UD CO-SPACES: A TABLE-CENTERED MULTI-DISPLAY FOR PUBLIC ENGAGEMENT IN URBAN DESIGN CHARRETTES

Narges Mahyar, Kelly Burke, Jailing Xiang, Siyi Meng, Kellogg Booth, Cynthia Girling, and Ronald Kellett
WHAT ARE DESIGN CHARRETTES?

- A common method for engaging the public in urban design
- Intensive multi-day processes
- A team of professionals and a diverse set of stakeholders create a development plan
WHY DESIGN CHARRETTES ARE IMPORTANT?

- Diversity of viewpoints
- Discourse among stakeholders
- Buy-in for final solutions

WHY DESIGN CHARRETTE ARE HARD?

“AN IMPOSSIBLE PROBLEM IN AN ABSURDLY SHORT TIME”

Condon, 2007
HOW DESIGN CHARRETTES ARE CARRIED OUT TODAY?

- Paper-based
  - Engaging, collaborative
- No feedback on indicators
- Geographic info system
  - Expert intensive
  - Non-collaborative
WHAT ARE THE CHALLENGES FOR DESIGNING TOOL SUPPORT?

- Integrating data and visualizations of information
- Employing interactive modes to engage people
- Providing understandable yet credible information
- Employing social and peer learning

(Sheppard, 2012; Moser, 2010; Holden 2008; Davis, 2008)
MAIN GOALS

- Engaging diverse stakeholders
- Fostering collaboration and co-creation
- Understanding consequences of their choices
DEFINITIONS

- Indicators (sustainability metrics):
  - e.g. population density, percentage of walking trips
- Case: has information such as footprint, height, volume
  - e.g. buildings, streets, or parks.
- Task: Designing a neighborhood for maximum walkability
UD CO-SPACES (URBAN DESIGN COLLABORATIVE SPACES)
UD CO-SPACES: TABLETOP AND HANDHELD DEVICES
UD CO-SPACES VIDEO
DESIGN, DEVELOPMENT AND DEPLOYMENT PROCESS
CURRENT VERSION: INTEGRATING INDIVIDUAL DISPLAYS

- iPad 3D viewer app
  - Improving interactions with the 3D wall display

- iPad indicator app
  - Moving indicators into personal spaces
USER STUDY

- Lab study with 37 participants (8 groups of 4-5)
- University students from various disciplines
- 2 conditions: paper vs. UD Co-Spaces
WHAT DID WE LEARN?

a) engaging diverse stakeholders
b) fostering collaboration and co-creation
c) understanding consequences of their choices
ROLE: CO-CREATION OF SOLUTIONS

“Having this tabletop put every stakeholder involved so they can make changes themselves, see those changes right away, [which] promotes collaboration”
DID THE TECHNOLOGY CATALYZE DISCUSSIONS?

“2D and 3D helped with dialogue”

“I definitely really liked how everything was synced, specially with regards to 3D, iPad and table itself”
DID THEY UNDERSTAND CONSEQUENCES OF THEIR DESIGNS?

“Having [indicators] and having that in real time definitely altered how we approached the project”
SEVEN PRINCIPLES FOR URBAN DESIGN CHARRETTES

1) Engagement

2) Collaboration

3) Interactive visualization

4) Accessibility

5) Iteration

6) Understanding consequences

7) Transparency
MAIN CONTRIBUTIONS

‣ Urban design charrettes: technology and guidelines

Beyond the urban design domain:

‣ The potential of interactive surfaces
  ▣ Building common ground
  ▣ Increase interactions and engagement using touch-based interactions
  ▣ Transiting Novices to experts
WHAT CHALLENGES REMAIN?

Just Scratching the Surface: The long Road to Effective Cross-Surface Interaction
Narges Mahyar

nmahyar@ucsd.edu

Slides, paper, and more:

http://nmahyar.ucsd.edu/
BACK UP SLIDES
HOW MUCH ENGAGEMENT?

- empower: make or delegate decisions about options
- collaborate: participate in generating and testing options
- involve: participate in defining options
- consult: contribute, and learn about others’, feedback
- inform: share information
WHAT IS THE GAP?

- There is a gap in tool support for design charrettes.
- Early in the process where influential (and difficult to reverse) directions are considered with relatively little information.
USER-CENTERED DESIGN PROCESS

- 2010: one single display small tabletop
- 2012: larger tabletop connected to a large wall display
- 2016: multi-display: table, wall, iPads
VISUALIZATION DESIGN FOR PUBLIC ENGAGEMENT

- Infographics & donut charts based on domain experts’ suggestions
ROLE: SHARE THEIR THOUGHT PROCESS WITH OTHERS
DID THEY GET SOME APPRECIATION FOR WICKED PROBLEMS?

“There are a lot of details to consider when doing urban planning!“

“The process helped understand city planning and its ramifications“
UD CO-SPACES: SPECIFICATIONS

- Projectors in Decision Theater (UBC, CIRS building):
  - Native Resolution: 1920x1200
  - Aspect ratio: 16:10 (WUXGA)
  - Image Size: 127-1524 cm
- Touch table: PQ labs touch interface
  - 52” HD TV
  - Resolution 1920 x 1080