEPS

Questions

