



REPORT ON CO-DESIGN WORKSHOPS WITH THE SPIRE LOCAL ACTION NETWORK

Deliverable D.6.1.2

Deliverable D. 6.1.2. – Preparation of workshops – preliminary requirements



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EXECUTIVE SUMMARY

SPIRE - Smart Post-Industrial Regenerative Ecosystem has the ambition of starting a long-term environmental, social, and economic redevelopment in Baia Mare through the co-development of new adaptive and productive landscapes, integrated into a circular ecosystem of cascading material and energy value chains. To have meaningful social redevelopment/social regeneration through sustainable landscaping of the sites, a collaborative process with the local communities is much needed. Following co-design specific methodologies for pilot sites transformation will ensure that the interventions are accepted, used, and valued by the local communities.

Work Package 6 is focused on the *Co-creation of the Biomass Cascading Value Chains*, which is a complex process with several steps, starting with *Participatory design of the BM renatured and productive landscapes*. Deliverable D.6.1.2 – *Report on co-design workshops with the SPIRE Local Actions Network* follows the planned activities first proposed in the deliverable D.6.1.1 – *Workshops preliminary requirements*. The co-design process had to adapt to everchanging conditions (pandemic and delays in other implementation components, such as planting works). At the same time, each activity is re-calibrated according to previous activities results and outcomes. The current deliverable reports on the co-design process and its evolution and adaptation in reaction to the limitation imposed by the pandemic. To overcome COVID 19 pandemic blockages, a more diverse framework of activities (both online and offline) was implemented. The report summarizes the outcomes of the participatory approach for the 3 main stages of activities:

- Co-creation Stage 1: Preliminary assessment of the transformation potential.
- Co-creation Stage 2: Co-designing the zoning and planting plans for SPIRE pilot sites.
- Co-creation Stage 3: Co-designing micro-interventions to be co-implemented.

D.6.1.2 fed the elaboration of D.6.1.3 and O.6.1.1. (crucial components for pilot sites phytoremediation process). Due to pandemic blockages and specific local conditions, it was considered necessary to speed up the process of co-elaboration of the technical designs for pilot sites, to avoid any other delays for planting activities. As a result, co-creation stages 1 and 2 were planned accordingly, ensuring the creation of planting, and zoning plans, feeding the elaboration of D.6.1.3. The last co-creation stage results were included in O.6.1.1, alongside additional planting measures (compiled after an assessment of the first planting stage of spring-summer 2021).

METHODOLOGY

Methodology of the co-creation process

The co-creation process proposed in the previous deliverable *D.6.1.1 – Preliminary requirements for workshops* has a specific and context-driven approach, mainly relying on digital activities in the first 2 stages of the workshops - due to the pandemic restrictions (for these stages offline activities were organized only for networking in small groups and other dissemination activities).

The current deliverable builds on the approach to co-creation developed on D.6.1.1 – Workshop requirements, implementing the provided solutions. The provisions provided in D.6.1.1 were open to adaption, and as a result SPIRE team implemented a series of three Co-design Stages. All the activities organized in the process, had a hybrid approach, combining dissemination and openness activities, consultation, and collaborative workshops activities, ensuring the engagement of the community on a wider scale and in a more comprehensive way. This type of approach has the ambition of having a long term and powerful impact on the way the community interacts with the pilot sites (transformed into ecologic-experimental community public spaces), at the same time encouraging good environmental behaviour.

The main framework of the co-creation implementation process was constructed in the previous deliverable *D.6.1.1*, where the overall goals and ambitions of the process were formulated. An important event that shaped the co-creation activities was the second SPIRE Webinar from 3rd November, *Rethinking Participation and Co-Creation In Times Of Social Distancing*¹, during which the invited international speakers provided additional knowledge from their experience and a set of tips on how to properly engage the community in the digital environment. The implementation plan of attack (first elaborated in D6.1.1) is a „living plan” that is adapted and modified accordingly to the feedback and results of each activity. This methodology of building brick by brick is important to stay relevant. When working with the community one can't predict the results or how the community responds to different types of activities. For each major steppingstone in the co-creation design process for the pilot sites, a series of conclusions and valuable outputs are formulated. This information will be used as a thematic framework for the technical design of the pilot sites and designing the micro-interventions. The brick-

¹ Link to the recording: https://www.youtube.com/watch?v=af0uf20UyBM&t=2s&ab_channel=UIASPIREBaiaMare

by-brick approach means that the conclusions drawn from each activity represent an input, for the following activities and the overall design of the pilot sites. The present report is constructed alongside co-creation process implementation, reporting and concluding on each step immediately after is implemented. In this way, the SPIRE team can properly assess the results and/or expected outcomes and plan accordingly.

The three stages of the SPIRE co-creation process

Co-creation Stage 1: Preliminary assessment of the transformation potential.

The first co-design stage had the main aim of introducing local communities in the SPIRE project and the specific co-design process, involving the entire community of Baia Mare having more general topics of discussion. Accordingly, a public questionnaire was disseminated online and offline, followed by an initial workshop, discussing problems, necessities, and ideas for all pilot sites. Results of these activities represented valuable input for the organization of a follow-up public questionnaire and the next co-design workshops, which are more focused on exploring characteristics and ideas for each site.

General objectives of the Co-creation Stage 1:

- Raise awareness for the ecological and environmental challenges that Baia Mare, and respective pilot sites, are facing. CASMA tool part were explained in a more simpler way.
- Assess community needs and necessities concerning green infrastructure, public space, and facilities/opportunities for locals to spend time in nature.
- Brainstorm on initial transformation ideas and potential facilities and functions for the pilot sites.

Co-creation Stage 2: Co-designing the zoning and planting plans for SPIRE pilot sites

Following the first workshop, the Co-creation Stage 2 main aim was to co-elaborate the requirements and design ideas for the creation of technical designs (zoning plan and planting/vegetation plan). The second stage contained a more detailed public questionnaire, followed by a series of three co-design workshops (1 for site Craica, 1 for sites Urbis and Colonia Topitorilor, 1 for sites Romplumb and Ferneziu). Brainstorming and collaborative (creative) activities were organized for the purpose of co-elaboration the designs of the pilot sites. To have a wide variety of participants, and ensure creative and open ideas, students from local schools were involved as key actors, alongside residents.

The community of Baia Mare was not excluded from the activity, the results of the workshops were communicated and disseminated through SPIRE official Facebook page. The final results of Co-creation Stage 2 were used for the elaboration of D.6.1.3 - Final technical designs for pilot sites.

General objectives of the Co-creation Stage 2:

- Involve communities in the decision-making process for the pilot site ecologic transformation.
- Gather input for site planting requirements: access, zones, ambience, character. Criteria of CASMA tool were presented beforehand in an easy-to-follow fashion (the attendees understood the key functions of the pilot sites and how phytoremediation, landscaping, and biomass upcycling works).
- Co-elaborate a preliminary design sketch for the pilot sites – feeding elaboration of D.6.1.3 Technical plans

Co-creation Stage 3: Co-designing micro-interventions to be co-implemented.

Stage 3 of Workshops builds upon the results of the previous two stages and fills in the gaps in the co-creation process, that occurred due to pandemic conditions. More specifically, the main aim of the 3rd stage of workshops is to create a link (emotional, functional, environmental) between the pilot sites and the communities. This is possible through site visits and on-site activities (co-design, co-implement, and additional educational/creative activities). An initial first step in this direction was the Plantathlons activity organized in May 2021 – students and their teachers participated in planting activities and environmental education activities. The main objective was to continue the co-design activities with the collaborative development of solutions for micro-interventions and co-implement them (involve the local communities in the building stage to take ownership of the interventions and value the pilot sites as a result of their endeavours). Micro-interventions are represented by: ecologic urban furniture, thematic areas for activities/interactions (as meeting places, relaxation areas, nature-observation areas), signaletics (art installations, informative panels, etc....). The 3rd stage of workshops will conclude the final community-driven transformation process of the pilot sites. Mind that, being an adaptive and experimental remediation process using different types of plants, the character of the pilot sites can change and evolve.

General objectives of the Co-creation Stage 3:

- Sensory and spatial assessment/understanding of each pilot site: Necessary activity in order to help the participants to develop feasible, effective, and creative solutions.
- Co-designed solutions of micro-interventions: Objective achieved through collaboration. Several activities will be needed to: (1) assess the types of interventions; (2) understand the technicalities of the interventions; (3) provide a custom, community-developed, solution, that is both ecological, and easy to implement.

IMPLEMENTATION CALENDAR OF COMPLETED ACTIVITIES

Reported activity no.	Date of implementation	Type of activity	Name of activity	Evaluation of the results
CO-CREATION STAGE 1				
	06 10 2020	Promoting	Flyer dissemination + Contacting the Neighbourhood Council representatives + Preliminary questionnaire stage 0	Ok
	26 10 2020	Promoting	Announcement of the co-creation process	Ok
1.1	27 10 2020 – 19 11 2020	Consulting	First Public Questionnaire – hybrid (online/offline)	Exceeded expectations
	11 11 2020	Consulting	Contacting the Neighbourhood Councils Presidents + Public questionnaire stage 1 (offline)	Exceeded expectations
	12 11 2020 – 18 11 2020	Promoting	Announcement of the first digital workshop and invitation disseminated within various online communities and the local Neighborhood Councils (online)	Below expectations
1.2	19 11 2020	Involving	First Digital Workshop with the community of Baia Mare – online (online)	OK
	20 11 2020	Promoting	Communicating the first questionnaire results (online)	OK
	20 11 2020	Promoting	Communicating the results of the first digital workshop (online)	OK
		Consulting	Banners in the public space with QRs for Community Forum Pages (for each site) and for informing purposes (offline)	Below expectations
CO-CREATION STAGE 2				
2.1	04 12 2020	Consulting	Second Public Questionnaire (online)	
	07 12 2020 – 08 12 2020	Promoting	Discussions with the local schools for organizing the Workshop stage 2 (online)	OK

2.2.1	14 12 2020	Collaborating	Co-Creation Workshops for elaborating the Technical Designs with the Technical College of Transylvania (pilot sites Colonia Topitorilor and Urbis) (online)	Exceeded expectations
		Promoting	Disseminating the results of the Youth Co-Creation Workshops (pilot sites Colonia Topitorilor and Urbis) (online)	OK
2.2.2	18 12 2020	Collaborating	Co-Creation Workshops for elaborating the Technical Designs with the Vasile Alecsandri School (pilot site Craica) (online)	Exceeded expectations
	18 12 2020	Promoting	Disseminating the results of the Youth Co-Creation Workshops (pilot site Craica) (online)	OK
	06 01 2021	Promoting	Communicating the second questionnaire results (online)	OK
2.2.3	28 01 2021	Collaborating	Co-Creation Workshops for elaborating the Technical Designs with the residents (pilot sites Ferneziu and Romplumb) (online)	OK
	04 02 2021	Promoting	Disseminating the results of the Youth Co-Creation Workshops (pilot sites Ferneziu and Romplumb) (online)	OK

CO-CREATION STAGE 3

3.1	24 10 2021	Collaborating	Co-creation Workshop for elaboration of micro-interventions: (3.1.1) Sensory and spatial analysis of pilot sites: creation of Mental Maps. (3.1.2) Co-designing the SPIRE Totem (micro-intervention considered an emblematic landmark). (3.1.3) Co-designing public space micro-interventions (ecologic design for micro-interventions to be co-implemented on-sites)	Exceeded expectations
	24 10 2021	Promoting	Disseminating the results of the Co-creation Stage 3 on SPIRE official Facebook page.	OK

CHAPTER 1: CO-CREATION STAGE 1

Reported activities

1.1 First Public Questionnaire (27.10.2020 – 19.11.2020)

1.2 First Digital Workshop with the community of Baia Mare (19.11.2020)

1.1 FIRST PUBLIC QUESTIONNAIRE (27.10.2020 – 19.11.2020)

General information

Name of the activity: Public Questionnaire for citizens of Baia Mare Stage 1 - Identifying problems and necessities.

Type of the activity: online consulting/ co-creation

SPIRE team participation and work conducted for the activity: MUA, Urbasofia, ARIES Transilvania, general input from all partners

Platform: Google Forms

Announcement text: We need your CREATIVITY, for the ecological transformation of 5 community public spaces, located in your neighbourhood.

Date - the period in which we received submissions: 27 October - 19 November

Link to the analytics/ Evidence: <https://docs.google.com/forms/d/1r610zlQtPqSgW7ChwBNrTTA-0CVZFQNDRYTLu4lecAA/viewanalytics>

Total number of online submissions: 112 forms

Total number of offline submissions: 44 forms

The general objectives of Public Questionnaire Stage 1:

- Raising awareness and promoting the SPIRE initiative and the powerful role of the community as involved citizens
- Understand how citizens of Baia Mare relate to the pilot sites
- Promote an environmental behaviour
- Understand the existing necessities and problems of local communities
- Raising awareness of the powerful role of the community as involved citizens

Questionnaire methodology:

The stage 1 questionnaire is the first of a series of two public questionnaires. Being the first one, it has a more general thematic, to gradually involve citizens in the co-creation process. The second questionnaire builds upon the results of the first one and also on the results of the first digital workshop. In this way, the co-creation implementation plan can adjust and calibrate after each feedback, evolving organically. The first questionnaire has various texts and explanations inserted to also educate and promote both the project and new environmental behaviour.

Results of the Public Questionnaire – Stage 1

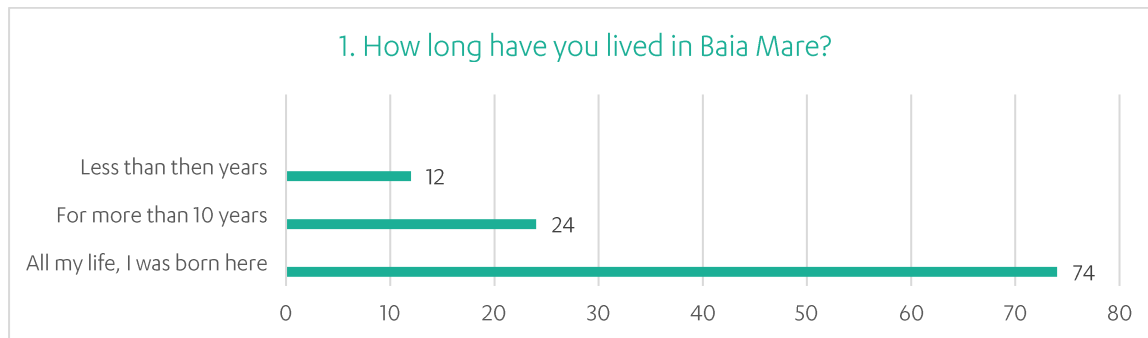


Figure 1 - First questionnaire answers to question 1

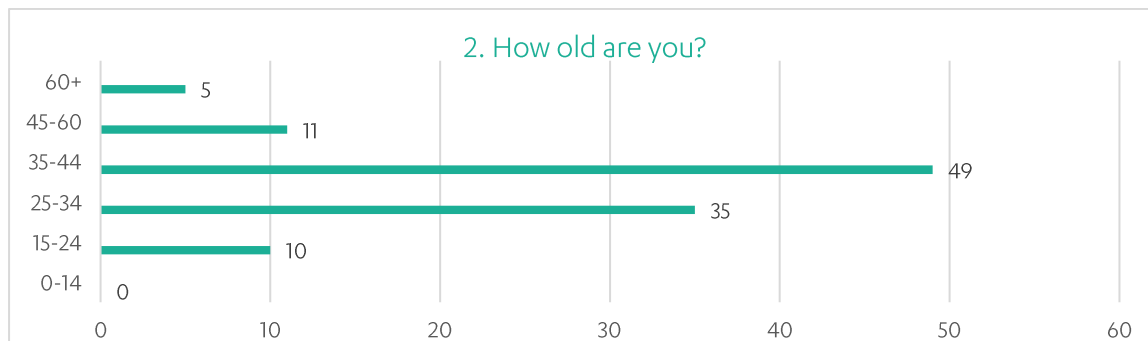


Figure 2 - First questionnaire answers to question 2

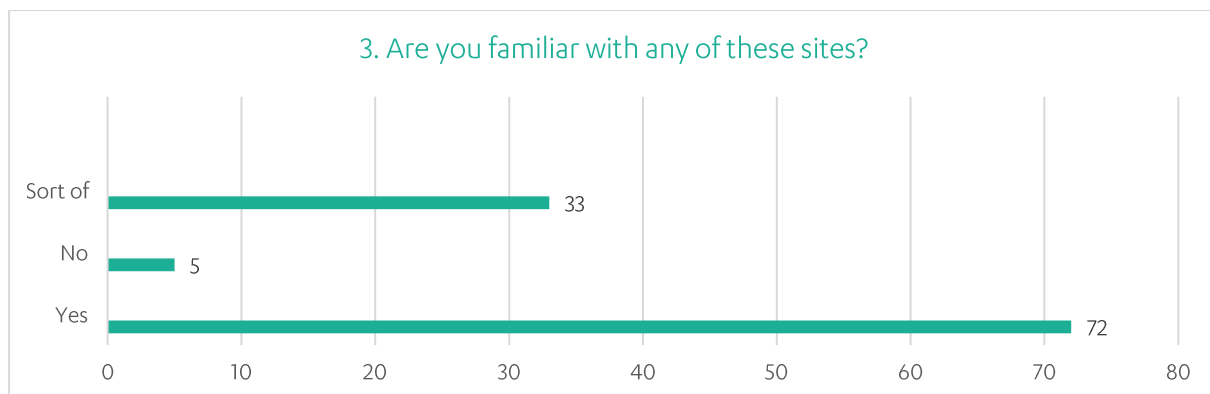


Figure 3 - First questionnaire answers to question 3

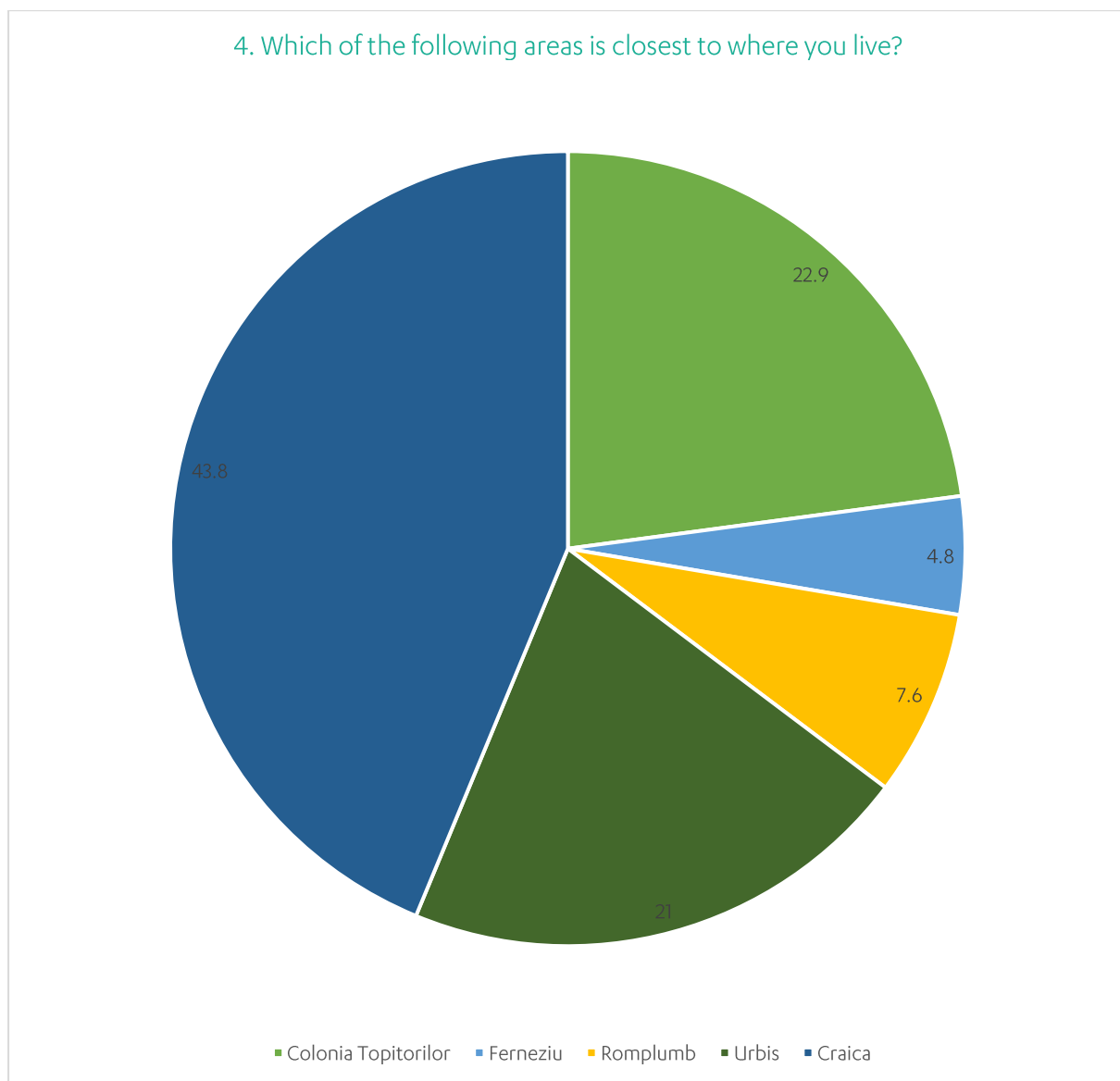


Figure 4 - First questionnaire answers to question 4

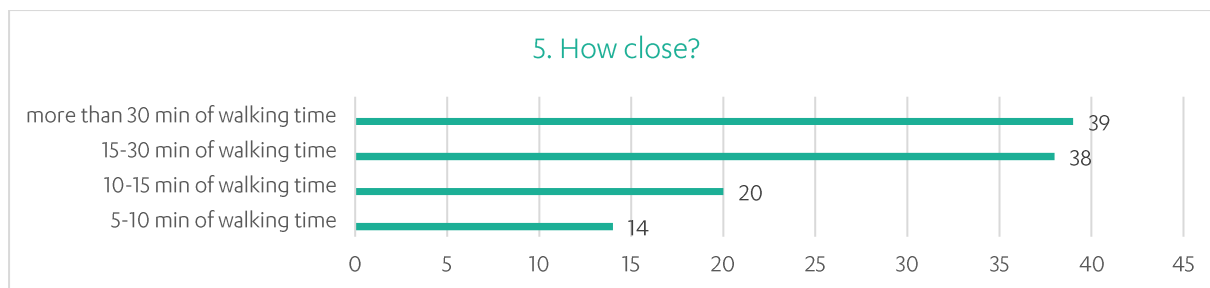


Figure 5 - First questionnaire answers to question 5

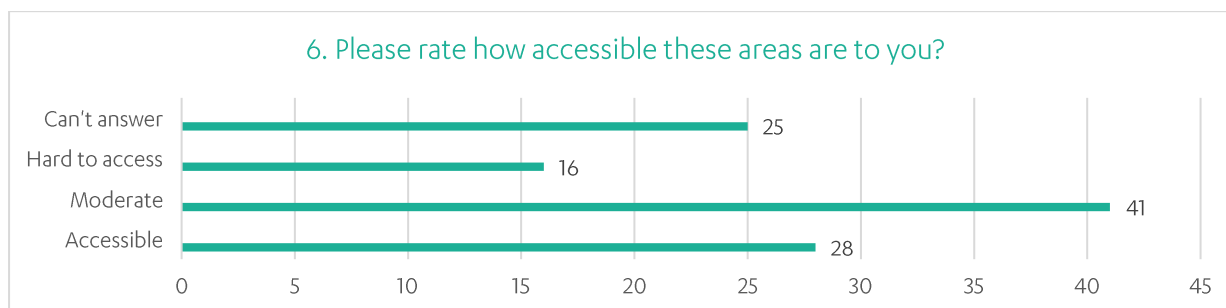


Figure 6 - First questionnaire answers to question 6

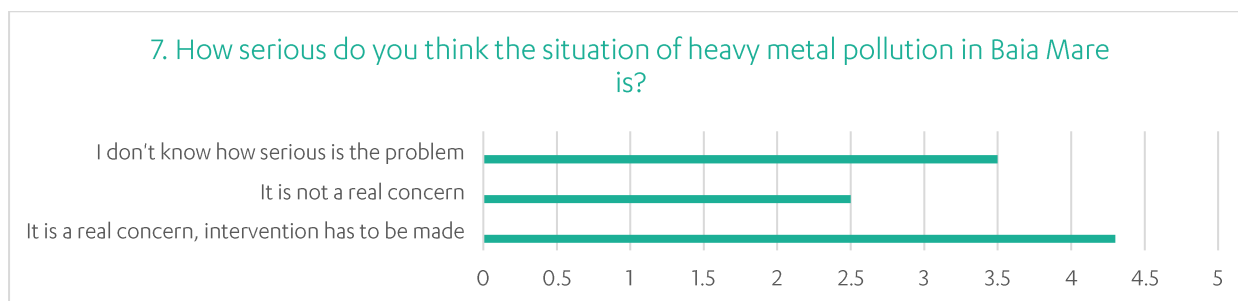


Figure 7 - First questionnaire answers to question 7

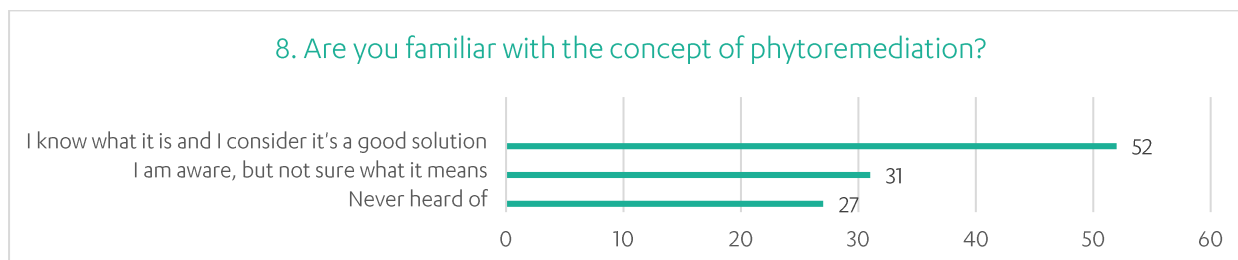


Figure 8 - First questionnaire answers to question 8

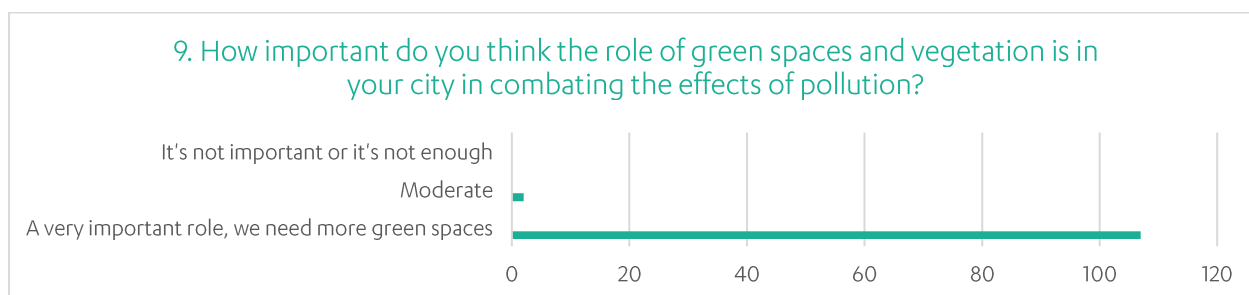


Figure 9 - First questionnaire answers to question 9

10. What is your opinion about the main problems of the area and these sites? [open question]



Figure 10 - First questionnaire answers to question 10

11. How do you think landscaping in community public spaces can improve everyday life? [open question]



Figure 11 - First questionnaire answers to question 11

12. What functions and activities would you like these spaces to have? (for example: ping pong table, pedestrian alleys, rest areas etc ...)



Figure 12 - First questionnaire answers to question 12

13. There is a possibility that these spaces can also accommodate regular activities. What kind of activities would you like to have in the community space in your neighbourhood? (for example: movie night, cultural events etc ...)



Figure 13 - First questionnaire answers to question 13

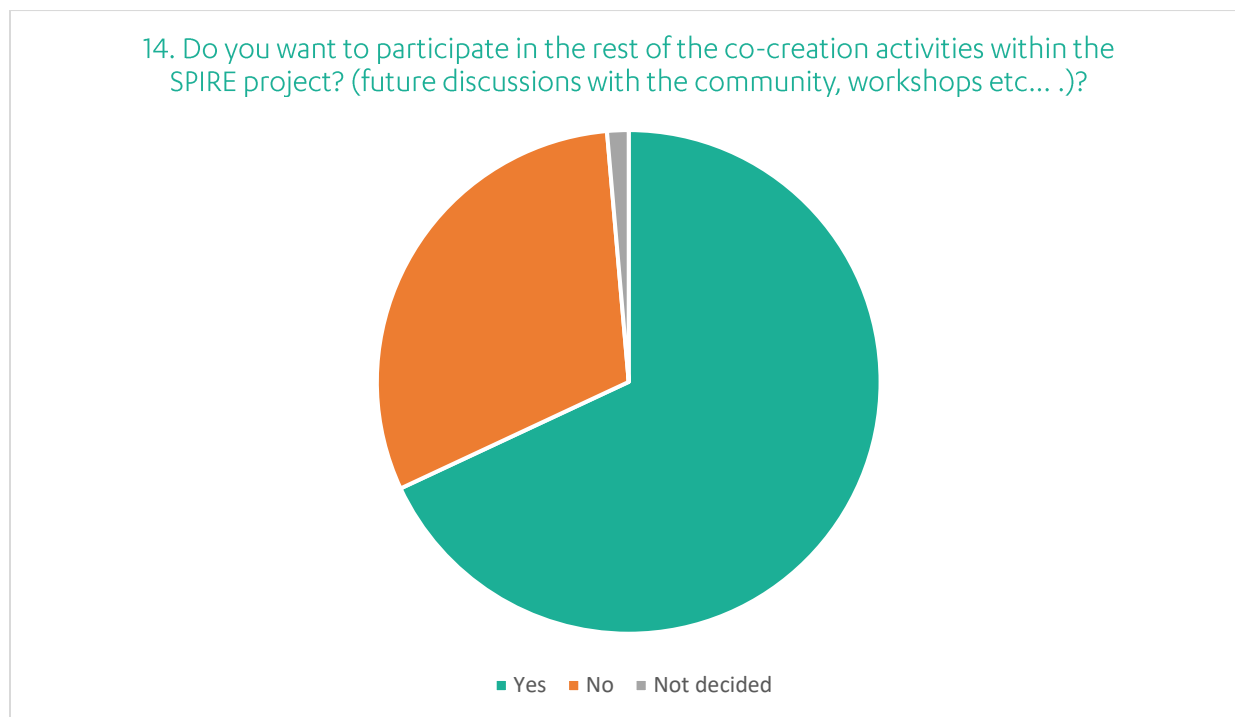


Figure 14 - First questionnaire answers to question 14

Conclusions for the Public Questionnaire – Stage 1

This questionnaire represented the first main activity of the co-creation process, completed successfully, receiving numerous submissions, delivering relevant info coming from the community concerning the ecological transformation of the pilot sites.

As concerns, some unexpected results, the total distribution of responses from all the communities were expected to be more homogenous. Locals from Ferneziu and Romplumb responded in low numbers. As a solution to mitigate the low involvement, there are specific workshops planned with the students from the neighbourhood school Nicolae Bălcescu, representing the main group of stakeholders for the area. Also, the rate of confirmations to participate in the rest of the co-creation activities was unexpected. The statistic didn't translate to reality in the case of the first workshop with just 13 participants (of which only 7 were active in the discussions).

Judging from the questionnaire results, the transformation of the sites in community public spaces is much wanted and needed. Activities such as relaxation, socializing spaces, outdoor activities, alleys, benches, and occasional activities such as movie nights, outdoor theatre and other cultural events, represents an important baseline from which to start the designing of the spaces and also to plan the following activities.

1.2 FIRST DIGITAL WORKSHOP WITH THE COMMUNITY OF BAIA MARE (19.11.2020)

The First Digital Workshop with the community of Baia Mare involved the community from the entire city, having a more open discussion, presenting to the community the SPIRE ambitions and the objectives for the pilot sites, regarding phytoremediation processes and the place-making of the adjacent community-ecologic public spaces. The first workshop had the purpose of introducing the co-creation process and getting people engaged. Nevertheless, the discussion led to valuable information regarding local needs and existing problems.

General information

Name of the activity: First digital workshop with the community of Baia Mare

Type of activity: online co-creation workshop/ collaborative activity

Platform: Zoom

SPIRE team participation and work conducted for the activity: MUA, Urbasofia, ARIES Transylvania

Date: 19 11 2020, 10:00-12:00 EET

Number of participants: 35 people

The general objectives for the first digital workshop:

- Promoting the project and communicating the major challenges and restrictions that SPIRE project has, regarding the transformation of the 5 pilot sites
- Creating a more engaged community
- Initiate a creative collaborative process
- Gather preliminary ideas on problems, necessities, and possible solutions relevant for all sites, but also discussing specific issues at the local neighbourhood level.

Summary of the First Digital Workshop

The topics for the first digital workshop:

- Presenting SPIRE project and specific objectives regarding heavy-metal pollution and the importance of community involvement in a new ecological behaviour
- Presenting the specific constraints and challenges for the landscaping of the pilot sites
- Presenting the importance of co-creating (explaining to the community the advantages of collaborating between the community, the municipality, and SPIRE team)

The workshop was constructed into 3 parts:

- **Introduction** - Defining the *Community* concept
- **Defining the problems** - Community discussion regarding existing problems and necessities
- **First ideas** - First ideation on possible interventions.

Part 1 - Introduction

The introduction part had the role of establishing trust between the community and the SPIRE team members. The SPIRE project was briefly presented, with a more focus on the co-creation process and the phytoremediation objectives. The first collaborative exercise with the community was to brainstorm on the concept of *Community*, with the help of three guided open questions:

- Community is
- It forms when
- Must be consulted with issues regarding

The exercise had the purpose of making them realize the important value of involving the transformation processes of their city and neighbourhood. Also, the second questions reveal the value of interaction of each participant's community.

There are the results, put into a word-cloud for a better overview of the discussion:

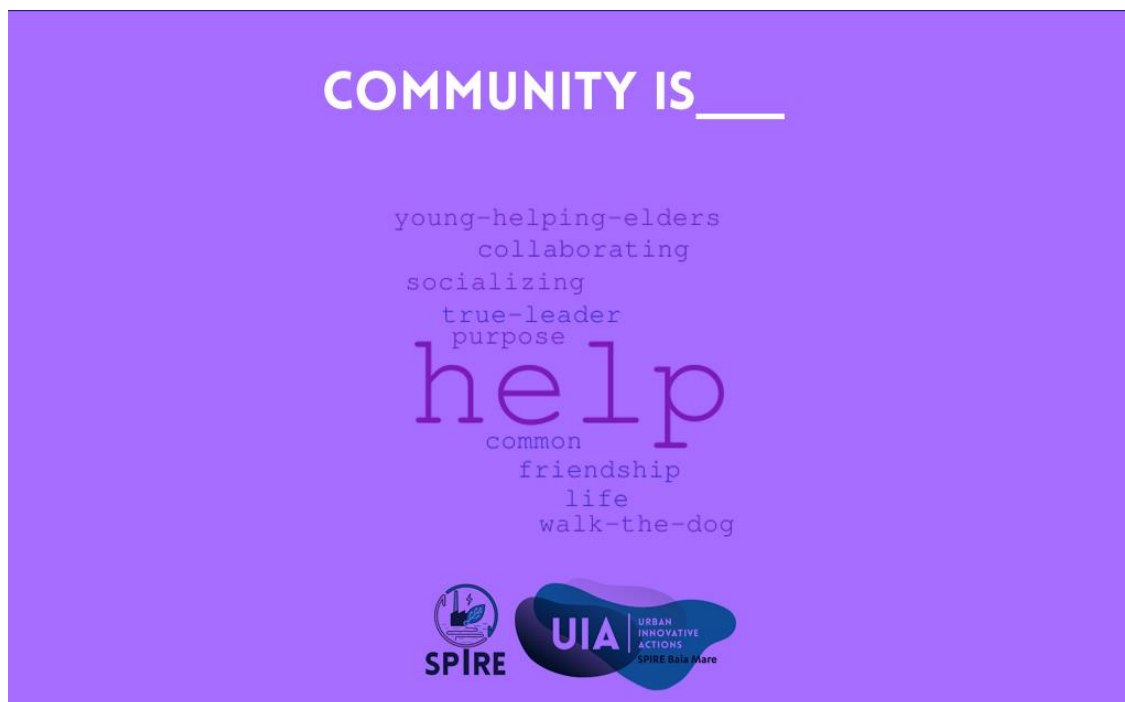


Figure 15 – Word-cloud of community responses regarding what community is



Figure 16 – Word-cloud of community responses regarding when community forms



Figure 17 - Word-cloud of community responses regarding when the community must be consulted



Figure 18 - Word-cloud of community responses regarding the community as a concept

Part 2 - Defining the problems

In the second part of the meeting, the pilot sites' location, context, and general challenges were presented (criteria of CASMA tool were explained). The community was asked about their level of interaction with these spaces, the general impression regarding the state of sites, and how the sites can be an opportunity to accommodate certain needs of the local community. The presentation had guiding questions for the discussion:

- Regarding the pilot sites, name a negative aspect of the neighbourhood
- Regarding the local community, name a group of people that is most relevant or most important to you
- Regarding the pilot sites and community needs, name an opportunity

Important information summarized:

- In Ferneziu most of the existing community worked in the former industrial sites.
- Near Romplumb there are informal houses, and the presence of disadvantaged communities can be a problem.
- In the case of some sites, there is no major vegetation.
- As an opportunity, the regeneration of polluted soil is much needed to regain the space for the community.
- The sites can be used for accommodating community necessities.

After the open discussion, the results of the prior public questionnaire were presented. It is essential to emphasize the fact the community as a whole recognizes the challenges and opportunities of these sites. The community must realize that the reason for which they are consulted is to solve real existing problems to create valuable solutions.

Part 3 - First Ideas

Before brainstorming on possible solutions, the main challenges and restrictions of the site were presented. The community must understand the fact that the sites can accommodate certain solutions due to specific land-use principles. The land uses principles presented were about the vegetation, functions, and paths and alleys requirements. To spark creativity, a set of possible solutions were presented. Ideas summarized:

- Activities for elderly socialization.
- Alleys and paths for leisure are welcomed.
- Activities for youth are suited.

- There are not many options for the community to engage in outside activities. Designing a community public space would be very useful and valued.
- Learning space for students and youth.
- Natural labs for ecological education would be useful.
- Outdoor hang-out spaces for teens especially in the Urbis site (the site is near a bus station which is used by students for commuting).
- Minimalist outdoor furniture can be a successful intervention.
- Minimalist zoo garden can be an interesting intervention in the future, after the regeneration of the polluted sites.
- The sites can also be used as tools for environmental education.

Conclusions

The overall number of participants was lower than expected. For the next step is important to adjust the public communication strategy and approach target groups different. Nevertheless, the meeting was completed with success, with valuable information and input given from the community. For the first workshop, it was very important to communicate the SPIRE project ambition and to have the community understand the certain land-use principles and restrictions to have a relevant co-creation process that will result in viable solutions. The community is very open and excited to see the future transformation of the five pilot sites. Many creative ideas were discussed, adding to the input gathered from the first public questionnaire.

Evidence

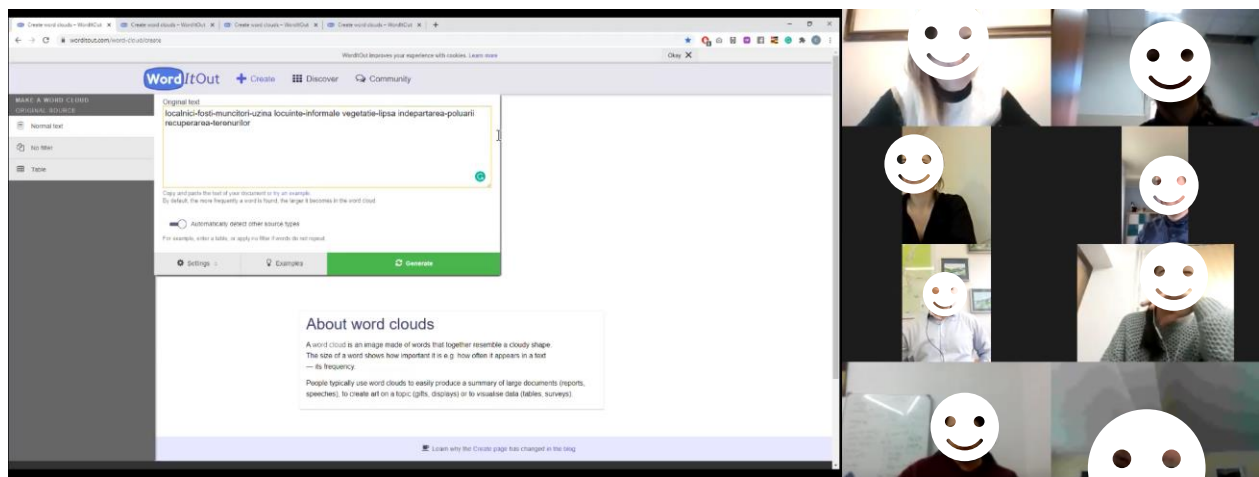


Figure 19 - Caption from the first digital workshop on Zoom platform

CHAPTER 2: CO-CREATION STAGE 2

Reported activities

2.1 Second Public Questionnaire (04.12.2020 -31.12.2020)

2.2.1 Co-Creation Workshops for elaborating the Technical Designs with the Technical College of Transylvania (pilot sites Colonia Topitorilor and Urbis)

2.2.2 Co-Creation Workshops for elaborating the Technical Designs with the Vasile Alecsandri School (pilot site Craica)

2.2.3 Co-Creation Workshops for elaborating the Technical Designs with the local residents (pilot sites Ferneziu and Romplumb)

2.1 SECOND PUBLIC QUESTIONNAIRE (04.12.2020 – 31.12.2020)

General information

Name of the activity: Public Questionnaire for citizens of Baia Mare Stage 2 – Ideas and solutions

Type of the activity: online consulting/ co-creation

SPIRE team participation and work conducted for the activity: MUA, Urbasofia, ARIES Transilvania, general input from all partners

Platform: Google Forms

Announcement text: It takes your ideas and create a second time! Together we want to ecologically transform the 5 pilot sites in Baia Mare!

Date - the period in which we received submissions: 04.12.2020 -31.12.2020

Link to the analytics/ Evidence:

https://docs.google.com/spreadsheets/d/1cglUC6Gj35l6urPxMiSylZkchb94TTa_TRFkKD49KXw/edit?usp=sharing

Total number of online submissions: 44 forms

The general objectives of Public Questionnaire Stage 2:

- Raising awareness and promote the SPIRE initiative and the powerful role of the community as involved citizens.
- Building upon the Public Questionnaire Stage 1 and the First Digital Workshop, assessing ideas and potential solution from the local community.
- Engaging in creative thinking on issues such as: location of the entrances, type of pedestrian paths, typologies of thematic areas (and its functionality).
- Gather input on a larger scale.
- Creating a synergy of options, resulted from the questionnaire and the workshops.

Methodology for the questionnaire:

The Public Questionnaire Stage 2 is built upon the `brainstorming` resulted from the first public questionnaire, and from the first workshop with the community of Baia Mare. The questionnaire is constructed in 3 parts.

- **Part 1** has an introductory role, presenting general information of the project and a set of paragraphs regarding the importance of phytoremediation and involvement of the community. Throughout the questionnaire, specific paragraphs are introduced to educate and promote a new ecological behaviour and to encourage people to participate in citizen-involvement initiatives. The questionnaire is then divided in sections, according to the location of each applicant (specific questions were formulated for each pilot sites, based on previous responses from the first questionnaire and workshop).
- **Part 2** of the questionnaire has 4 thematic areas: location of entrances and the relation with the urban context, pedestrian paths and tracks design, ambiance and general aesthetics, functions, and specific facilities. **Part 2 has separate sections for each pilot site.**
- **Part 3** of the questionnaire invites the applicants for the next set of activities and emphasizes again on the value of citizens-involvement.

Summary of the Public Questionnaire – Stage 2

Part 1 – Introduction

Title: It takes your ideas and creativity a second time! Together we want to ecologically transform the 5 pilot sites in Baia Mare!

General Description: The SPIRE Baia Mare project wants to fight heavy metal pollution in the city area. For these lands to be regenerated, they will be ecologically planted in order to clean the soil. At the same time, the project wants to transform these pilot sites into community public spaces, to be used and capitalized by the community of which you are part of! Offer from YOUR IDEAS and CREATIVITY. Let's work together for new ecological and significant solutions!

Phytoremediation: The problem of heavy metal pollution must be addressed! The 5 pilot sites in Baia Mare will be cleaned of heavy metal pollution through an ecological planting process called phytoremediation. The selected plants will clean the soil of pollution over time.

Community Involvement: At the same time, the pilot sites present the vocation of future ecological community public spaces! The COMMUNITY must work together to create environmentally friendly landscaping solutions to be used on a day-to-day basis!

General question: Which site is closer to where you live? (Options: Romplumb, Ferneziu, Colonia Topitorilor, Urbis, Craica)

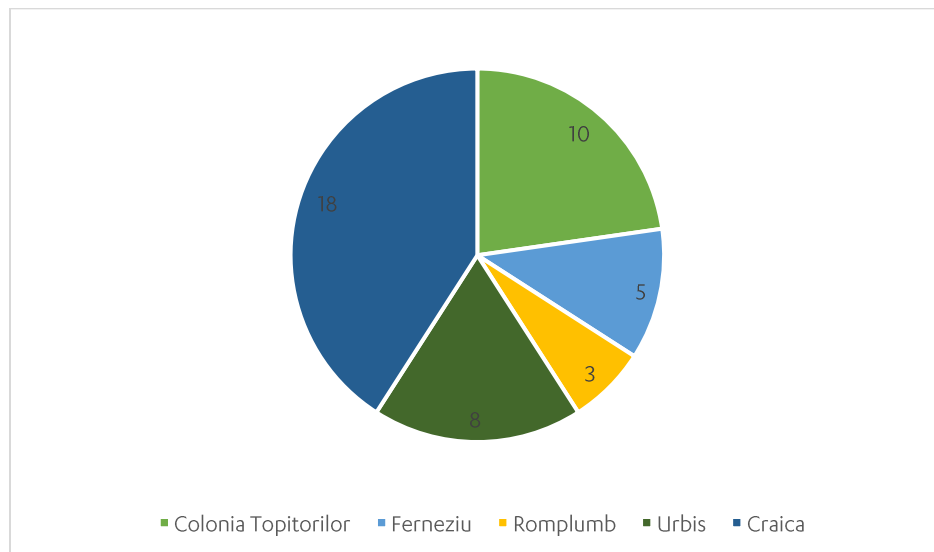


Figure 20 - Second questionnaire answers to general question

Part 2.1 – ROMPLUMB site: The 4 thematic areas (entrances, paths, ambiance, function) – 3 responses

2.1.1 – How close are you to the pilot site ROMPLUMB?

Answers:

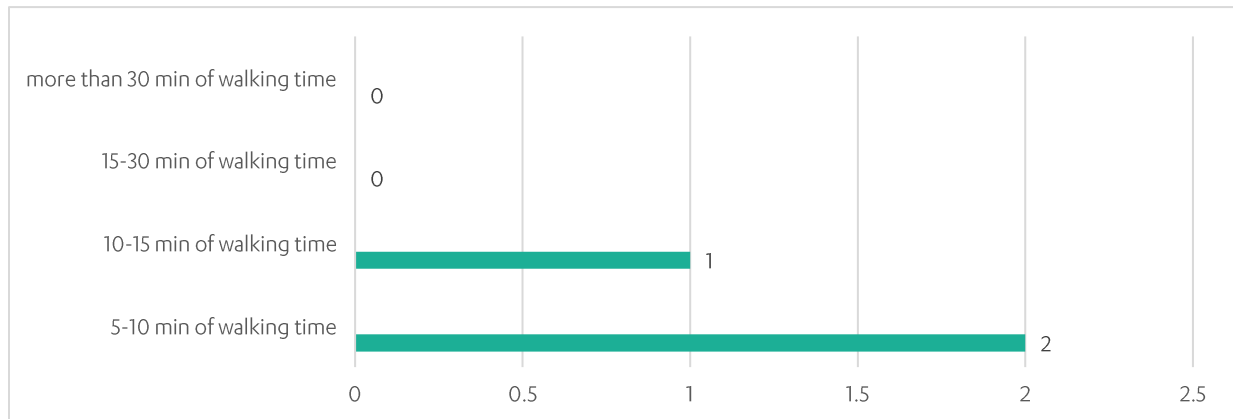


Figure 21 – Second questionnaire Part 1 – Romplumb answers to question 1

2.1.2 *The ecological transformation of the site is achieved through a dense planting. It is important that specific vegetation is planted all over the land. This results in an unconventional design of a community public space, mainly because traditional paved areas are not feasible.*

2.1.3 Which are of the site do you consider to be suited for building the entrances? [open question]



Answers: Street Barajului/ North area/ Any area.

2.1.4 Alleys/Pedestrian paths – The landscaping will present unconventional solutions. For pedestrian routes, step tiles, green paths, platforms can be used. Choose one or more of the following solutions:

Answers:

- Platforms – 2 votes
- Green paths – 1 vote

2.1.5 Ambiance/Functions – The landscaping of the pilot sites can have different functions, if it does not interfere with the phytoremediation process. The community of Baia Mare has expressed its needs and wishes regarding the design ambiance and functions of the future community public spaces.

2.1.6 The following represents the needs and ideas of your community (resulted from previous questionnaire and workshops). Chose the design solutions you think are more suited for Romplumb site!

Answers:

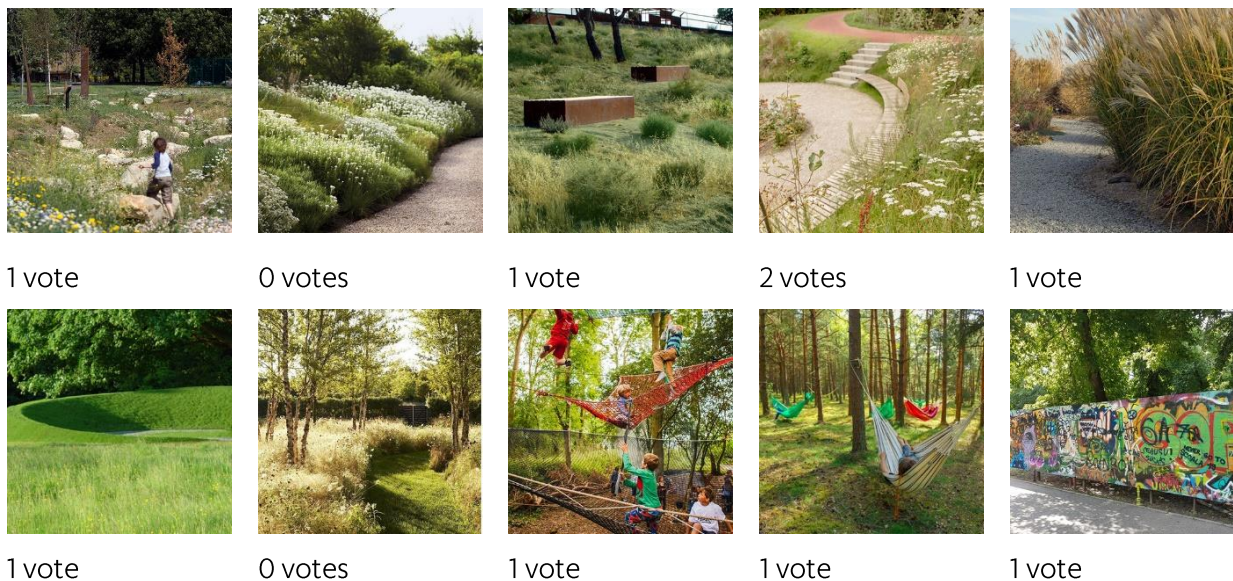
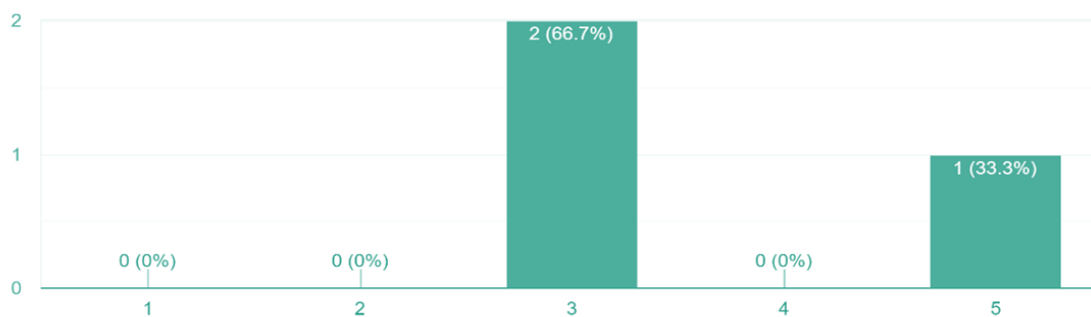


Figure 22 - Second questionnaire Part 1 - Romplumb answers to question 6

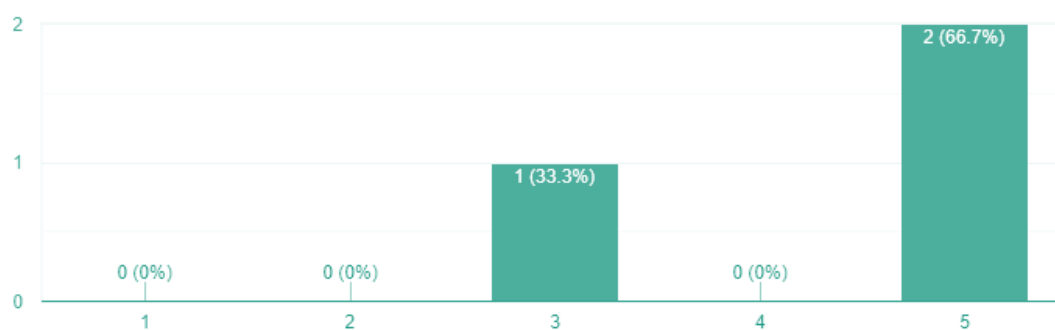
2.1.7 We can find solutions together!

2.1.8 How relevant do you consider the following (from a scale from 1 to 5, 1 being useless, 5 being necessary)

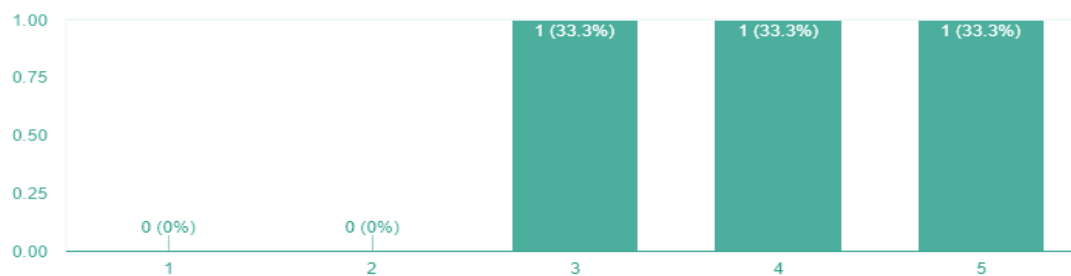
- Thematic pedestrian routes



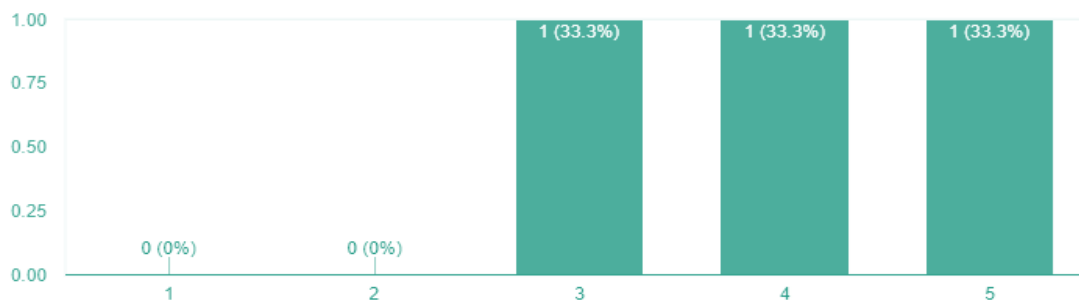
- Relaxation areas



- Running and bike tracks



- Open air dynamic activities



- Chess area and socializing center/space

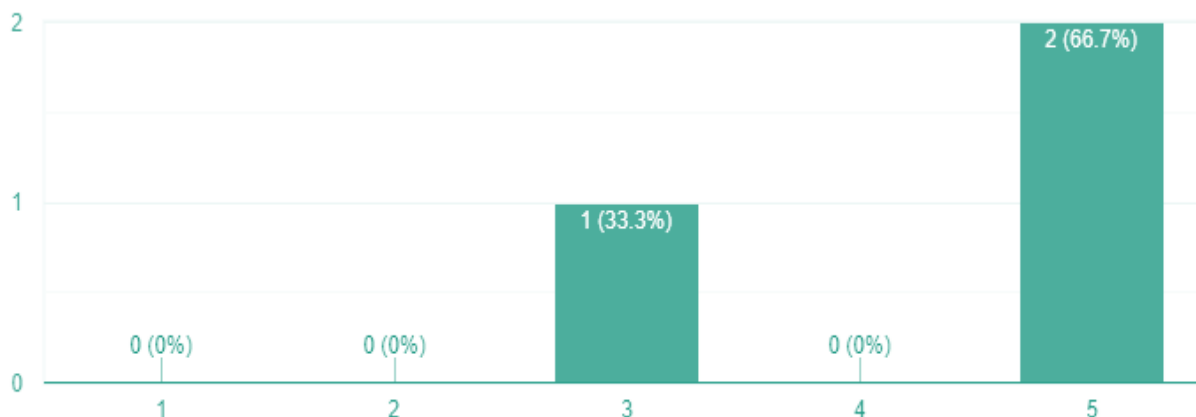


Figure 23 - Second questionnaire Part 1-Romplumb answers to question 8

2.1.9 Do you consider that essential functions were left out? What type of functions?

Answers: No/ No/ Mini football terrain

Part 2.2 - FERNEZIUI site: The 4 thematic sections (entrances, paths, ambiance, function) – 5 responses

2.2.1 – How close are you to the pilot site FERNEZIUI?

Answers:

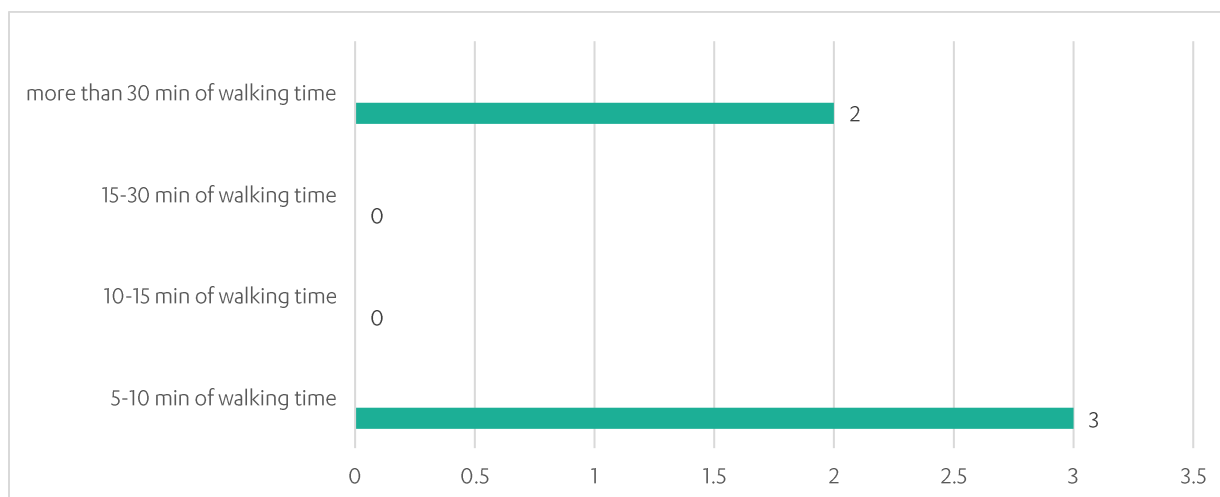


Figure 24 - Second questionnaire Part 2-Ferneziui answers to question 1

2.2.2 The ecological transformation of the site is achieved through a dense planting. It is important that specific vegetation is planted all over the land. This results in an unconventional design of a community public space, mainly because traditional paved areas are not feasible.

2.2.3 Which are of the site do you consider to be suited for building the entrances? [open question]



Answers: Access from Street (Arenei) – 2 answers

2.2.4 Alleys/Pedestrian paths – The landscaping will present unconventional solutions. For pedestrian routes, step tiles, green paths, platforms can be used. Choose one or more of the following solutions:

Answers:

- Platforms – 5 votes
- Step tiles – 4 votes
- Green paths – 2 votes

2.2.5 Ambiance/Functions – The landscaping of the pilot sites can have different functions, as long as it does not interfere with the phytoremediation process. The community of Baia Mare has expressed its needs and wishes regarding the design ambiance and functions of the future community public spaces.

2.2.6 The following represents the needs and ideas of your community (resulted from previous questionnaire and workshops). Chose the design solutions you think are more suited for Ferneziu site!

Answers:



0 votes



3 votes



0 votes



2 votes



2 votes



1 vote



2 votes



1 vote



3 vote



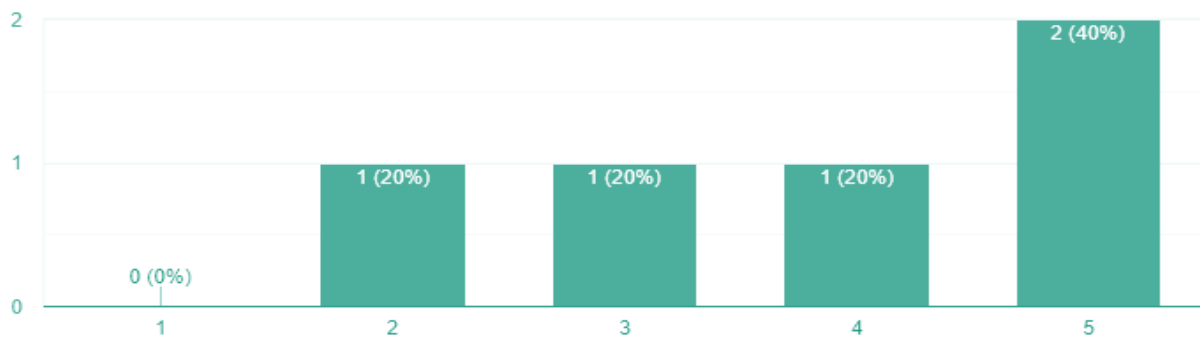
1 vote

Figure 25 - Second questionnaire Part 2-Ferneziu answers to question 6

2.2.7 We can find solutions together!

2.2.8 How relevant do you consider the following (from a scale from 1 to 5, 1 being useless, 5 being necessary)

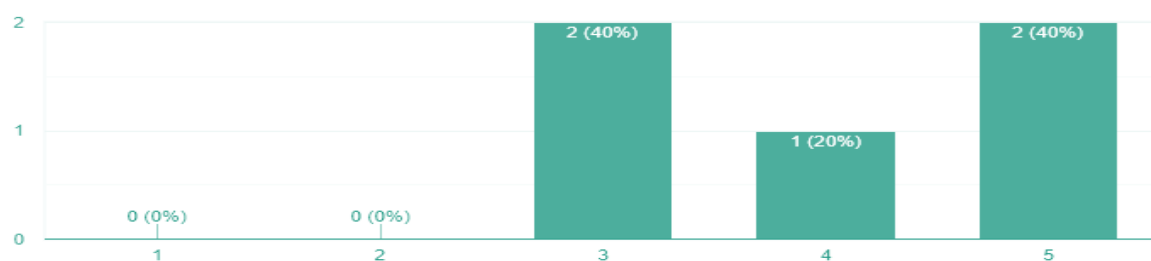
- Thematic pedestrian routes



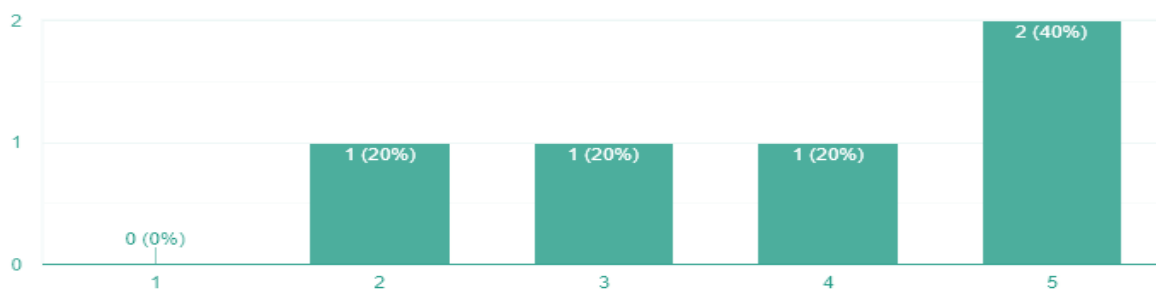
- Relaxation areas



- Unconventional creative playgrounds



- Chess area



- Cultural and local events area

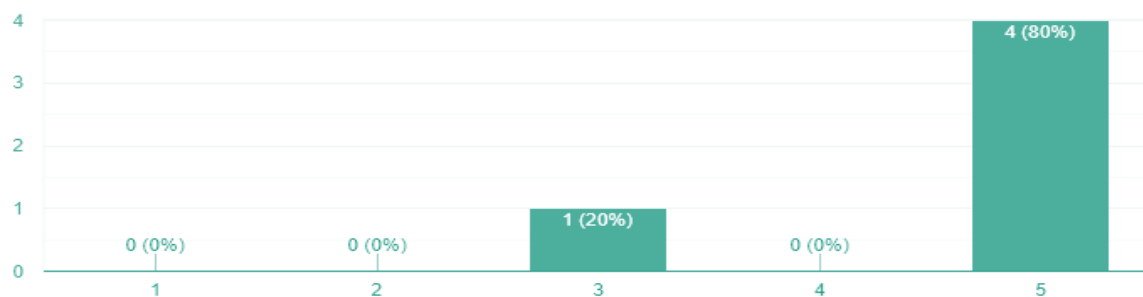


Figure 26 - Second questionnaire Part 2-Ferneziu answers to question 8

2.2.9 Do you consider that essential functions were left out? What type of functions?

Answers: No

Part 2.3 - The 4 thematic sections (entrances, paths, ambiance, function) for COLONIA TOPITORILOR site – 10 responses

2.3.1 – How close are you to the pilot site COLONIA TOPITORILOR?

Answers:

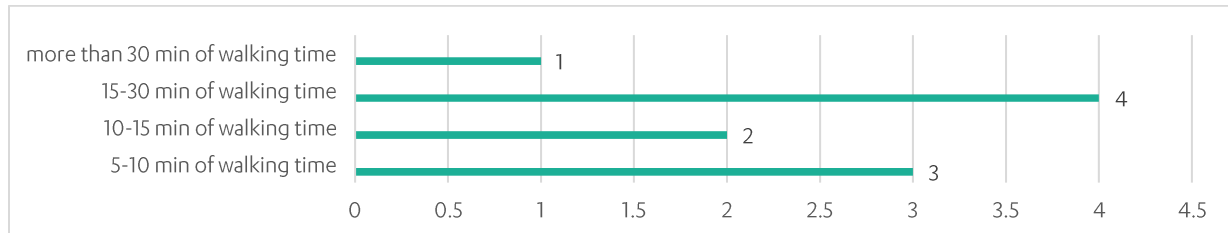


Figure 27 - Second questionnaire Part 3-Colonia Topitorilor answer to question 1

2.3.2 The ecological transformation of the site is achieved through a dense planting. It is important that specific vegetation is planted all over the land. This results in an unconventional design of a community public space, mainly because traditional paved areas are not feasible.

2.3.3 Which are of the site do you consider to be suited for building the entrances? [open question]



Answers: Central area – Street Colonia Topitorilor/ Access from Street Colonia Topitorilor and Street Cerbului/ Access from the intersection of Street Colonia Topitorilor with Street Alba Iulia/ Access from each street

2.3.4 Alleys/Pedestrian paths – The landscaping will present unconventional solutions. For pedestrian routes, step tiles, green paths, platforms can be used. Choose one or more of the following solutions:

Answers:

- Platforms – 6 votes
- Step tiles – 8 votes
- Green paths – 3 votes

2.3.5 Ambiance/Functions – The landscaping of the pilot sites can have different functions, if it does not interfere with the phytoremediation process. The community of Baia Mare has expressed its needs and wishes regarding the design ambiance and functions of the future community public spaces.

2.3.6 The following represents the needs and ideas of your community (resulted from previous questionnaire and workshops). Chose the design solutions you think are more suited for Colonia Topitorilor site!

Answers:

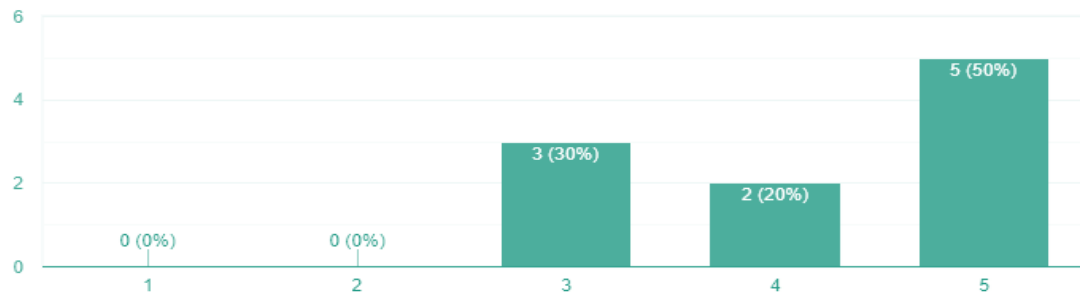


Figure 28 - Second questionnaire Part 3-Colonia Topitorilor answers to question 6

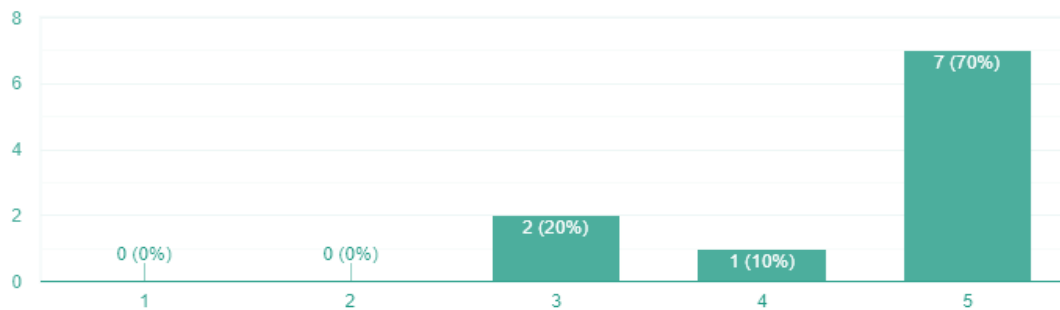
2.3.7 We can find solutions together!

2.3.8 How relevant do you consider the following (from a scale from 1 to 5, 1 being useless, 5 being necessary)

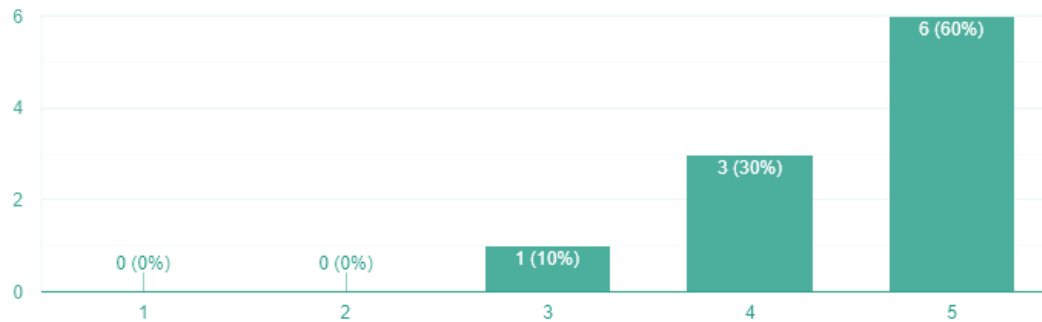
- Thematic pedestrian routes



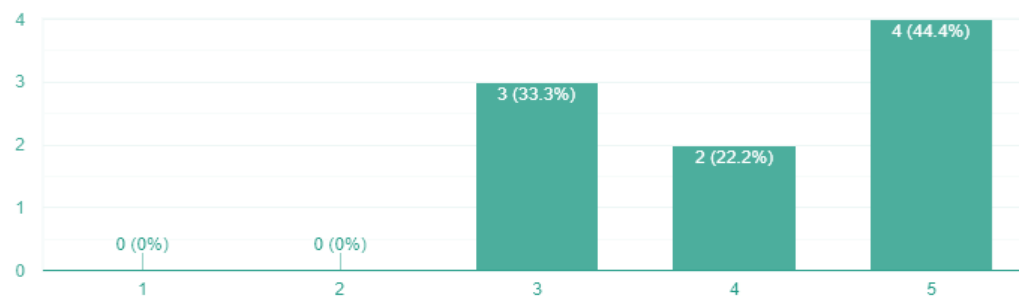
- Running and bike tracks



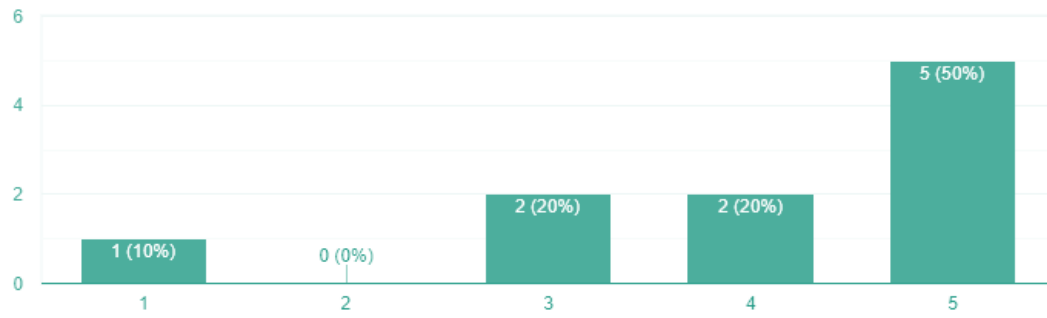
- Relaxation area



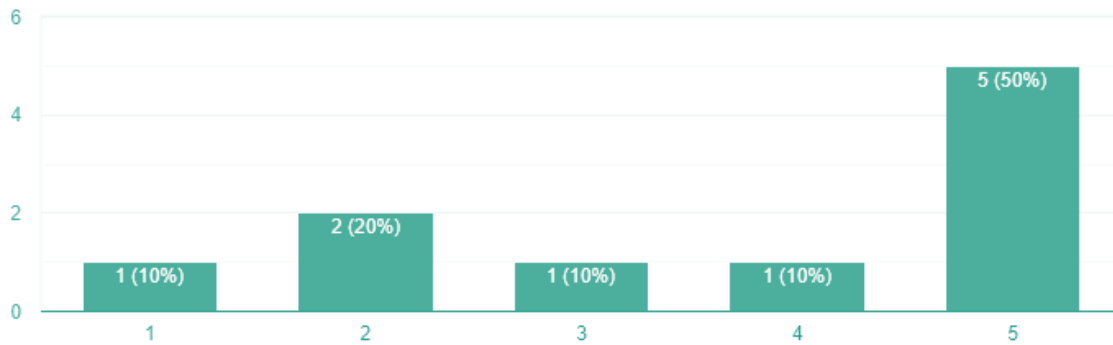
- Unconventional creative playground area



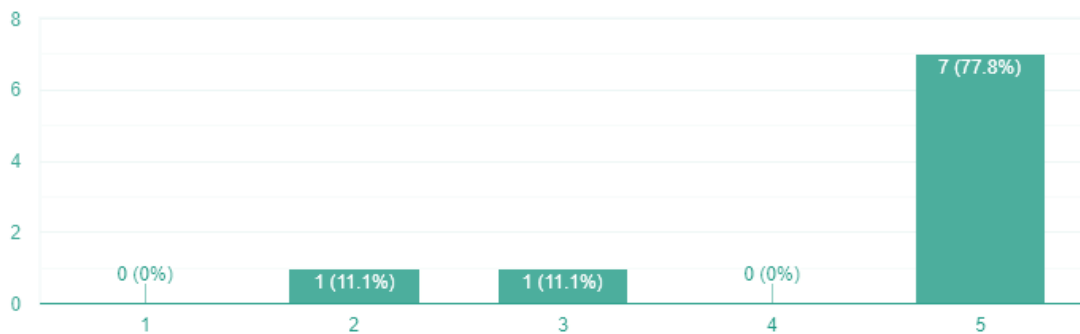
- Sports area



- Picnic area



- Cultural and educational area



- Ping-pong tables

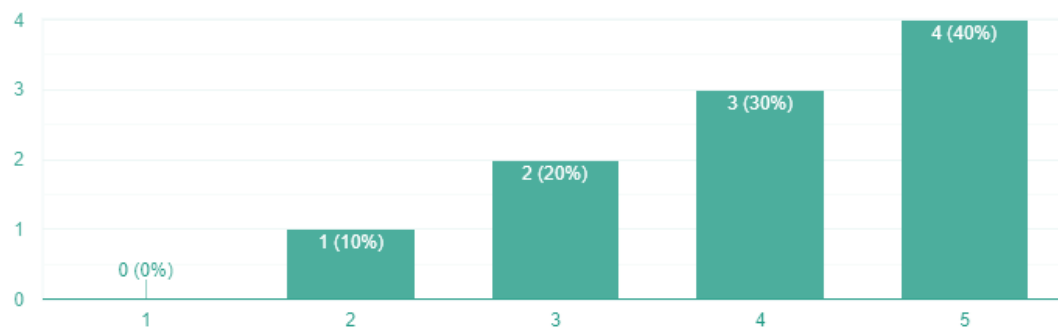


Figure 29 - Second questionnaire Part 3-Colonia Topitorilor answers to question 8

2.3.9 Do you consider that essential functions were left out? What type of functions?

Answers: No/ Dog-park

Part 2.4 - The 4 thematic sections (entrances, paths, ambiance, function) for URBIS site – 8 responses

2.4.1 – How close are you to the pilot site URBIS?

Answers:

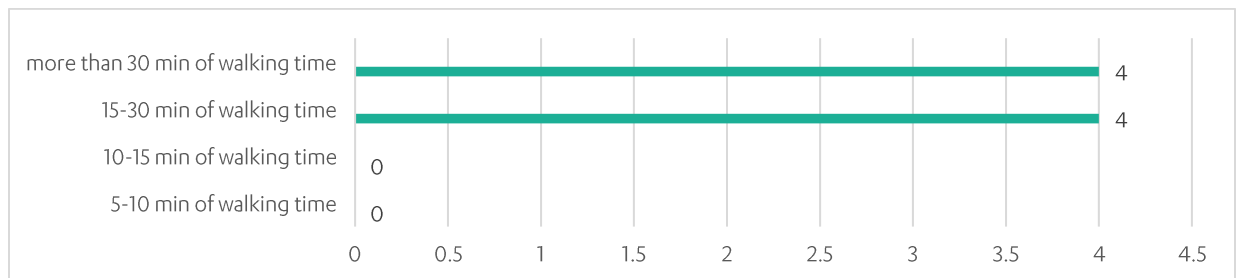


Figure 30 – Second questionnaire Part 4-Urbis answers to question 1

2.4.2 The ecological transformation of the site is achieved through a dense planting. It is important that specific vegetation is planted all over the land. This results in an unconventional design of a community public space, mainly because traditional paved areas are not feasible.



2.4.3 Which are of the site do you consider to be suited for building the entrances? [open question]

Answers: Make the whole site more accessible + pedestrian bridge from Street V. Lucaciu + access from Street 8 Martie/ Access from Street 8 Martie/ Access from Street 8 Martie

2.4.4 Alleys/Pedestrian paths – The landscaping will present unconventional solutions. For pedestrian routes, step tiles, green paths, platforms can be used. Choose one or more of the following solutions:

Answers:

- Platforms – 5 votes
- Step tiles – 10 votes
- Green paths – 3 votes

2.4.5 Ambiance/Functions – The landscaping of the pilot sites can have different functions, as long as it does not interfere with the phytoremediation process. The community of Baia Mare has expressed its needs and wishes regarding the design ambiance and functions of the future community public spaces.

2.4.6 The following represents the needs and ideas of your community (resulted from previous questionnaire and workshops). Chose the design solutions you think are more suited for Urbis site!

Answers:



3 votes



1 vote



1 vote



4 votes



3 votes



2 votes



3 votes



4 votes



3 votes



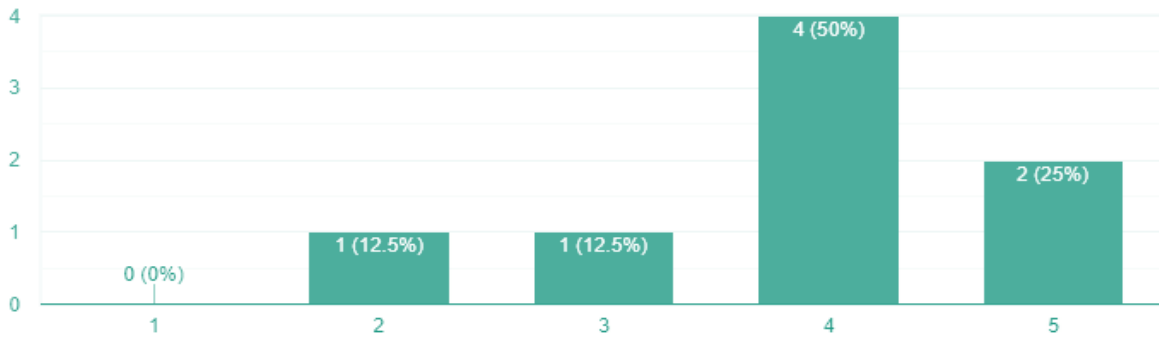
1 vote

Figure 31 - Second questionnaire Part 4-Urbis answers to question 6

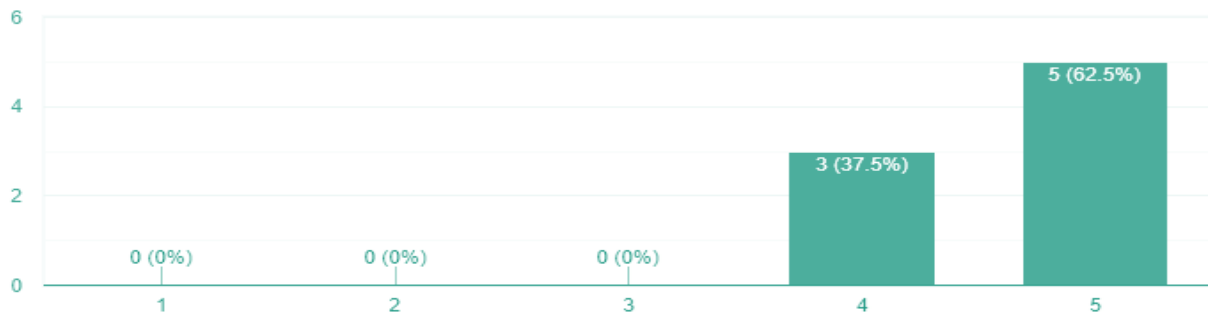
2.4.7 We can find solutions together!

2.4.8 How relevant do you consider the following (from a scale from 1 to 5, 1 being useless, 5 being necessary)

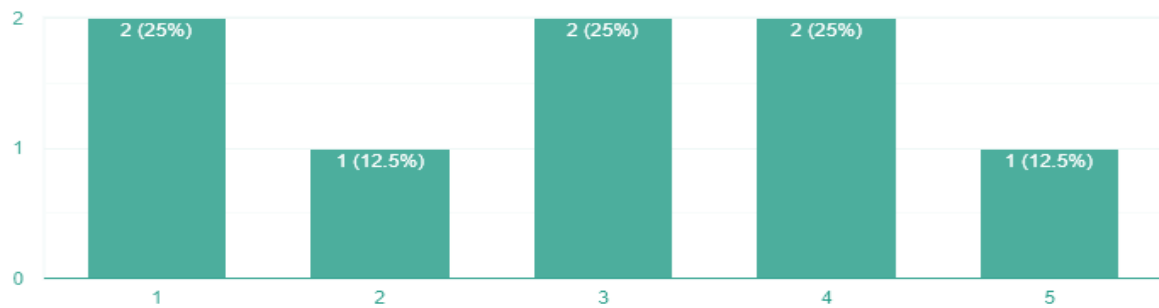
- Relaxation area and meeting/socializing area (especially for those who wait for the bus)



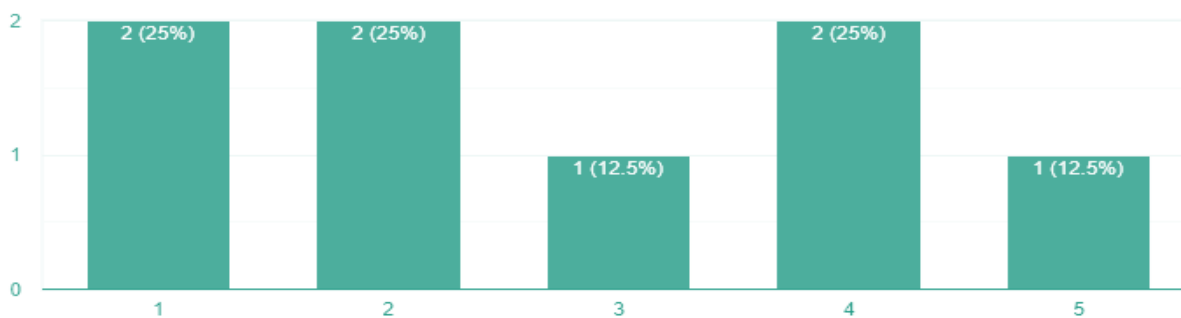
- Outdoor dynamic activities



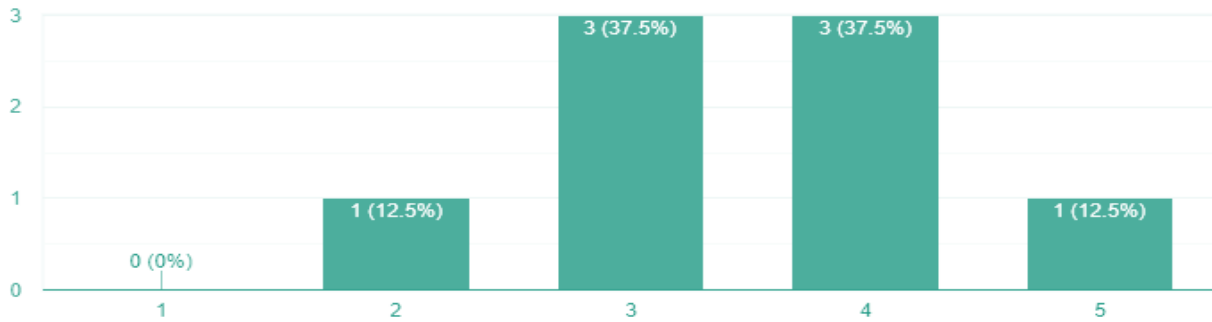
- Dog-park



- Ping-pong tables



- Expo area for local artists



- Street-food area

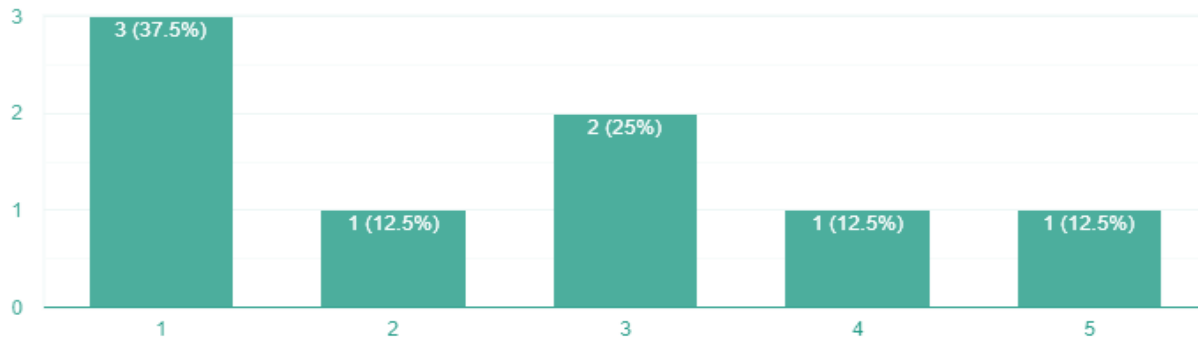


Figure 32 - Second questionnaire Par4- Urbis answers to question 8

2.4.9 Do you consider that essential functions were left out? What type of functions?

Answers: Discovering areas for NBS/ Volley area + community garden + orchard + bouldering area

Part 2.5 - The 4 thematic sections (entrances, paths, ambiance, function) for CRAICA site– 18 responses

2.5.1 – How close are you to the pilot site CRAICA?

Answers:

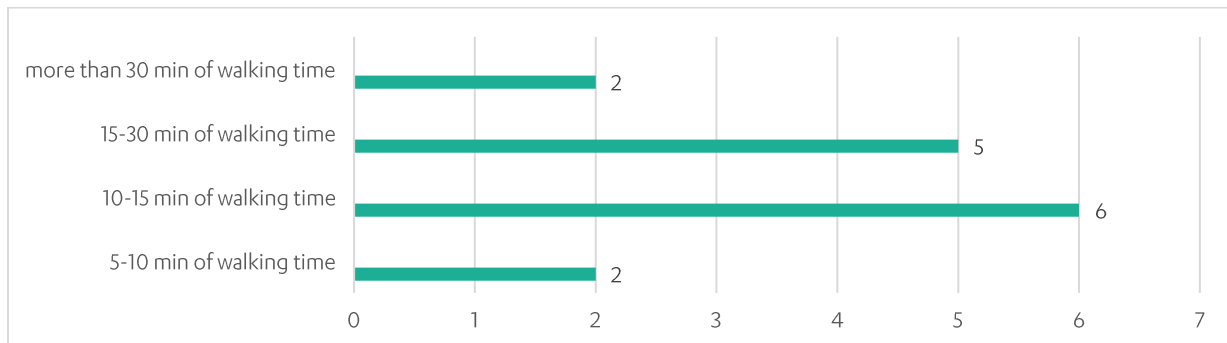


Figure 33 - Second questionnaire Part 5- Craica answers to question 1

2.5.2 The ecological transformation of the site is achieved through a dense planting. It is important that specific vegetation is planted all over the land. This results in an unconventional design of a community public space, mainly because traditional paved areas are not feasible.



2.5.3 Which are of the site do you consider to be suited for building the entrances? [open question]

Answers: Access from Street Grănicerilor/ Access from Street Bd. Unirii/ Access from Street Grănicerilor/ Access from Street Grănicerilor and Paltinisului/ Access from Street Grănicerilor/ Access from Street Bd.Unirii/ Access from Street Grăncierilor/ Access from Street Bd. Unirii

2.5.4 Alleys/Pedestrian paths – The landscaping will present unconventional solutions. For pedestrian routes, step tiles, green paths, platforms can be used. Choose one or more of the following solutions:

Answers:

- Platforms – 8 votes
- Step tiles – 12 votes
- Green paths – 4 votes

2.5.5 Ambiance/Functions – The landscaping of the pilot sites can have different functions, if it does not interfere with the phytoremediation process. The community of Baia Mare has expressed its needs and wishes regarding the design ambiance and functions of the future community public spaces.

2.5.6 The following represents the needs and ideas of your community (resulted from previous questionnaire and workshops). Chose the design solutions you think are more suited for Craica site!

Answers:

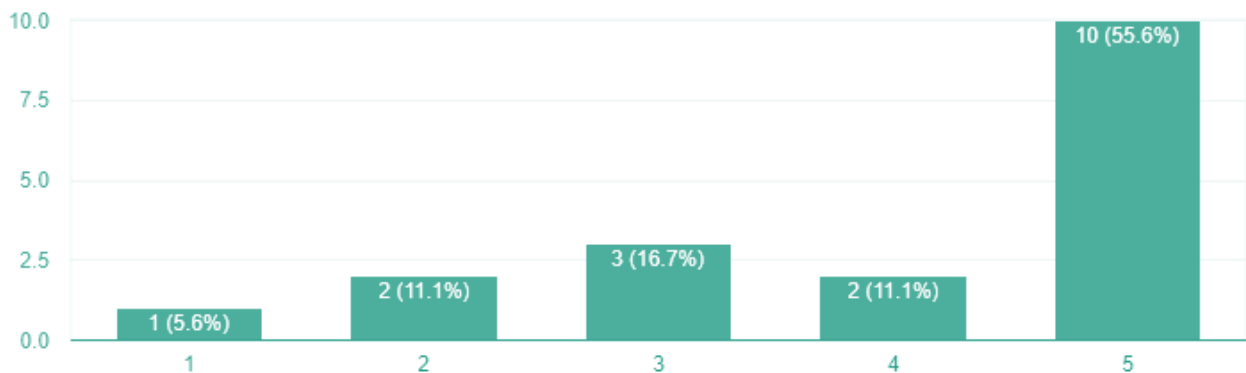


Figure 34 - Second questionnaire Part 5- Craica answers to question 6

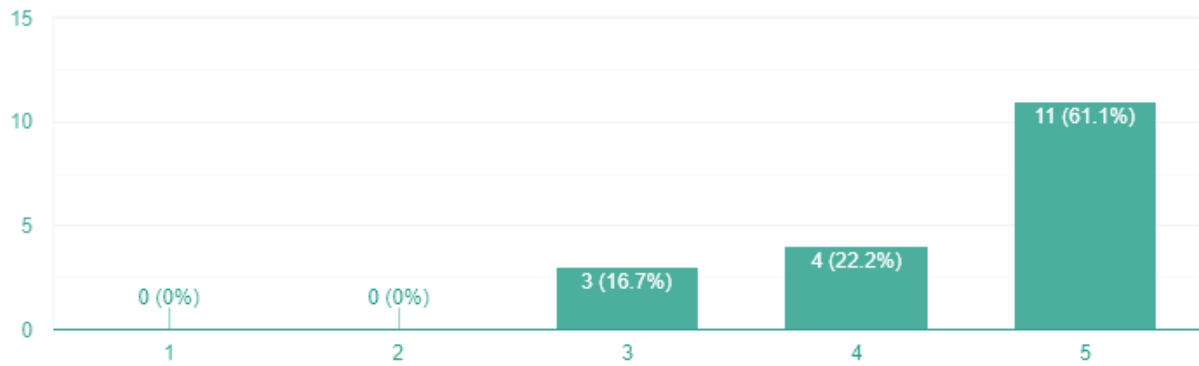
2.5.7 We can find solutions together!

2.5.8 How relevant do you consider the following (from a scale from 1 to 5, 1 being useless, 5 being necessary)

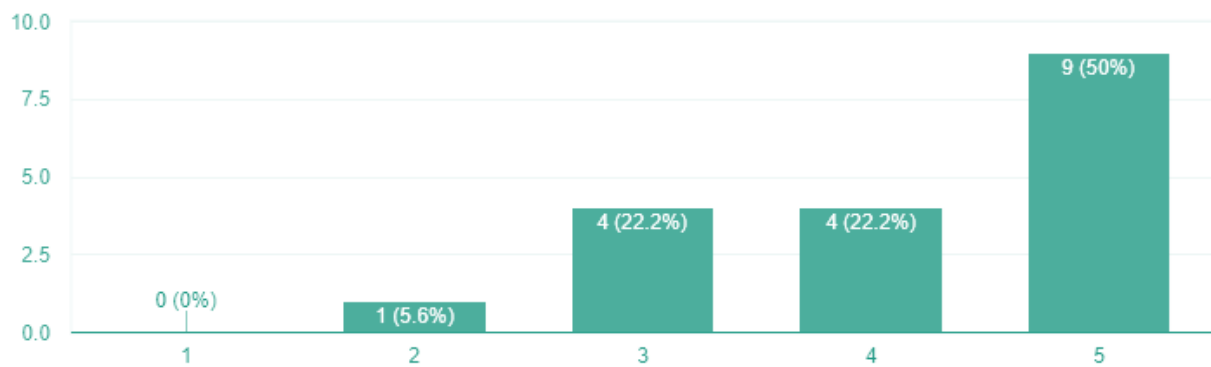
- Relaxation area



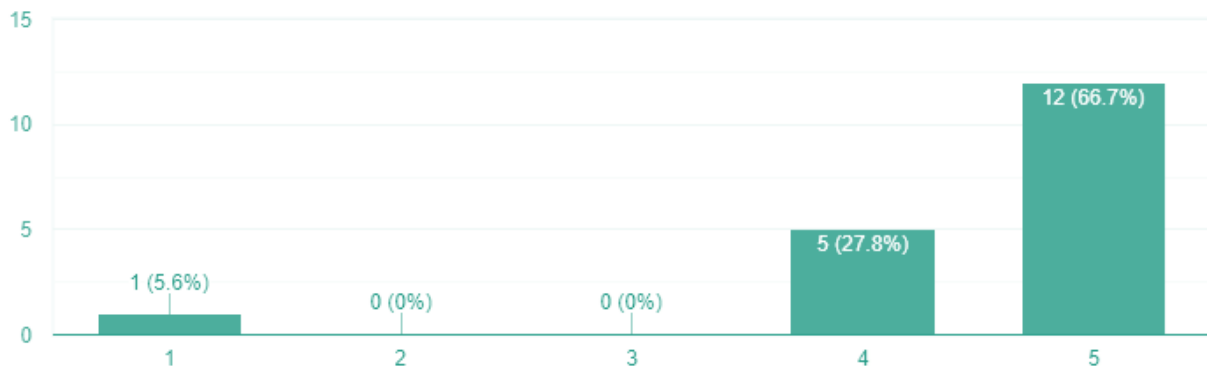
- Unconventional creative playground



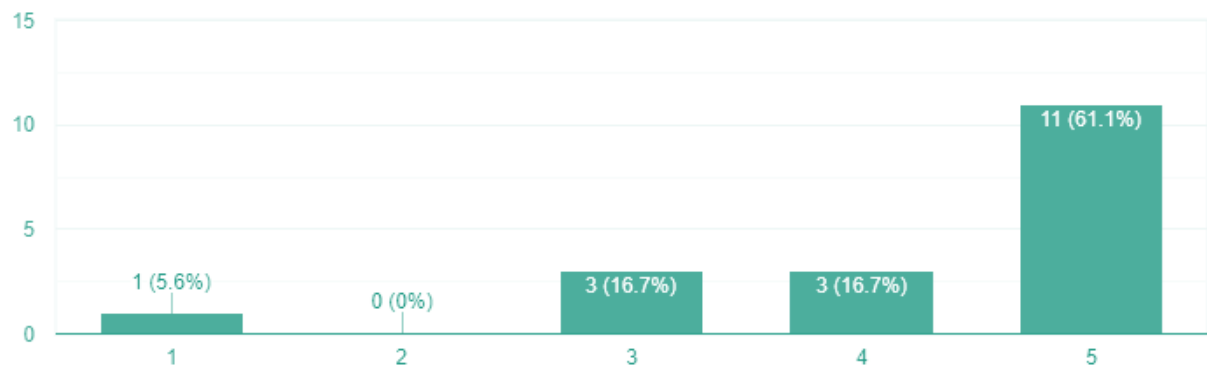
- Sports area



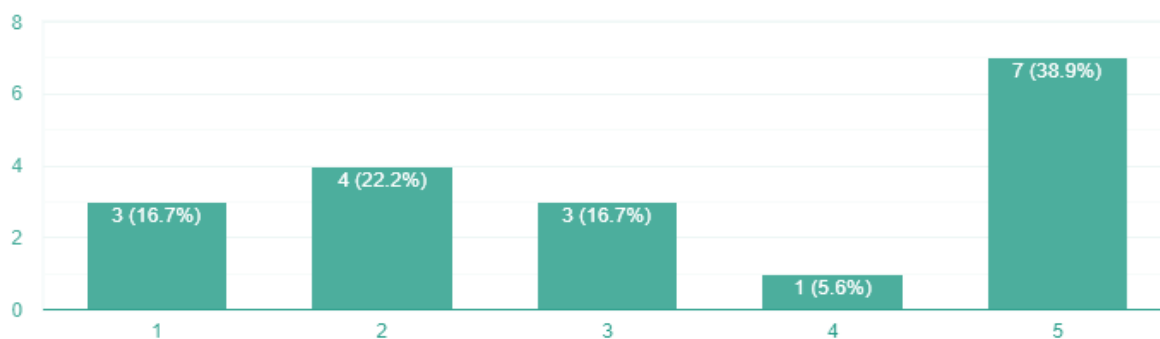
- Running track



- Bike and mountain bike routes



- Ping-pong tables



- Graffiti area

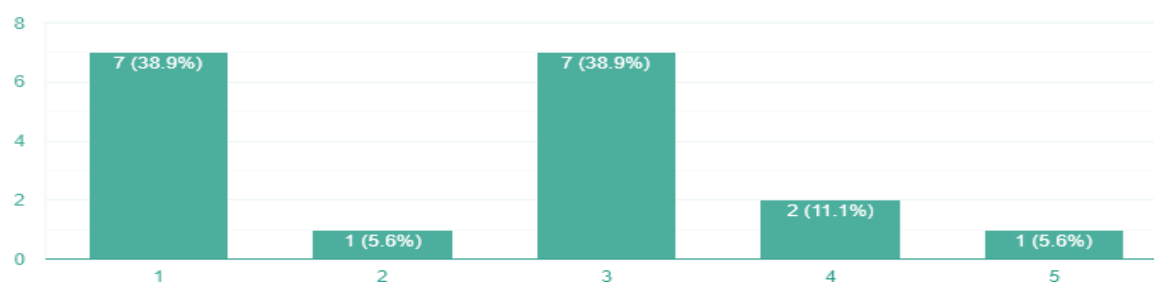


Figure 35 - Second questionnaire Part 5- Craica answers to question 8

2.4.9 Do you consider that essential functions were left out? What type of functions?

Answers: Street Art area/ No/ Socializing area and space for local events/ No

Conclusions for the Public Questionnaire – Stage 2

44 responses for 5 pilot sites can be considered a low rate of responses. Considering the fact that the questionnaire was complex and time consuming, we can say that the residents who submitted are involved citizens. The answers are considered relevant. The Public Questionnaire Stage 2 offered important information about the pilot sites transformation potential, used as input for the following activities – digital co-creation workshops. Is considered equally important the questionnaire results concerning necessities and wishes of the local communities, regarding the public space facilities in their neighbourhood. Even if some of the answers and requirements of needed/wanted facilities and functions for the pilot sites transformation, cannot be fully accommodated by SPIRE project (due to specific landscaping function and due to the limited budget), the results are still considered helpful, especially for municipality. Concerning all pilot sites, the minimum requirements are: making the sites accessible, containing minimal and ecological interventions for different activities (nature observation area, socializing areas, sports activities – such as mountain biking).

2.2 CO-CREATION WORKSHOPS FOR ELABORATING THE TECHNICAL DESIGNS WITH THE TECHNICAL COLLEGE OF TRANSYLVANIA

General information about the three Workshops

Type of activity: Digital Workshop, organized as a creative and idea building activity

SPIRE team participation and work conducted for the activity: Urbasofia, MUA

Platform: Zoom/ Google Jam board

Duration: 60-90 minutes

The general objectives for the Workshops:

- Generating ideas and solutions for the design of the pilot sites
- Engaging youth in environment-oriented activities
- Gathering information/requirements of the local community through the eyes of the younger generation
- Setting the stage or the next set of workshops regarding a more detailed approach on ideation for specific thematic areas within the pilot sites landscape design solutions.

Evidence:

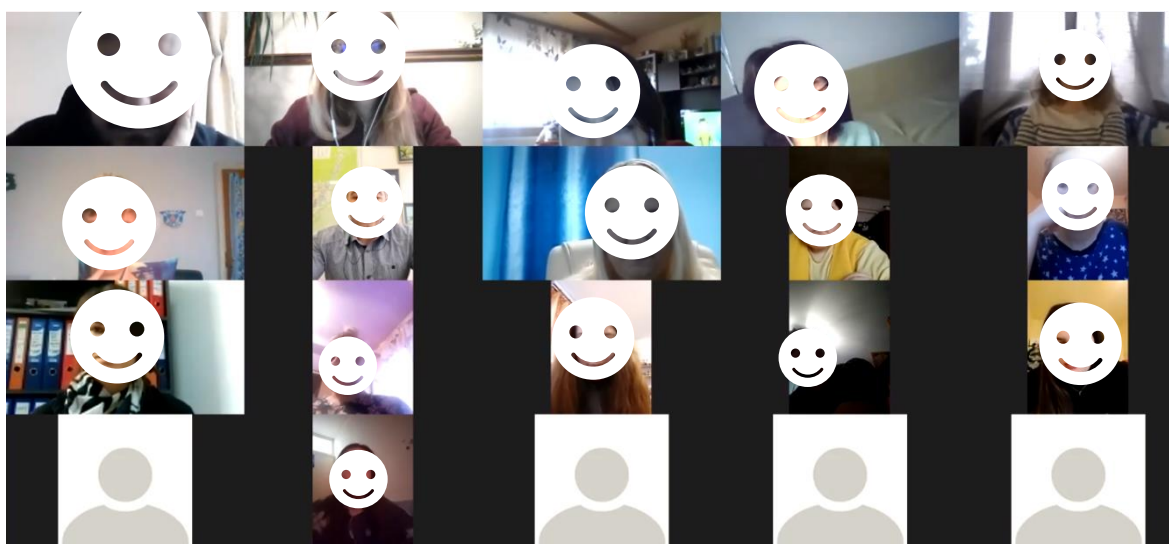


Figure 36 – Workshop Technical College Transylvania Baia Mare, 14 12 2020



Figure 37 - Workshop with School Vasile Alecsandri Baia Mare, 18 12 2020

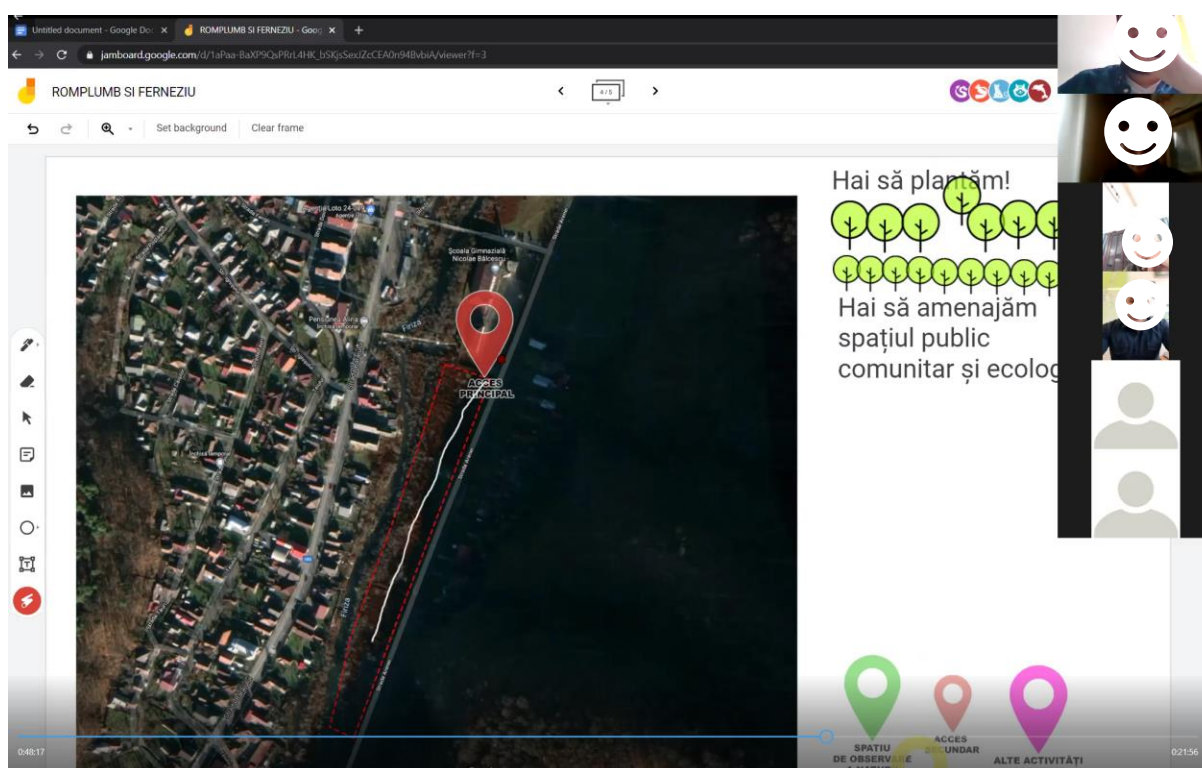


Figure 38 - Workshop with residents for Ferneziu and Romplumb area, 28 01 2021

Summary and methodology of all workshop's activities

To properly compare and assess the outputs of the workshops, all three activities were organized in the same approach. The workshops started with a short introduction, with the purpose of getting to know each other. Each participant (including SPIRE team and teachers) was asked to present themselves and share a passion/hobby they have.

After the introduction, a short presentation of SPIRE initiative and related pilot sites was made, alongside the constraints and challenges the design process faces (more on Deliverable D6.1.1 – Workshops preliminary requirements). The third part of the workshop was the collaborative exercises (three)

Methodology: Thematic exercises for all workshops:

- 1) **Collaborative exercise 1: Problems – Solutions: Brainstorming on existing problems and potential solutions and debate the relations between them.**

The participants were asked to identify and collaboratively brainstorm on the existing problems (as perceived by the members of the local community, interacting with the spaces routinely). In order to have an engaging and easy-going activity, all the ideas were written on different sticker-notes. The problems and solutions stickers had to be organized on a scale from important to non-important. After the brainstorming and arrangement of the problems and solutions, the participants were asked to minimize or maximize those which are more important to them. In the end, a debate was conducted regarding certain relations between problem column and solutions column.

- 2) **Collaborative exercise 2: Mood-board on possible design solutions and thematic functional areas: Brainstorming and collaboratively decide on possible intervention.**

The participants were provided a set of images (images selected based on the results of the first public questionnaire –images selected for each workshop differ slightly). The images had to be arranged on a XY axis graph-board, having 2 criteria: attractiveness and necessity. The more attractive an intervention is the higher up on the scale will be. The more necessary an intervention is the more on the right side of the chart will be placed.

- 3) **Collaborative exercise 3: Landscaping and design ideas for building the pilot sites: Collaboratively decide on the zoning plan and location of thematic functions.**

The third exercise is a collaborative activity focused on the layout and zoning of the pilot sites. The participants had to decide on the location of thematic functions, and also debate on the ambiance and characteristics of that certain area. The team shortly explained to the participants the general rules of zoning and the need to properly design in relation with the context. The participants had to arrange different icons, pins, trees (create a planting zoning), but also had the opportunity to add what they decide is necessary (also based on the previous exercise).

2.2.1 CO-CREATION WORKSHOPS FOR ELABORATING THE TECHNICAL DESIGNS WITH THE TECHNICAL COLLEGE OF TRANSYLVANIA (PILOT SITES COLONIA TOPITORILOR AND URBIS) 14 12 2020

Summary of collaborative exercise 1

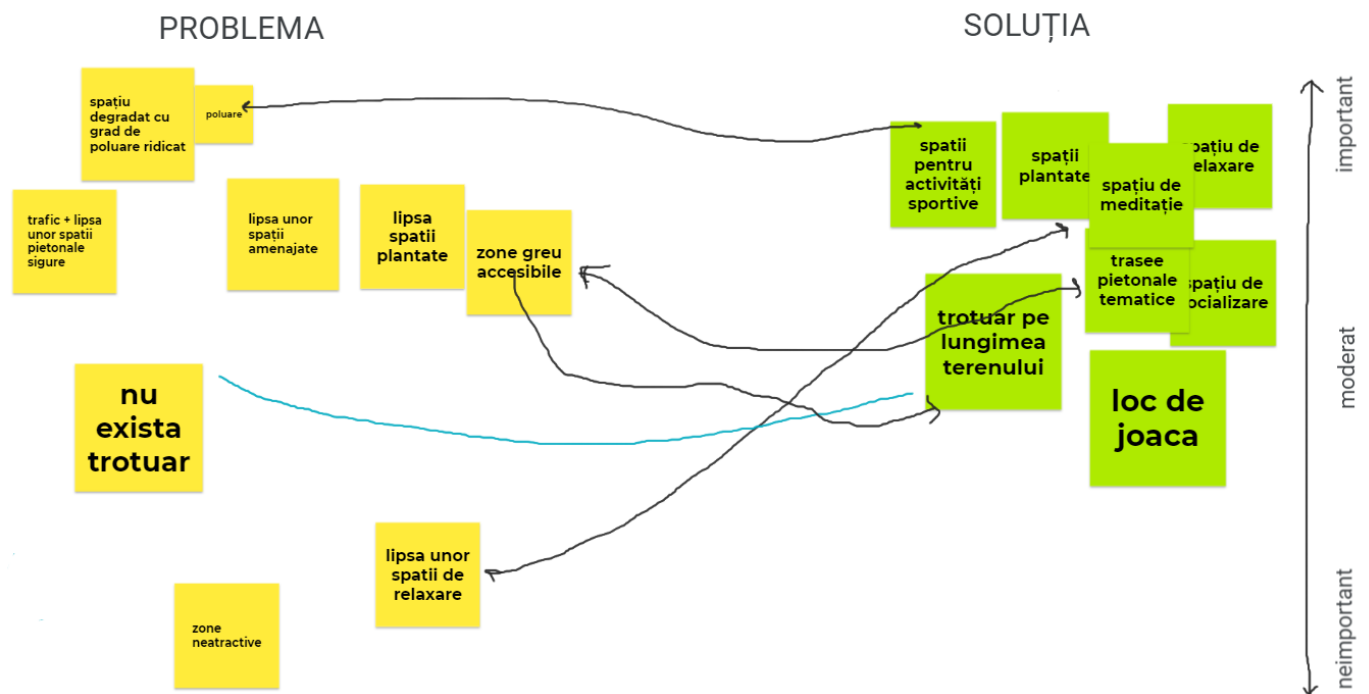


Figure 39 - First exercise results Problems – Solutions for Colonia Topitorilor and Urbis site

The participants considered the following as the most pressing issues: degraded area, pollution, high traffic and the lack of safe pedestrian areas, lack of green areas, lack of public space, area hardly

Summary of collaborative exercise 2



50

Summary of collaborative exercise 3

This exercise was completed for each site, having one dedicated board for Colonia Topitorilor and one for Urbis. The participants worked together (under the SPIRE team support and guidance) and completed the final solution. The participants debated the proper location for each thematic area, alongside the relation with the densely planted areas. The activity exceeded expectations, all the participants quickly figuring out how to control the relations between each area and the overall connectivity within the local context.



Figure 41 - Third exercise results Landscaping and design ideas for Colonia Topitorilor site



Figure 42 - Third exercise results Landscaping and design ideas for Urbis site

Conclusions of the activities for sites Colonia Topitorilor and Urbis

The participants designed Colonia Topitorilor site as a dynamic area, having a mix of activities (that do not occupy major share of area, and allow for pervious surfaces). The participants debated on where the entrances should be located, and what thematic area to link to each entrance. In the case of Urbis, giving the fact that is a more challenging site (due to accessibility and invasive vegetation), the options range regarding thematic activities is also reduced.

2.2.2 CO-CREATION WORKSHOPS FOR ELABORATING THE TECHNICAL DESIGNS WITH THE VASILE ALECSANDRI SCHOOL (PILOT SITE CRAICA) 18 12 2020

Summary of collaborative exercise 1

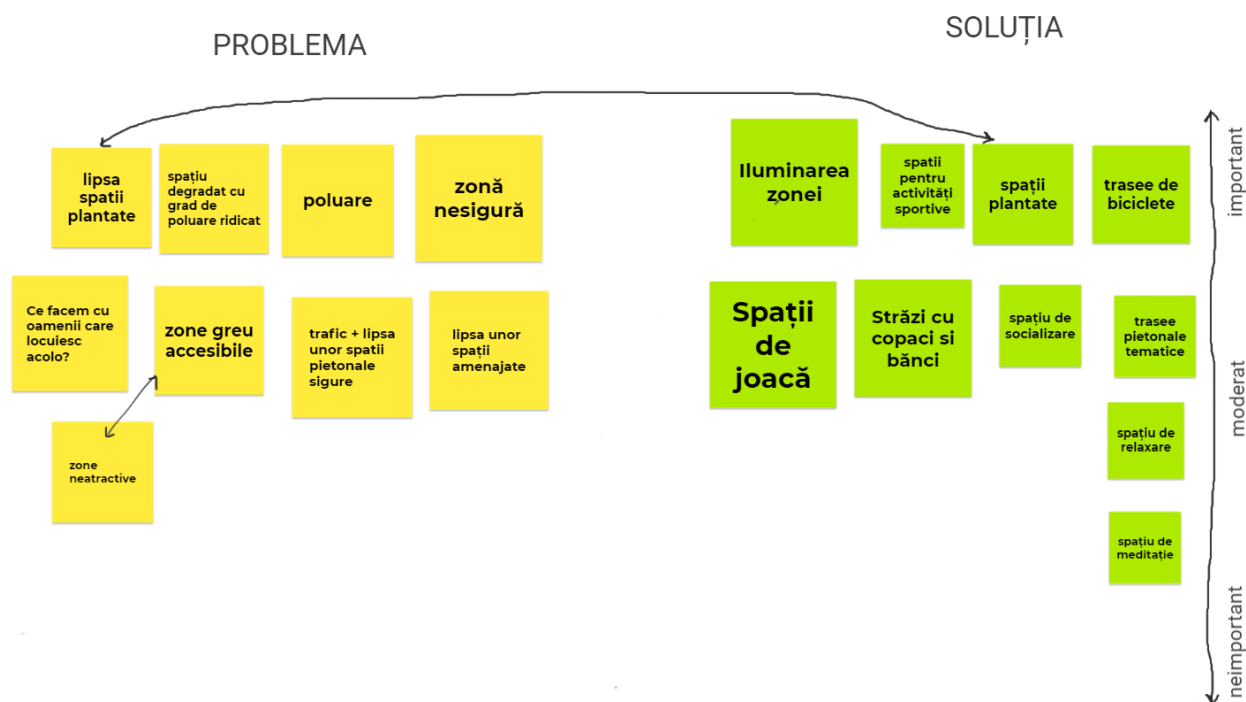


Figure 43 - First exercise results Problems – Solutions for Craica site

The participants considered the following as the most pressing issues: lack of public green areas, pollution, unsafe area/insecure location, illegal occupation near the site. As solutions they considered most important the following: favourable public lighting, bike track/route, new plant area near the water, dynamic area for sports, thematic pedestrian routes, socializing area, relaxation area.

First exercise was completed successfully, with all the participants contributing to the discussion. The participants were concerned on the relation between the location of thematic areas and the urban context settings – the discussion developed for the last exercise.

Summary of collaborative exercise 2

The second exercise was also completed successfully, in the case Vasile Alecsandri's School participants, there was the need of other ideas to be added to the Mood board. As the graphic shows (X axis being the necessary criteria, and the Y axis being the attractiveness criteria), the participants arranged based on their needs and perception of neighbourhood and the site. Most desirable interventions (as concerns both need and attractiveness) are: mountain bike route, hammocks, pedestrian green routes, relaxation areas, ping-pong tables, vegetation tunnel, running tracks, area for sports. Regarding interventions that are considered attractive but not as necessary they opted for: playground, relaxation area within a green space, unconventional socializing area (modern urban furniture).



Figure 44 - Second exercise results Mood board for Craica site

Summary of collaborative exercise 3

The third exercise was the most entertaining and creative for the participants. They had different opinions on the overall zoning of the site. Again, the thematic areas put to disposal in the platform before the exercise were not enough. The participants added (besides nature observation area/ area for creative activities/ relaxation space/ area for sport): open air cinema (than can have other function besides movies), expo-area, a small pedestrian bridge, an open educational workshop for building bird houses, a new fence for the purpose of making the area more protected.

The results of this workshop exceeded expectations and had an overall powerful impact. Until this workshop, the site was not considered to have the opportunity to transform to a such a dynamic area, due to its peripheral location and challenging proximities. In conclusion, it seems that the need to transform this area is much needed.

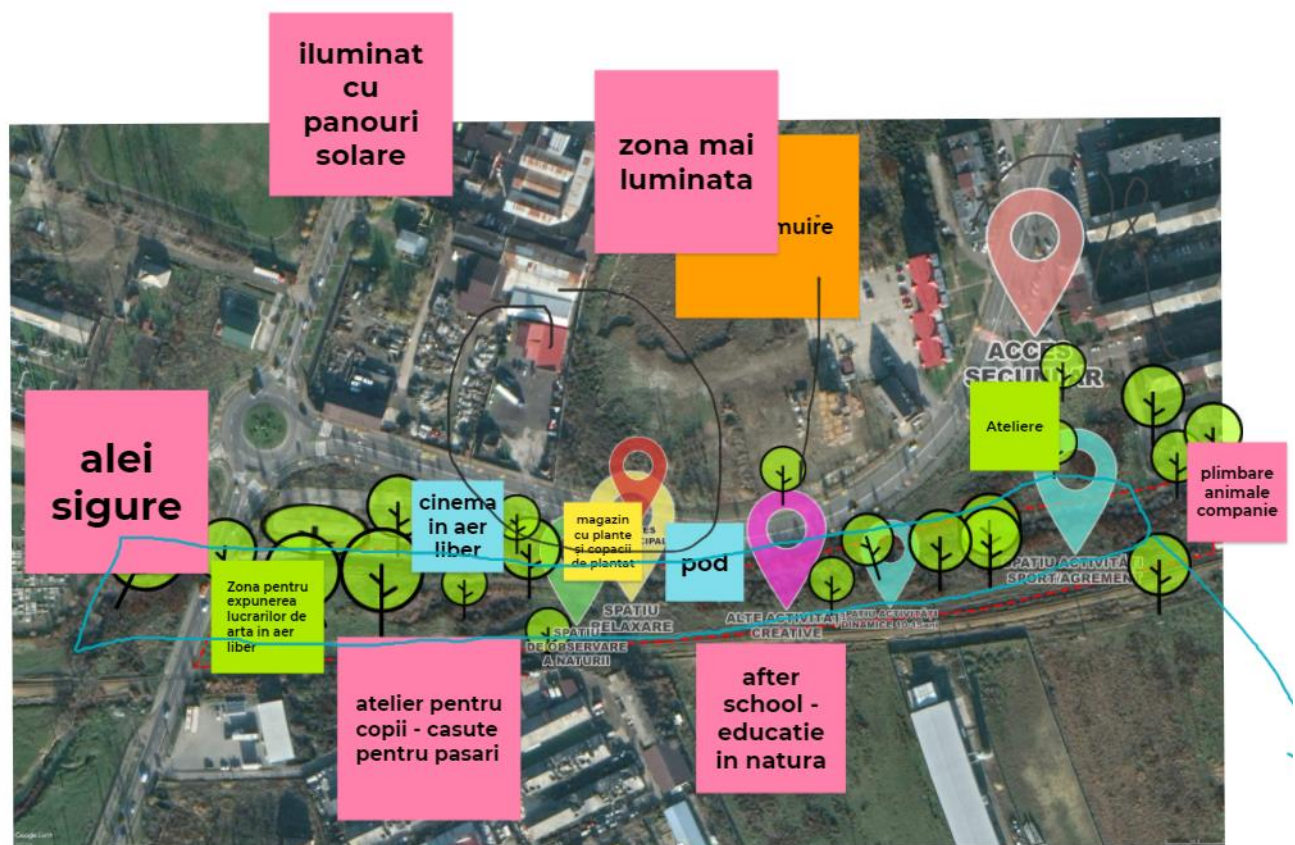


Figure 45 - Third exercise results Landscaping and design ideas for Craica site

Conclusion

In conclusion, the co-design activities organized for pilot site Craica transformation plan, resulted in a series of important requirements, such as path and alley structure, solutions on how to mitigate the sites powerful limits. The participants brainstormed on a wide variety of public space functions to be potentially implemented in site Craica. The natural ambiance of the site represents an important characteristic to be protected, and take into consideration, when designing the planting and zoning plan. Some minimal and ecologic interventions are considered to be needed in the area but is important to highlight the fact that the site is the peripheral part of the city, not easy accessible and with low pedestrian traffic. Nevertheless, micro-interventions that are in-line with the powerful natural ambiance, can be accommodated.

2.2.3 CO-CREATION WORKSHOPS FOR ELABORATING THE TECHNICAL DESIGNS WITH THE LOCAL RESIDENTS (PILOT SITES FERNEZIU AND ROMPLUMB) 28 01 2021

Summary of collaborative exercise 1

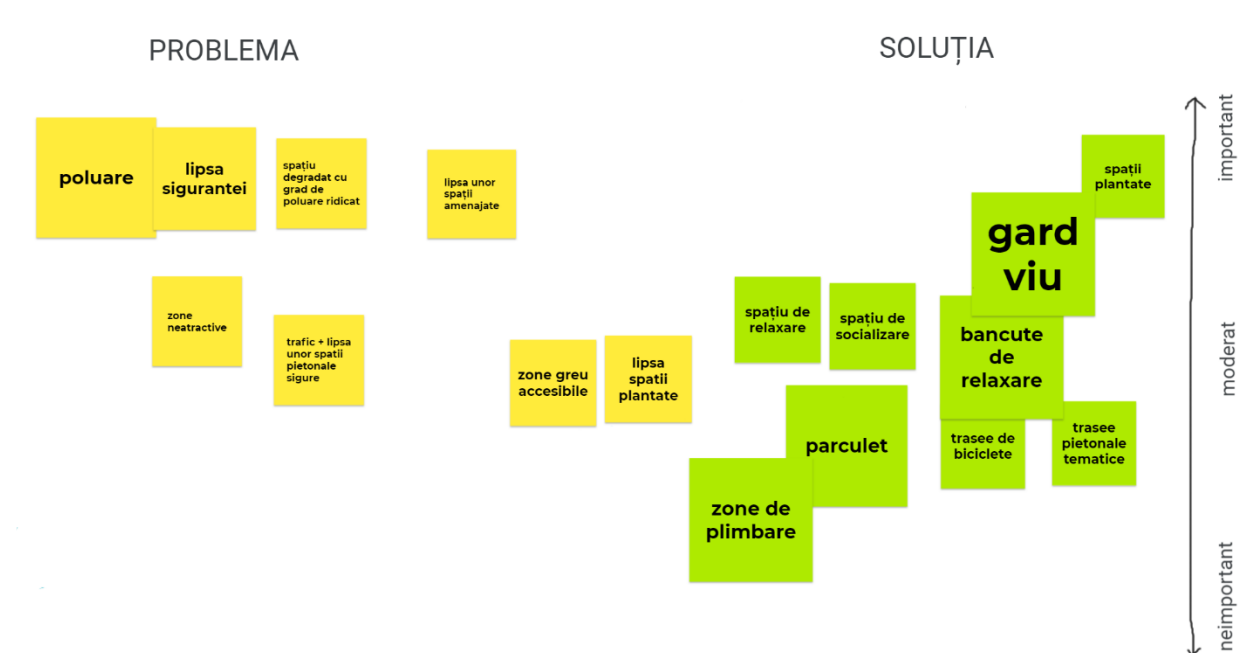


Figure 46 - First exercise results Problems – Solutions for Romplumb and Ferneziu sites

Summary of collaborative exercise 2

[illegible]

56

Summary of collaborative exercise 3

The third exercise of the workshop was completed successfully. Participants considered that the interventions on the sites can be minimal. The local landscape can be improved with the help of ecologic transformation of the sites, through planting. For this reason, they considered important to have alignment of vegetation along the site's length. The number of access points are reduced to 2 key areas of the sites, providing a simple linear pedestrian path, for making sites accessible.



Figure 48 -Third exercise results Landscaping and design ideas for Romplumb site



Figure 49 - Third exercise results Landscaping and design ideas for Ferneziu site

Conclusions

In conclusion, the co-design activities organized for pilot sites Romplumb and Ferneziu, resulted in an important set of requirements/criteria, to be taken into consideration for the elaboration of technical plans. The sites are considered to be located in the peripheral part of the city, with low frequency of transit. For this reason, the interventions to be implemented are minimal, focusing on creating (or maintaining) the natural ambiance, having the sites accessible for the local communities.

CHAPTER 3: CO-CREATION STAGE 3

3.1 CO-CREATION WORKSHOP FOR ELABORATION OF MICRO-INTERVENTIONS

Reported activities

Co-creation Stage 3 consists of three co-design exercises organized in the same day:

- 3.1 Sensory and Spatial Analysis of pilot sites: Creation of Mental Maps
- 3.2 Co-designing the SPIRE Totem
- 3.3 Co-designing public space micro-interventions

General information about the Workshops

Type of activities: Creative co-design workshop for elaborating micro-interventions solutions

SPIRE team participation and work conducted for the activity: Urbasofia, MUA

Platform/Format: Physical meeting: (1) Site visits, (2) Physical workshop activities inside SPIRE Hub.

Participants: 12 students + 2 teachers from College of Art Baia Mare (due to pandemic restriction, working in a close environment limited the participants to a maximum of 14, besides SPIRE team)

Date: 25 10 2021

Duration: 1 day

The general objectives of the workshop:

- Sensory and spatial assessment/understanding of each pilot site: Necessary activity in order to help the participants to develop feasible, effective, and creative solutions.
- Co-designed solutions of micro-interventions: Objective achieved through collaboration. Several activities will be needed to: (1) assess the types of interventions; (2) understand the

technicalities of the interventions; (3) provide a custom, community-developed, solution, that is both ecological, and easy to implement.

Evidence:



Figure 50 – Site walk for 3.1 Sensory and Spatial Analysis of pilot sites: Creation of Mental Maps



Figure 51 – Presentation of final designs 3.2 SPIRE Totem and 3.3 Public space micro-interventions

3.1.1 SENSORY AND SPATIAL ANALYSIS OF PILOT SITES: CREATION OF MENTAL MAPS

Co-design activities/methodology

Colonia Topitorilor and Craica site visits

Format: The activities started with site visit to Colonia Topitorilor and Craica (most opportune sites for accommodating multiple typologies of micro-interventions).

Duration: 60 min

Objective: The objective of the activity was to help attendees inquire the abilities to analyze and understand the sites: morphology of the terrain, landscape characteristics, urban context. As a result, the attendees were able to elaborate and understand the requirements of future micro-interventions, and better understand how to proper design the micro-interventions.

First exercise description: Attendees were asked to observe the characteristics of the sites: open spaces/ dense vegetation/ boundaries / colours / interesting perspectives / ambiance of the place / areas with potential/ areas with problems. Participants are invited: (1) to take photos, (2) take notes, (3) draw sketches.

Second brainstorming exercise description: Attendees were asked to write 3 words or features that they noticed and consider important about the sites. Attendees presented their analysis in front of group, putting the notes on a flipchart.

Third and final imagination exercise description: Urbasofia explained the transposition of the development plans. Attendees were asked to imagine the scale, the future landscape design, the type of vegetation arrangement, and how minimal insertions in the landscape can look like.

Location: HUB (ground floor / first floor - 2 teams)

Format: Teamwork exercise.

First exercise description: Attendees, divided in two teams (Colonia Topitorilor site team and Craica site team), were asked to elaborate a mental map. The attendees were presented a short tutorial/lecture of how to elaborate such a map. The lecture explored the following questions: (1) What

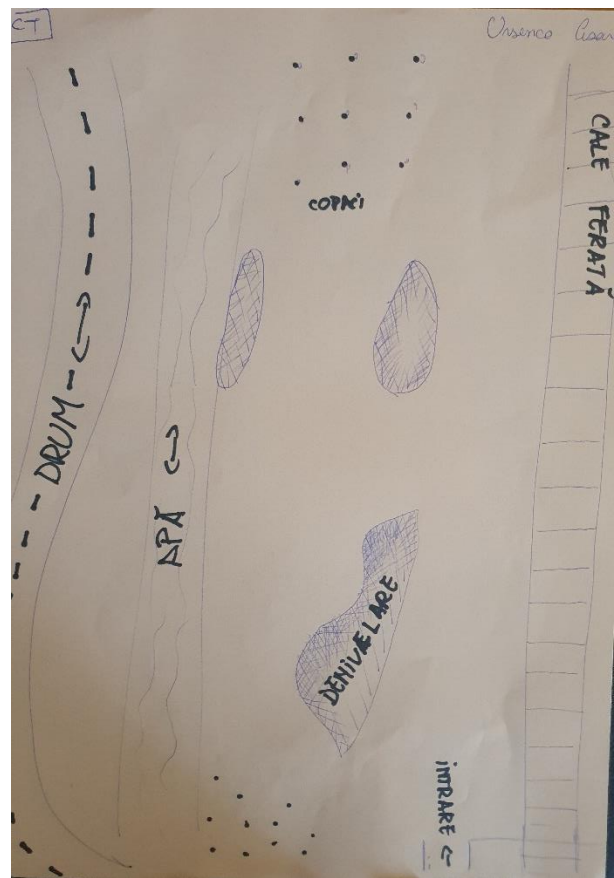
does a field analysis mean and why is important to conduct them?; (2) What does a mind map represent?; (3) Why do we do it?; (4) How can it be done?

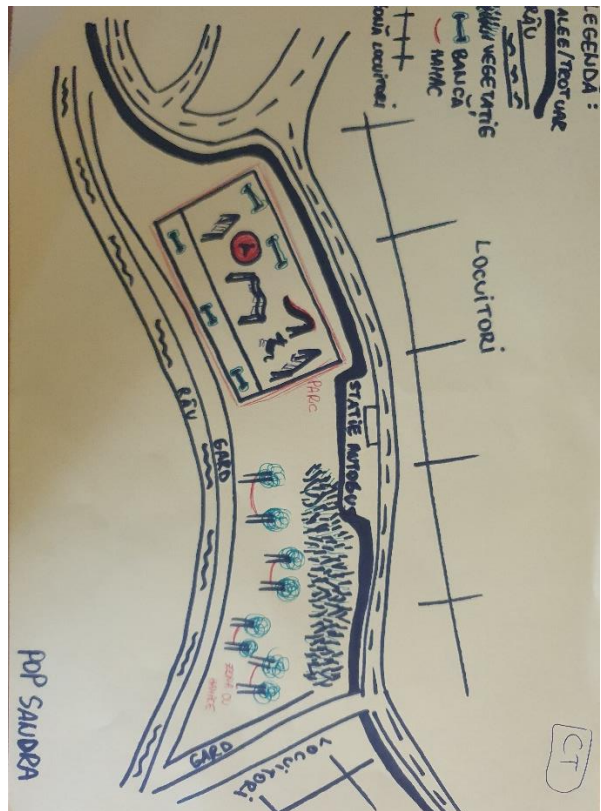
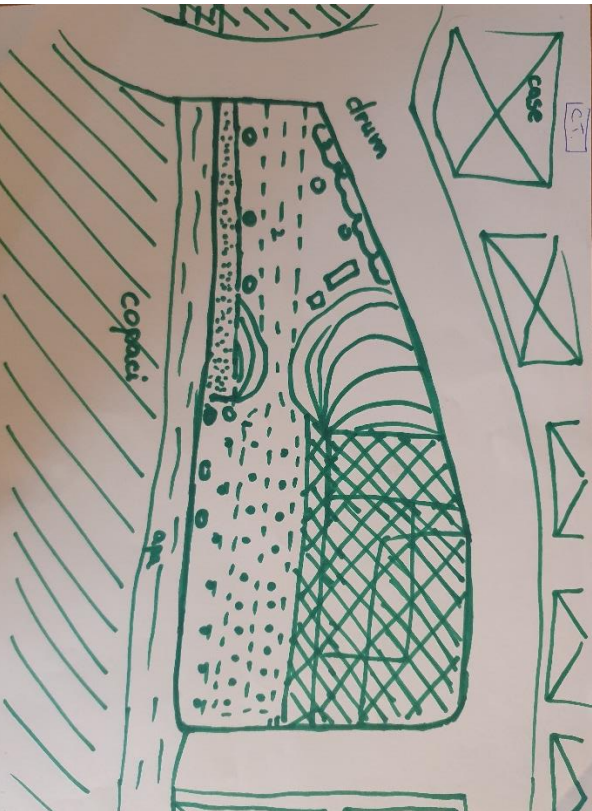
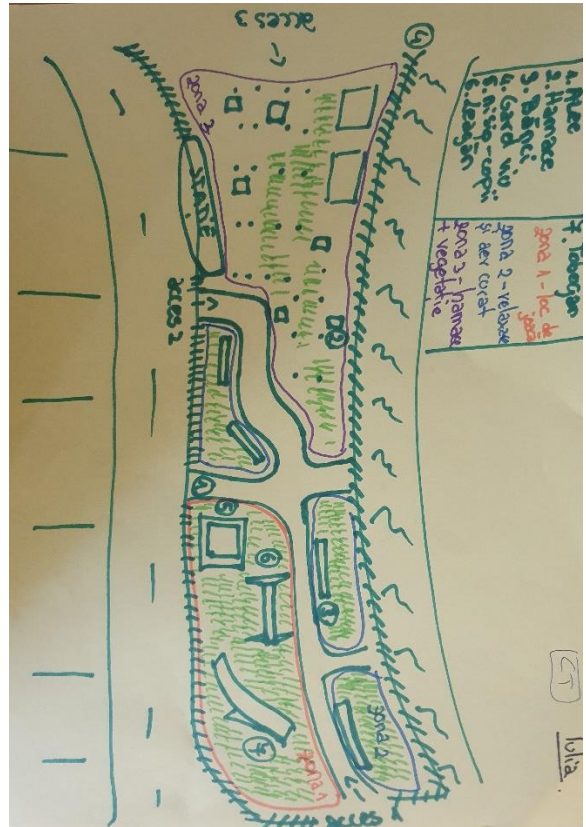
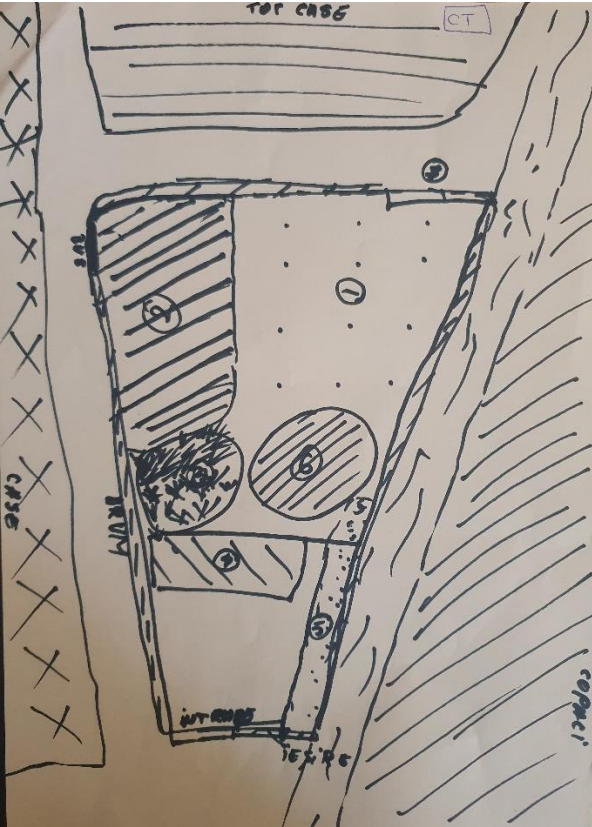
Second exercise description: Attendees were asked to draw on a piece of paper the mental map, representing how they perceived the sites, concerning (1) the shape of the terrain, (2) the natural elements (where the wind was blowing / the position of the sun, etc.), (3) elements in the vicinity, (4) the access area, (5) important elements observed: boundaries, landmarks, areas of ambience. Participants could give place-specific names - creating new landmarks. This exercise is especially helpful for understanding requirements of the next 2 activities (3.1.2 and 3.1.3).

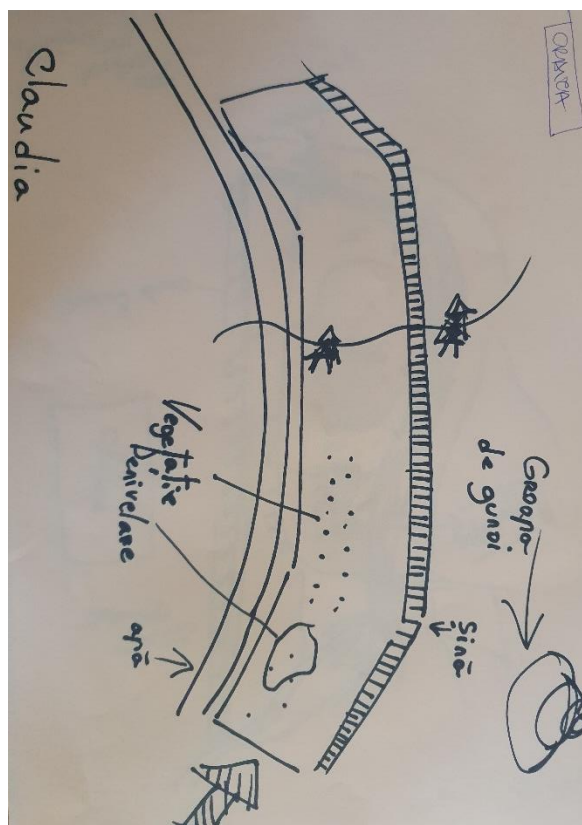
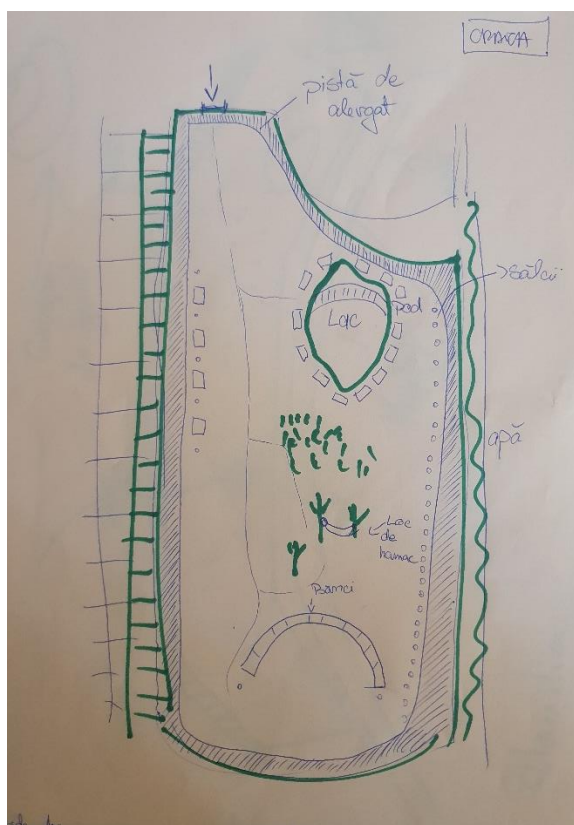
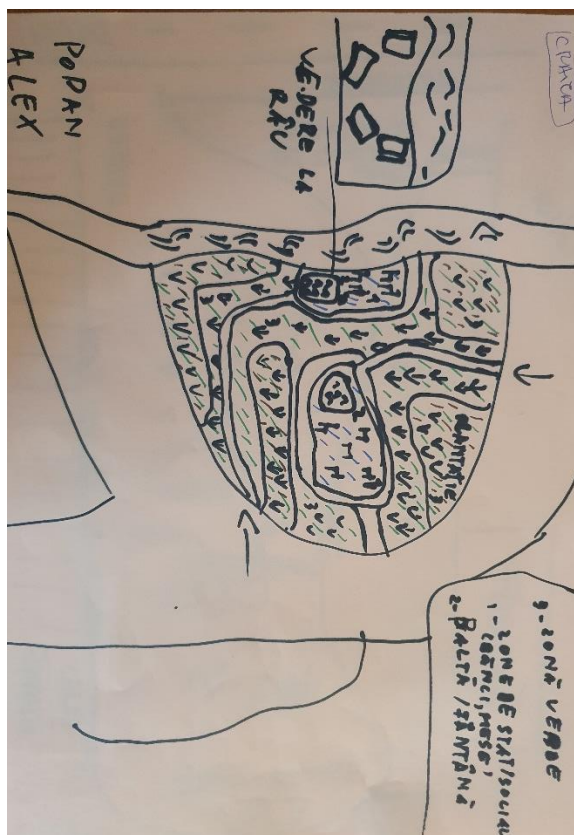
Third exercise description: Attendees and coordinators engaged in an open discussion, where each student presented their mental maps, highlighting the elements they consider important.

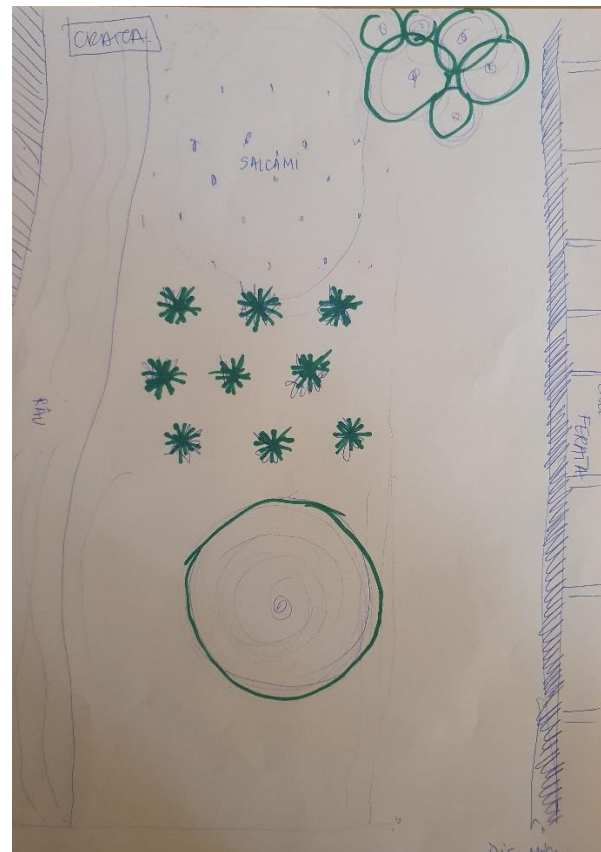
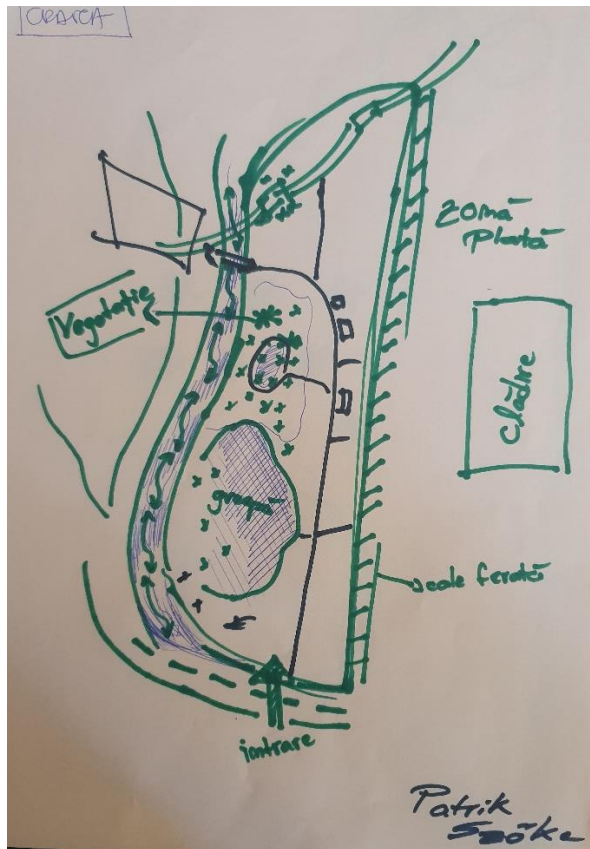
Results

Table1: Mental maps elaborated by attendees in Co-design Stage 3









The attendees discussed a wide range of perceptions of the two analysed sites. The exercise was considered a success. Is important to mention that a series of attendees elaborated not only a mental mapping, but also mapped areas with potential for future transformation. Attendees had a good understanding of limits, landmarks, orientation, and sense of scale.

3.1.2 CO-DESIGNING THE SPIRE TOTEM

Co-design activities/methodology

Format: Teamwork exercise and elaboration of a 3d model.

Duration: 120 min

Objective: The objective of the exercise is to design a symbol, with the role of landmark, to be implemented on sites. The SPIRE Totem stand as the community understanding of Baia Mare context, challenges, identity and new ecologic future.

First exercise description: The attendees were presented different methods and techniques for constructing a collage, in order to communicate a message of their choosing, highlighting ecologic aspects, post-industrial aspects of Baia Mare, sites' context and the community of Baia Mare.

Second exercise description: Before engaging in co-designing the SPIRE Totem, the two teams discussed where is the most suitable location for its implementation. Each team provided a series of options for sites Colonia Topitorilor and Craica.

Third exercise description: Each team received 3 templates, in the form of a cube. Attendees were asked to model a landmark that symbolizes the SPIRE message and Baia Mare story. The attendees were encouraged to create a personalized structure. The two teams presented their work and discussed together with organizers how the landmark can be implemented (size, materials, structure).

Results

SPIRE Totem – Version 1



Figure 52 - SPIRE Totem Version 1 elaborated by attendees in Co-design Stage 3

Attendees created a deconstructed symbol, with the function of a clock. The message the attendees tried to convey is that the the passage of time is inevitable, and our mistakes, of the society we form, cannot be reversed. Alternative remedies must be found.

The totem is composed of three sectioned cubes, which represent a pervious and translucent structure, allowing vegetation to grow within it. The middle cube is intended to be canvas for artwork.

SPIRE Totem – Version 2



Figure 53 - SPIRE Totem Version 2 elaborated by attendees in Co-design Stage 3

Attendees created a symbol of Baia Mare past industrial activities and SPIRE journey. The SPIRE totem contains three distinct stages, representing the context of Baia Mare history and identity: (1) the base is a black cube, made of steel, representing past mining and metallurgic industry; (2) the middle module is the community of Baia Mare, youth, elders, families, workers. They stand in the middle of all; (3) the third module on top (made of wood) represent the new green identity and the more ecologic future of Baia Mare.

3.1.3 CO-DESIGNING PUBLIC SPACE MICRO-INTERVENTIONS

Co-design activities/methodology

Format: Teamwork brainstorming exercise and model building.

Duration: 120 min.

Objective: The objective of the exercise is to provide a series of urban furniture ideas. Is important that the micro-interventions accommodate the community necessities. It was considered important to explain the attendees that the interventions can only be minimal and using ecologic materials.

First exercise description: The attendees were presented a short lecture on how they can express their ideas with the help of models, sketches, collages and panels. In the second part of the presentation, a series of potential interventions were discussed with the attendees.

Second exercise description: The attendees worked in teams in order to elaborate ideas for public space micro-interventions, in the form of ecologic urban furniture. They were offered a modular template. The resulted designs can be replicated to optimal locations for each site.

Results

Outcomes of first team

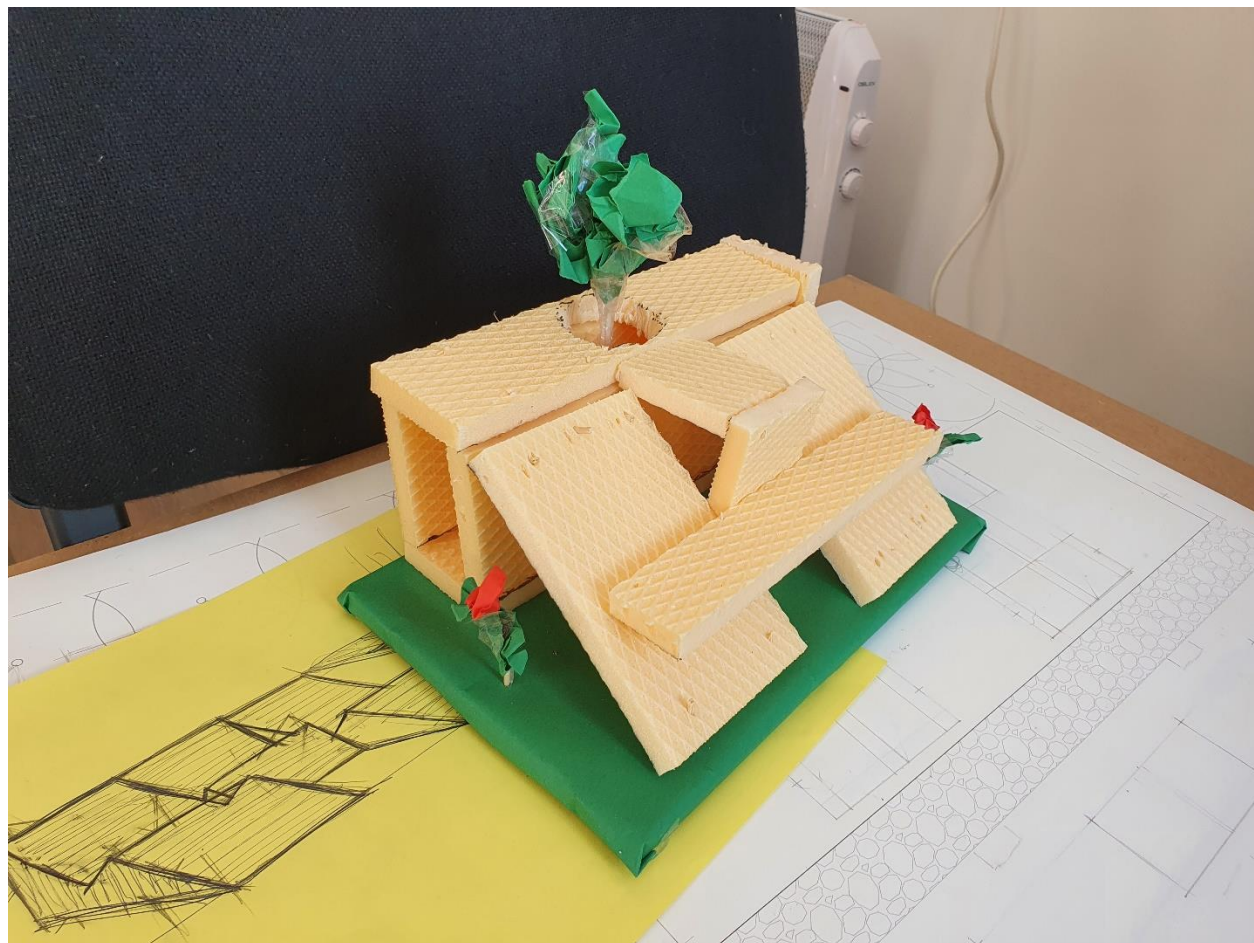
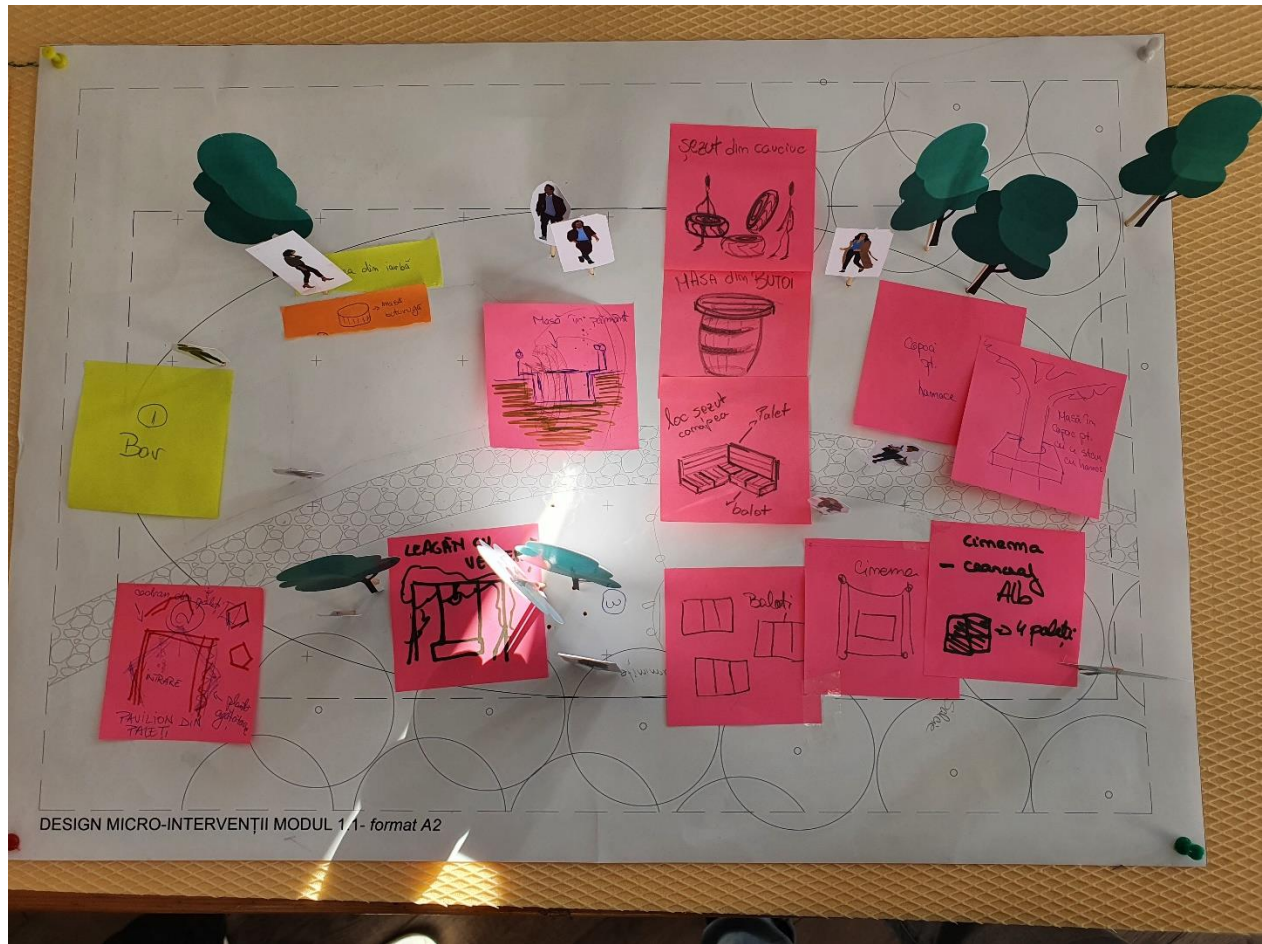


Figure 54 - Ecologic urban intervention solutions elaborated by attendees in Co-design Stage 3

The first team designed a modular bench, made of recycled urban pallets. The design provides different options for resting, relaxation and social interaction. The sitting areas are on two different levels. The possibility of combining plants in the design is an option. The bench can provide openings through which the vegetation can grow.

Outcomes of second team



The second team had a different approach. The attendees did not focus on one detailed object, but instead they provided a series of sketches for a wide variety of potential interventions, that can be replicated in different contexts. The options are: (1) simple modular bench made from recycled wooden pallets; (2) table made from wood barrel; (3) wooden bench integrated around a tree; (4) recycled tires as benches or unconventional playgrounds; (5) sitting area from hay or recycled biomass; (6) hammocks placed among the trees.

Next steps

The presented ideas for micro-interventions are transformed in micro-interventions designs, annexed to the A.6.1 final output, O.6.1.1 – *Adaptive Phytoremediation and Landscaping Design projects for the Pilot Sites*. From the models and sketches, SPIRE team will elaborate 3D renderings, measurements, list of quantities. Within O.6.1.1, the Technical Plans elaborated in D6.1.3 are updated with location of these objects and new set of planting/landscaping provisions and requirements.

CONCLUSIONS

The current deliverable concludes the reporting activities for all co-design work deployed for pilot site transformation. The process had a total duration of 12 months. The process was composed of three distinct stages:

- Co-creation Stage 1: Preliminary assessment of the transformation potential.
- Co-creation Stage 2: Co-designing the zoning and planting plans for SPIRE pilot sites.
- Co-creation Stage 3: Co-designing micro-interventions to be co-implemented.

The proper succession of stages was important, because after each set of activities, SPIRE team readjusted the methodology for next activities. Outcomes/results of Co-creation Stage 1 were used for creating a comprehensive set of potential interventions needed by the local communities. The requirements provided cannot be fully accommodated by the transformed pilot sites, due to the specific ecologic and experimental function, but nevertheless, the information gathered from the community is considered of much relevance for the municipality of Baia Mare, concerning other potential interventions in the neighbourhoods. Outcomes/results of Co-creation Stage 2 were more focused, representing the component on which the technical plans were elaborated. Outcomes/results of Co-creation Stage 3 were used for creation of urban furniture and micro-interventions design, included of the final A6.1 deliverable, O6.1.1 – *Adaptive Phytoremediation and Landscaping Design projects for the Pilot Sites*.

Following co-creation principles, the next step, building on co-design process results, is to engage the community in co-implementation the sites' transformation. Concerning planting, the community is already engaged within community events, organized within SPIRE project, called Plantathlons. The micro-interventions designed in Co-creation Stage 3, which are detailed in O.6.1.1, will be the subject of co-implementation. The local residents will be invited to take part in building the interventions, having as main outcome empowerment and taking ownership.

Besides the direct results capitalized by project deliverables, the co-design process had as major outcomes: (1) Promoting good ecologic behaviour; (2) Educating about environment, ecology, and phytoremediation; (3) Engaging locals in community discussions. The pilot sites transformation is based on community involvement and valuable contribution. The sites will be reintroduced in the life of residents and capitalized accordingly, having the role of ecologic public spaces.