

PARTICIPATION

Participatory architecture is an architecture that enables and encourages active participation of the users of a system with the goal of instilling a sense of community among the users.

(activity)

Participatory design is an attitude about a force for change in the creation and management of environments for people. Today participatory design processes are being applied to urban design and planning as well as to the fields of industrial and information technology. Citizen's working towards collective outcomes, has been described as visioning, strategic planning, and deliberative democracy, all aimed at actions that shape and guide what a community is, what it does, and why it does it. Overall, studies in participation conducted during the past decade have referred to such benefits as citizen empowerment, increasing social capital and promoting a sense of community.

(henry Sanoff, multiple views of participatory design)

Citizen control
Delegated power
Partnership

Citizen power

Placation
Consultation
Informing

Tokenism

Therapy
Manipulation

Non participation

(Ladder of participation - Anstein Model)

References:

- Architecture Mobile - Yona Friedman
- The guide of effective participation. London: Joseph Rowntree, 1994
- Architecture of Italy - Jean Castex
- Travel, space, architecture - Jilly Traganou & Miodrag Mitrašinić



VILLAGE MATTEOTTI HOUSING ESTATE - GIANCARLO DI CARLO

Partnership

DISCRIPTION OF THE PROJECT

De Carlo designed the steelworkers' housing development Villaggio Matteotti in Italy. The 240 apartments of the Villaggio are organized into an interwoven fabric of two or three-story-high ribbons (piastre). Each ribbon consists of a complex aggregation of apartments that reflect the diverse needs of the inhabitants, each containing social facilities and services and utilizing a strict separation of vehicular and pedestrian traffic. Elevated walkways flank the single ribbons lengthwise and link them by forming bridges over streets and the pedestrian walkways.

PARTNERSHIP

At this rung of the ladder, power is in fact redistributed through negotiation between citizens and powerholders. They agree to share planning and decision-making responsibilities through such structures as joint policy boards, planning committees and mechanisms for resolving impasses. After the groundrules have been established through some form of give-and-take, they are not subject to unilateral change.

PARTNERSHIP IN VILLAGE MATTEOTTI

His primary goal was diversity, which was explored through participation in long dialogues. De Carlo's method was open: he listened to other, he carefully examined the spaces they lived in, and he studied the site proposed. De Carlo plans 'with' the users. De Carlo sets up a dialog with future users using an exhibition. Planning 'with' the users is a psychological tool used by some designers to stay in touch with the future residents, while they are designing. The actual input users have on the future housing is minimal, it is the architect who designs the building. The most important point is that the building is focused on the user.



SPATIAL PARIS - YONA FRIEDMAN

Citizen control

DISCRIPTION OF THE PROJECT

The idea of Friedman was to create a 3D-structure above the voids of the city such as squares, highways, In this 3D structure people could fit their house in the structure. because. "The city, as a mechanism, is thus nothing other than a labyrinth: a configuration of points of departure, and terminal points, separated by obstacles". Dwellers can fill in the space like they want. they will take up 50% of the space so there is still light under the multilevel high structure.

CITIZIN CONTROL

Demands for community controlled schools, black control, and neighborhood control are on the increase. Though no one in the nation has absolute control, it is very important that the rhetoric not be confused with intent. People are simply demanding that degree of power (or control) which guarantees that participants or residents can govern a program or an institution, be in full charge of policy and managerial aspects, and be able to negotiate the conditions under which "outsiders" may change them.

CITIZIN CONTROL IN SPATIAL PARIS

Friedman developed his concept of the Spatial City, on the basis of two elementary thoughts: Architecture should only provide a framework, in which the inhabitants might construct their homes according to their needs and ideas, free from any paternalism by a master builder. Furthermore, he was convinced that the progressing automation of production and, resulting from that, the increasing amount of leisure time would fundamentally change society. The traditional structure of the city, according to Friedman, is not equipped for the new society. He suggested mobile, temporary and lightweight structures instead of the rigid, inflexible and expensive means of traditional architecture.

