Public Display as Integrators in Open City

GEO-C

European Commission

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📍 Context

❖ **Public participation empower citizens** to participate and benefit from in open cities

❖ **Public Displays** which are equally accessible to all locals, have proven to be able to **facilitate participation** opportunities for citizens

❖ **Public participation in urban planning process,** one essential part is to facilitate high quality flows of information among citizens and other stakeholders

Public displays for polling/voting[1]
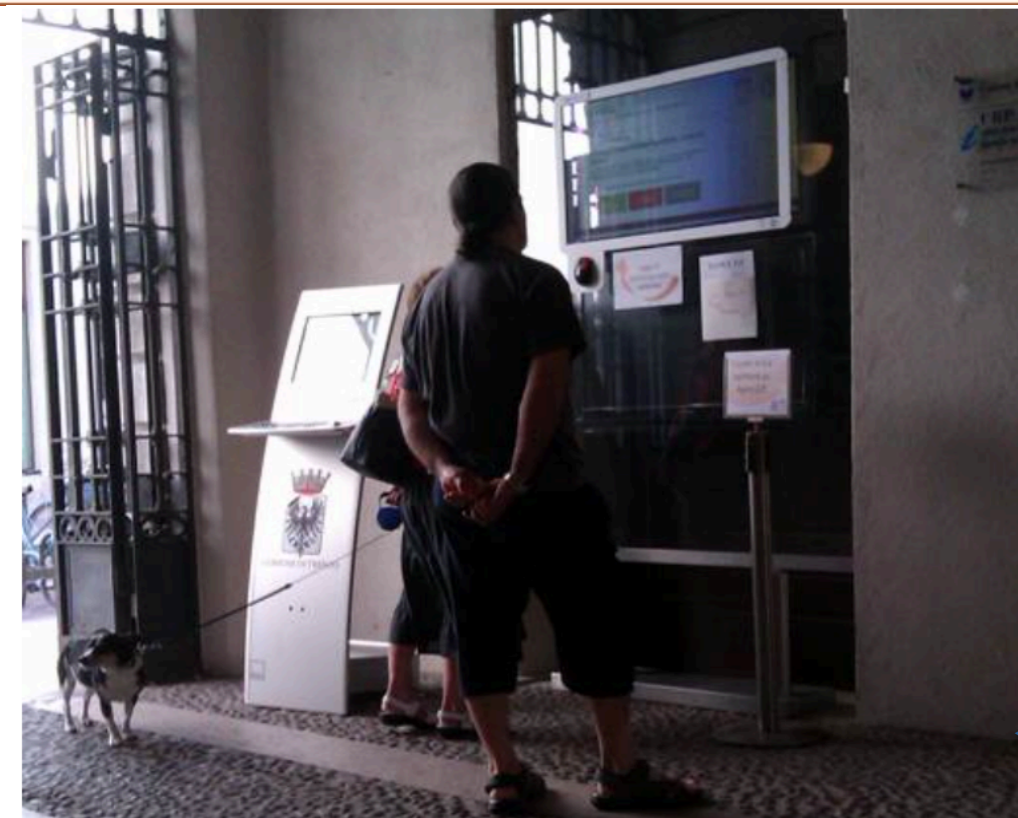
Public displays as communication platform[2]

TexTales
- SMS
- Shared photos
- SNSs
  - Tweets
  - Facebook
- Virtual keyboard
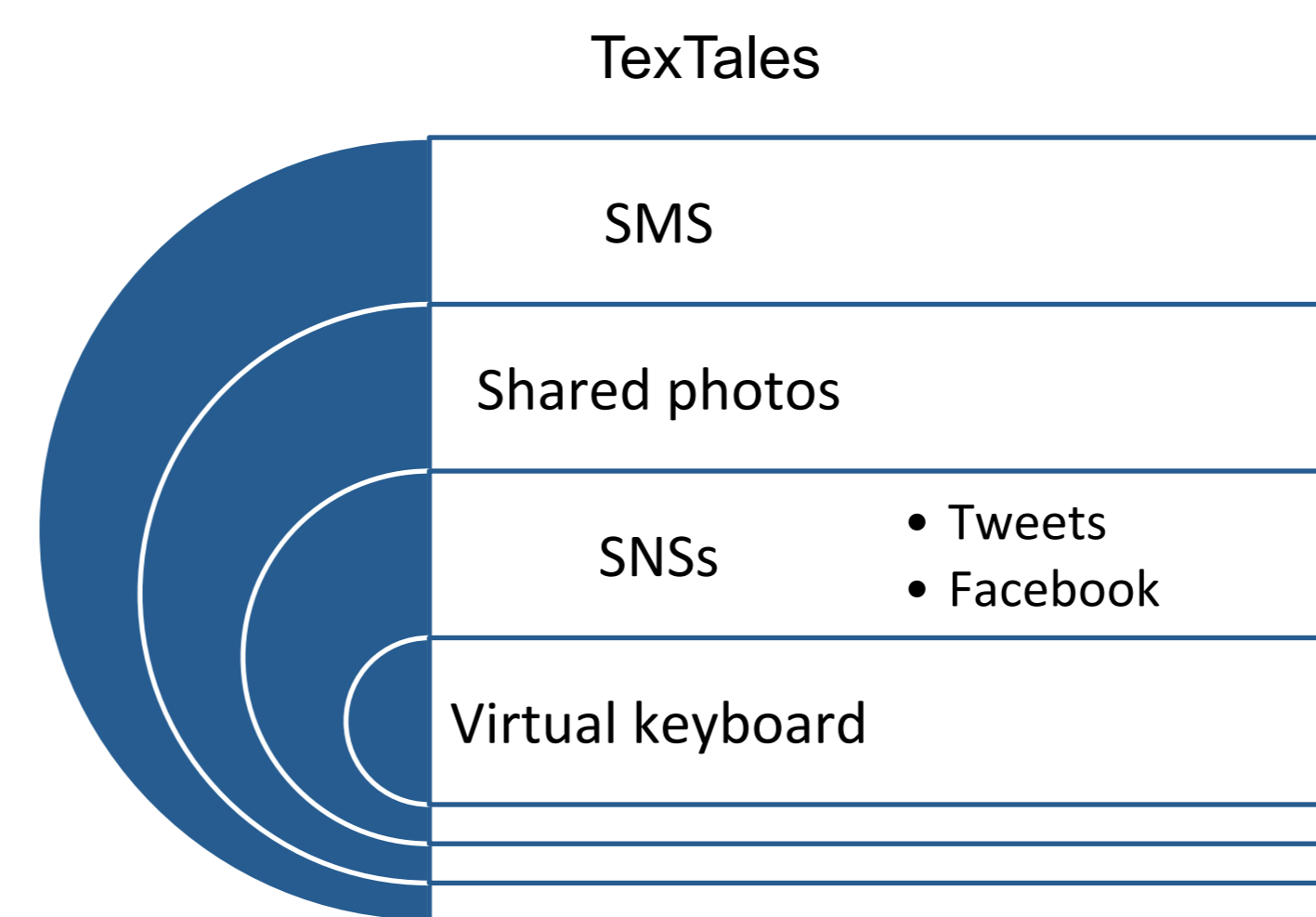
Public displays for commenting[3]

A Real-World Virtual Environment for Architecture and Urban Planning[4]

Attention: Too realistic may make citizens think a plan as a already decided one.

❗ Challenges

Research Challenges
Help non-professional citizens understand urban planning knowledge on PD.
Contribute their knowledge to urban planning process on PD.
Research question:
How can interactive public displays facilitate public participation in spatial urban planning process?
Research Goal:
Using public displays to facilitate higher levels of public participation in spatial urban planning process.

📈 Scaling Up

Future research on using public displays could be extended to higher levels of public participation in other kinds of decision-making process beyond the spatial urban planning process in open cities.

⚡ Impact

Contribution to OCT:
The second components of OCT: a curated set of example apps, data, and services (C2).
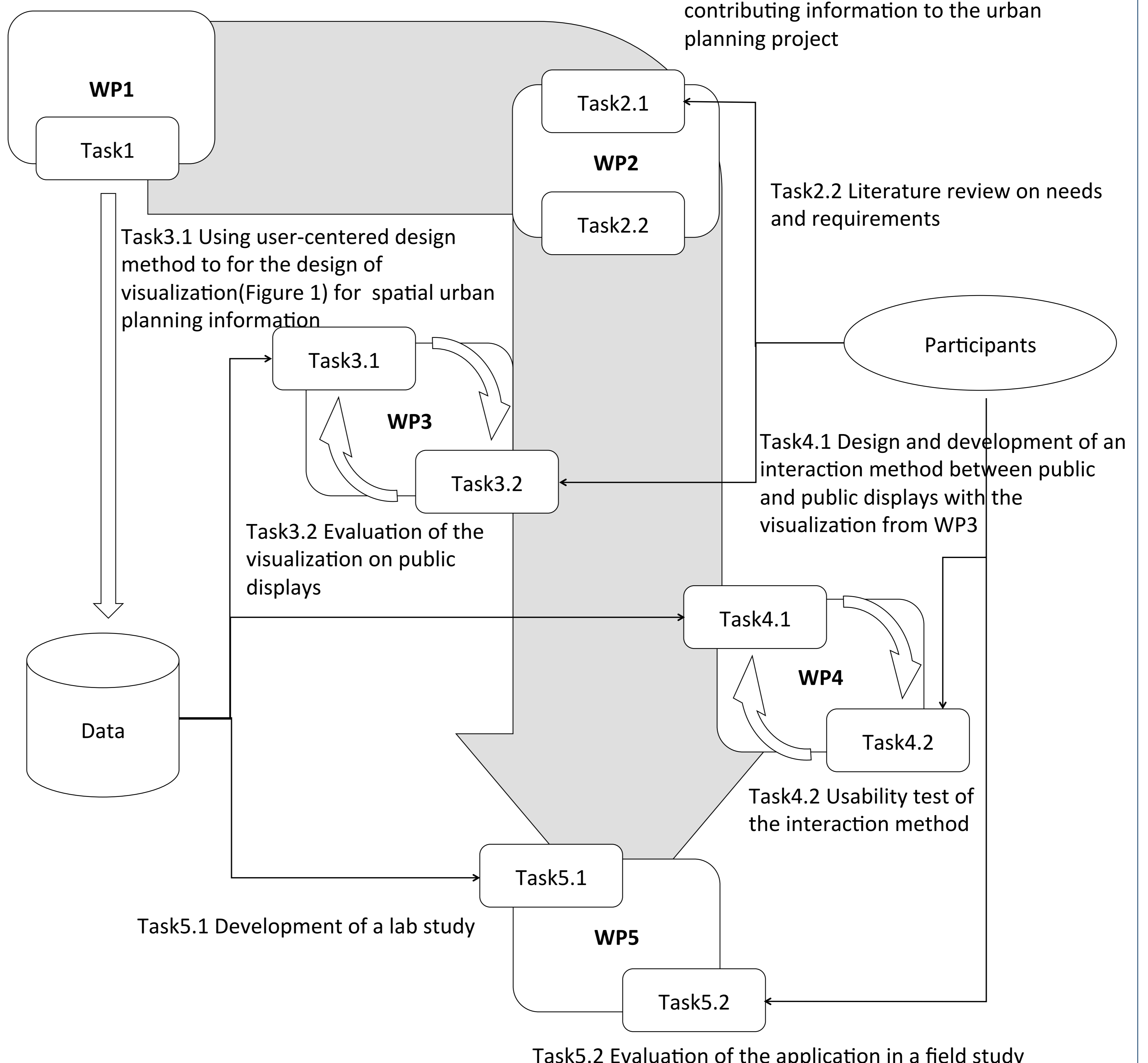Main stakeholders:
Citizens and governments could be main stakeholders of my research, which would facilitate high quality flows of information between them.

Figure 1. Immersive video.

🚀 Actions & 🖥 Results

Task1. Data collection from Multi-source

WP1
Task1

Task2.1 The semi-structured interview and surveys on identification of needs and requirements on citizens' understanding and contributing information to the urban planning project

Task2.1
WP2
Task2.2

Task2.2 Literature review on needs and requirements

Task3.1 Using user-centered design method to for the design of visualization(Figure 1) for spatial urban planning information

Task3.1
WP3
Task3.2

Participants

Task3.2 Evaluation of the visualization on public displays

Task4.1 Design and development of an interaction method between public and public displays with the visualization from WP3

Task4.1
WP4
Task4.2

Data

Task4.2 Usability test of the interaction method

Task5.1
WP5
Task5.2

Task5.1 Development of a lab study

Task5.2 Evaluation of the application in a field study

Expected results:
An application about visualizing spatial urban planning information with interaction methods on public displays
An Evaluation framework for the effectiveness of public displays for the purpose of public participation in spatial urban planning process

Consortium

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NOVA IMS Information Management School

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