



SmartLiving LBS and Social Media for Comprehensive Democratic Positions in Urban Development

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Agenda

- Idea
- Technical Architecture
- User Interface
- Field Tests
- Results / Lessons Learnt



Idea

- The "communicative turn" in planning disciplines framed a new understanding towards urban development tasks. Today an informal participation process belongs to urban design projects in nearly every municipality.
- However, criticism spread. Classical procedures like forums, round tables and meetings reach only few and require a high level of intellectual ability. Several social groups like migrants and the youth belong to the excluded.





Idea

Thesis:

With the usage of social media based applications within the urban development project new and direct forms of an urban development dialogue arise.

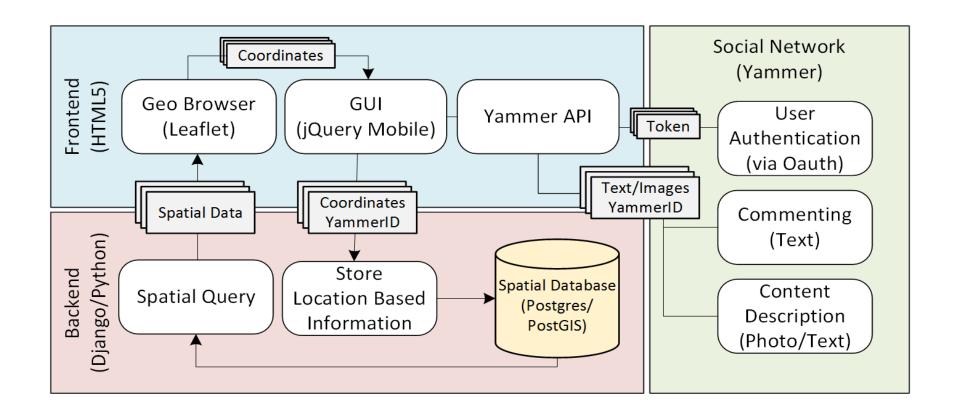








Technical Architecture I

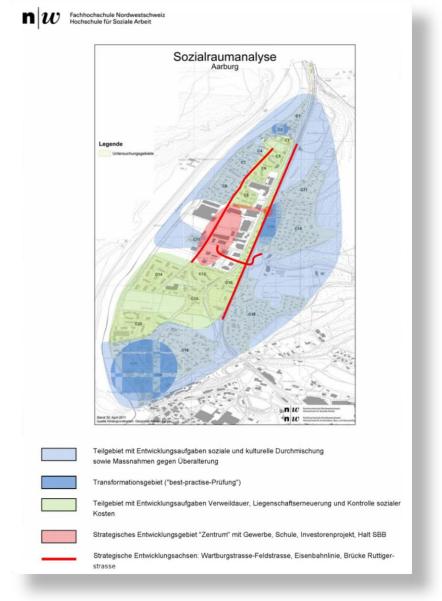






Field Tests in Aarburg-Nord









Field Tests in Aarburg-Nord

10 teenagers, 12 years and 16 years old living in Aarburg Nord or South

First meeting: field inspection, app testing

Followed by: teenagers map and comment their relevant leisure locations

Second and third meeting: Evaluation of both app and data/results

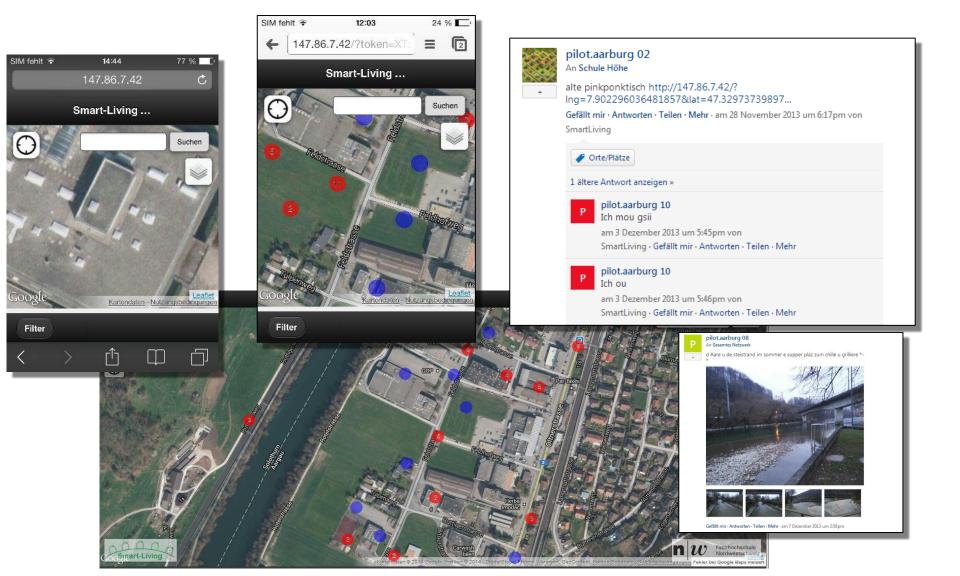
Time extension for two weeks, implementation of a WhatsApp group







Field Tests in Aarburg-Nord







Results – Critcally reviewed

- Comments: only single words, fragments
- Few pictures
- Few Pictures with comments
- Hardly any comments on comments
- Quantity instead of quality





Results – Critcally reviewed

Technical issues:

- External SM-App Yammer for feed overview
- Two apps for commenting (SM) and Map view
- Too little use of tags/topics
- System crashes :o(
- Bandwidth: map-refresh took sometimes a lot of time
- Pictures being stored externally laborious usage
- POI-information only visible when clicking on point
- No easy App set-up





Results

Possible Causes:

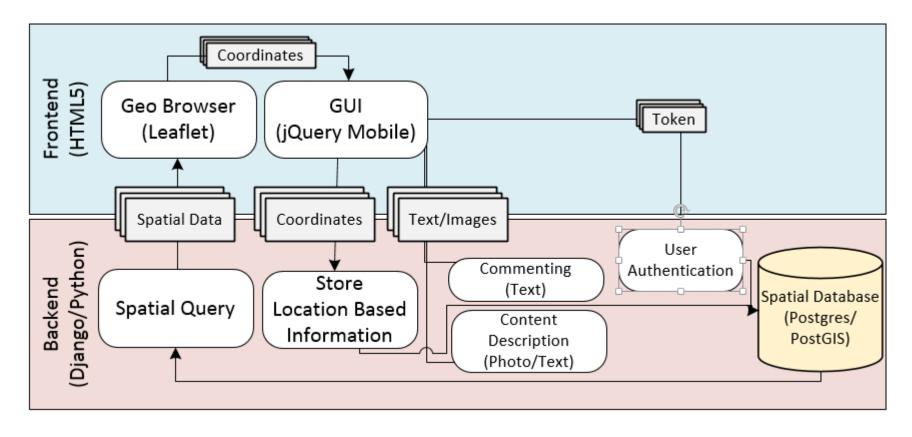
- Extensive written instruction with little attention
- Too much emphasis on extrinsic motivation (voucher)
- Teenagers integrated only in testing process but not in app design process
- Bad time context: end of semester, bad weather, short days
- → Revision of both app and instructions!





Lessons Learnt

Redesign Technical Architecture







Lessons Learnt

