



**CODESIGN**

**SESSION**

re-think together

Piazzale Corvetto

The spatial and ethnographic analysis allows us to develop two proposals for the project of tactical urbanism in Piazzale Corvetto: the first one, "Books' Harbour", has been designed in close collaboration with our proponent Giacomo, while the second, "Open Laboratory", has been inspired by the natural inclination of the neighbourhood to social activities.

## Preparing the co-design session

The next step was to discuss these two visions to elaborate them, with the help of inhabitants and people who work in the neighbourhood, during a co-design session. The first thing to do, to prepare the boundary objects for the session, was to understand the main topics we were interested in being focused on and which kind of questions we would like to ask the participants. Since for all of us, this is the first time in which we can work hand in hand with people, to think together about what can improve their neighbourhood and the social life in a public space, we have decided to study in parallel, methods and ideas coming from the service design. It has been useful to read the book "Massive Co-design", to understand how a co-design session can be conducted, which strategies can be applied and which kind of "style of guidance" was better for our aims. Another important thing to consider was the fact that, due to the actual conditions, the co-design session should have taken place on a virtual platform, and for this reason we have made a research on this topic, finding interesting articles on Medium. Then for the development of the tools, we have studied the approaches of different groups to co-design, thinking on how tools and prototypes could be adapted to a virtual workshop.

<https://medium.com/frog-voices/how-to-conduct-a-successful-workshop-with-remote-participants-f6e990b4d90b>

<https://uxdesign.cc/tips-for-running-effective-remote-design-thinking-workshops-18696a52fd4a>

<https://uxdesign.cc/the-top-tools-and-services-for-remote-user-research-567a51787b0e>

<https://medium.com/@optimalworkshop/how-to-run-a-remote-friendly-co-design-optimal-workshop-949c460363c7>

Our board:

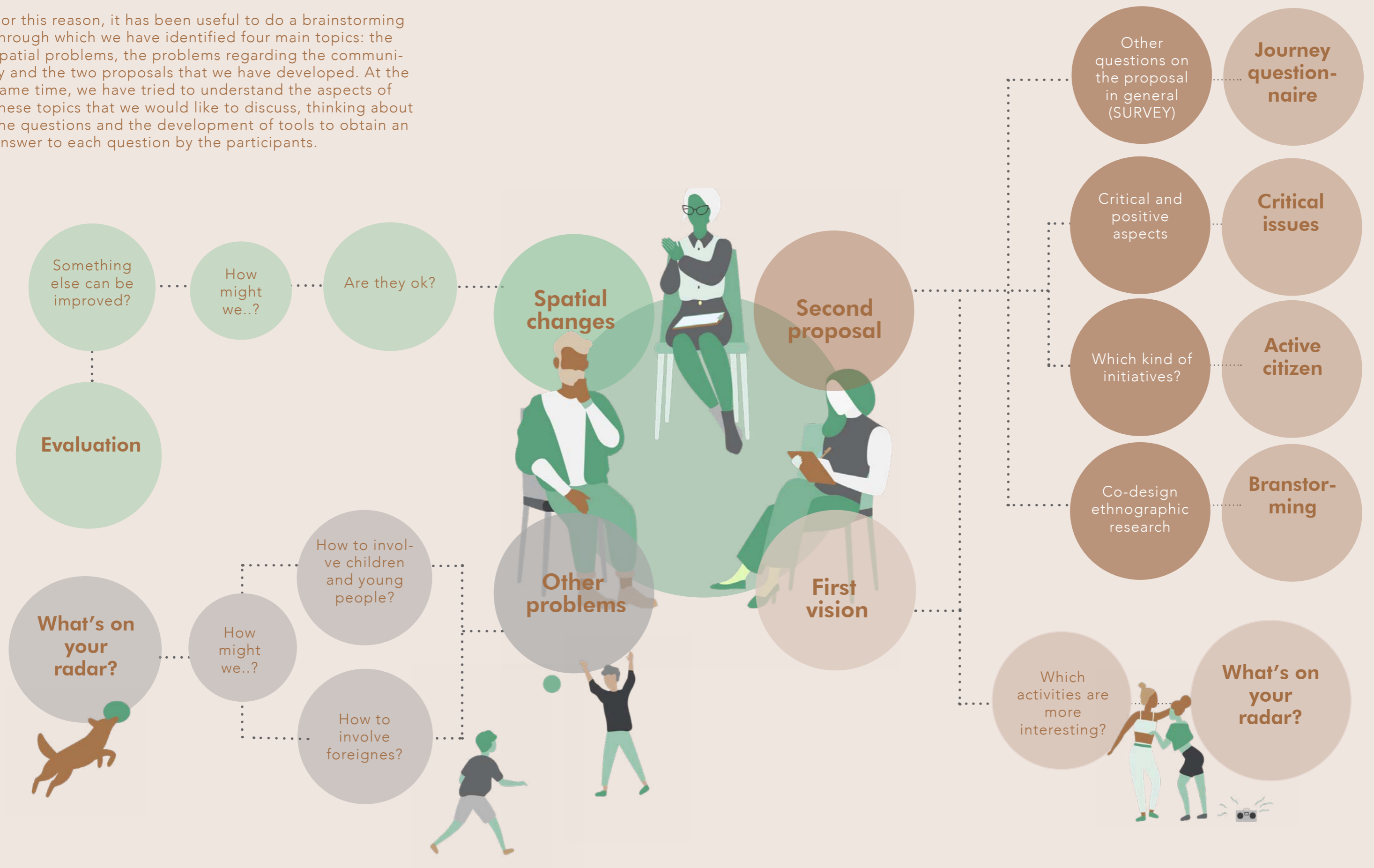
[https://miro.com/app/board/o9J\\_kuwafy8=/](https://miro.com/app/board/o9J_kuwafy8=/)

The collage contains several key elements:

- Articles:**
  - "How to Conduct a Successful Workshop with Remote Participants" (Medium)
  - "The Rainbow Sheet: A Visual Method For Research Analysis" (UX Design CC)
  - "3 Workshop Ideas For Sharing Your Research Findings" (Medium)
  - "How to Design a Participatory Training Workshop With Fun and Neuroscience" (UX Design CC)
  - "Top tools and services for remote user research" (UX Design CC)
  - "Tips for running effective remote Design Thinking Workshops" (UX Design CC)
- Diagrams:**
  - "How to organise the co-design session" (multiple versions)
  - "The collaborative design framework" (flowchart)
  - "Boundary objects in Design" (text)
  - "Tools" (text)
  - "mi mundi il filo?" (mind map)
  - "Consult co-design workshop" (flowchart)
  - "Design Kit" (large diagram with various tool cards)
  - "Service Design Lab C/O CARDS" (grid of cards)
  - "Design Thinking Toolkit: Activity 16 - What's On Your Radar?" (activity card)
- Text Snippets:**
  - "Please prepare: a report of the co-design session where you combine text, images and graphs in order to present:"
  - "Example 1: Share with the participants a GooglePowerPoint document in which you can show and manipulate images, post-its, maps, moodboards..."
  - "Example 2: Share with the participants a GooglePowerPoint document in which you can show and manipulate images, post-its, maps, moodboards..."
  - "Example 3: Before the live session, share with the participants a document (ppt or doc...) depending on your target and boundary object that shows the session, and allows to contribute by adding comments, manipulating images, making drawings..."
  - "Example 4: Make a combination of live and homework interactions. i.e. Organise live sessions such as an example 1-2-3 and then send to the participants the result of the collective work to be enriched and commented. i.e. Make a live presentation of the visions and assign homework to the participants to elaborate on them."
  - "Example 5: Before the live session, share with the participants a document (ppt or doc...) depending on your target and boundary object that shows the session, and allows to contribute by adding comments, manipulating images, making drawings..."

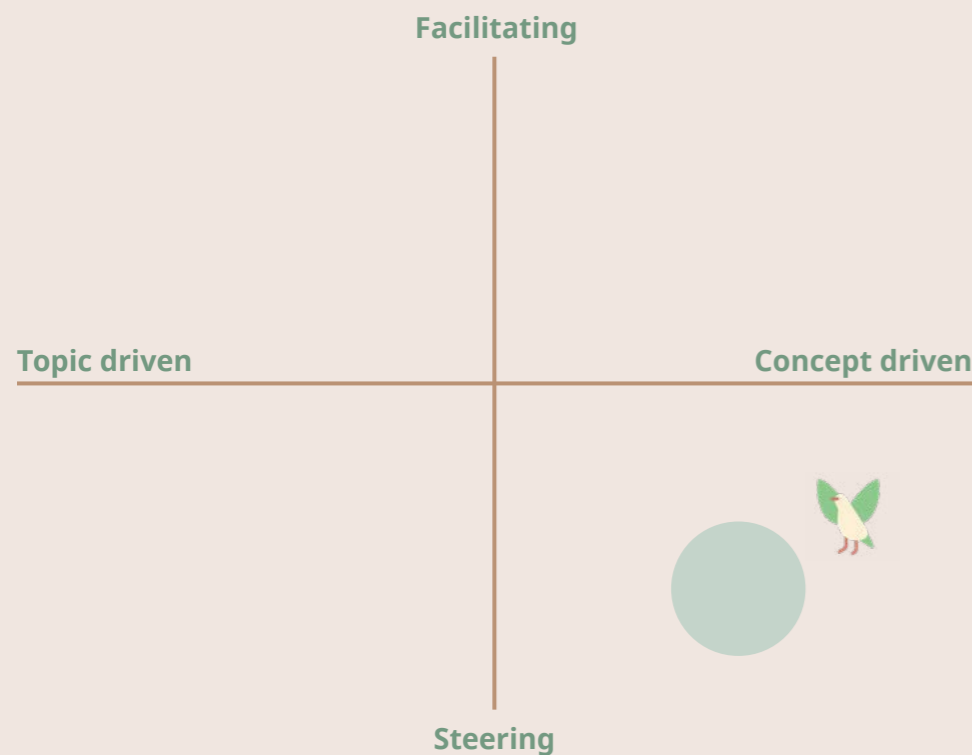
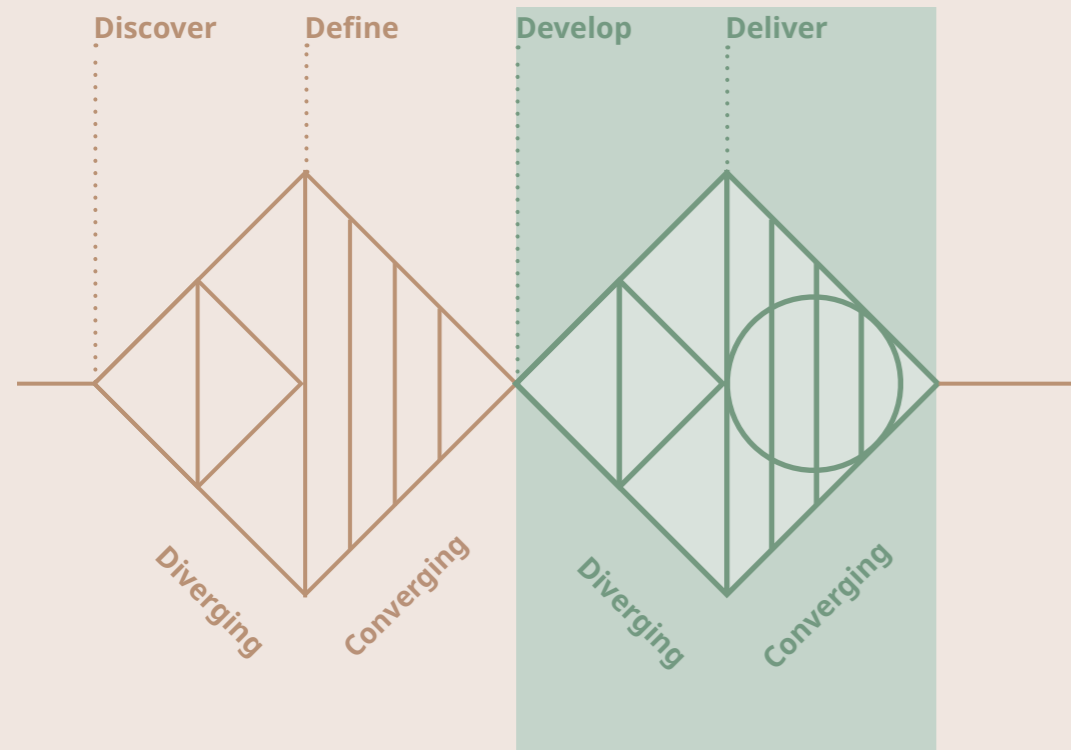
## Co-design Aim

For this reason, it has been useful to do a brainstorming through which we have identified four main topics: the spatial problems, the problems regarding the community and the two proposals that we have developed. At the same time, we have tried to understand the aspects of these topics that we would like to discuss, thinking about the questions and the development of tools to obtain an answer to each question by the participants.



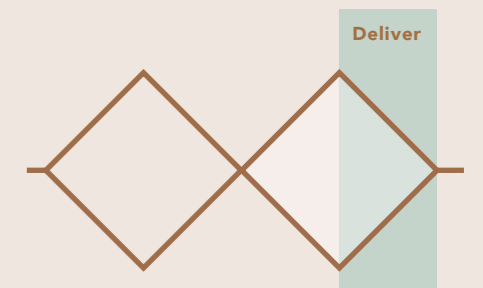
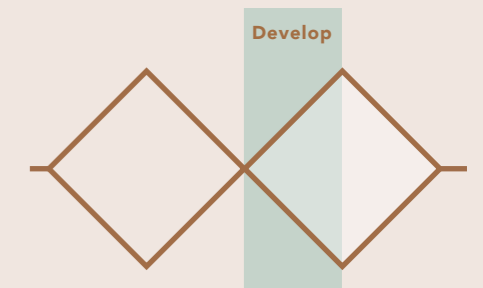
# Brainstorming

The main aim of the session for us was not only to discuss our ideas, but also involve the participants in the process of creation of new ones. For this reason, we have developed a prototype and a set of tools for each topic. Considering the Double Diamond methodology, we have tried to realise “diverging” and “converging” tools in a collaborative way, encouraging the participants to “develop” ideas and also to “deliver” their opinions about the solutions.



Try to consider the first topic, the spatial problems, as an example. In this case, we have prepared two maps to explain the problems that we have found in the pedestrian flows and the changes that we would like to apply to solve those problems. With the first tool, “How might we...?”, we have asked the participants to think about other problems and possible solutions, to “develop ideas”. Then, to conclude this phase, we have asked each participant to evaluate the solutions, both those coming from the team and those coming from the previous exercise, to “deliver” their opinion about the value of each solution.

### Double Diamond stage



# Double Diamond

The five participants were all involved in several associations that work in Corvetto, so it has been really useful also because they give us suggestions about possible collaborations with other realities of the neighborhood.



**Giacomo Sarasso**

**Owner of the kiosk "Casa di Giacomo"**



**Egle' Vitkute'**

**Graphic designer from Plurima association**



**Gloria Gusmaroli**

**Project officer Luoghicomuni (La Città intorno)**



**Veronica D'Ortenzio**

**Member of Rete Corvetto and "Parrocchie e Periferie"**



**Massimo Zerbeloni**

**Social operator BuonAbitare**

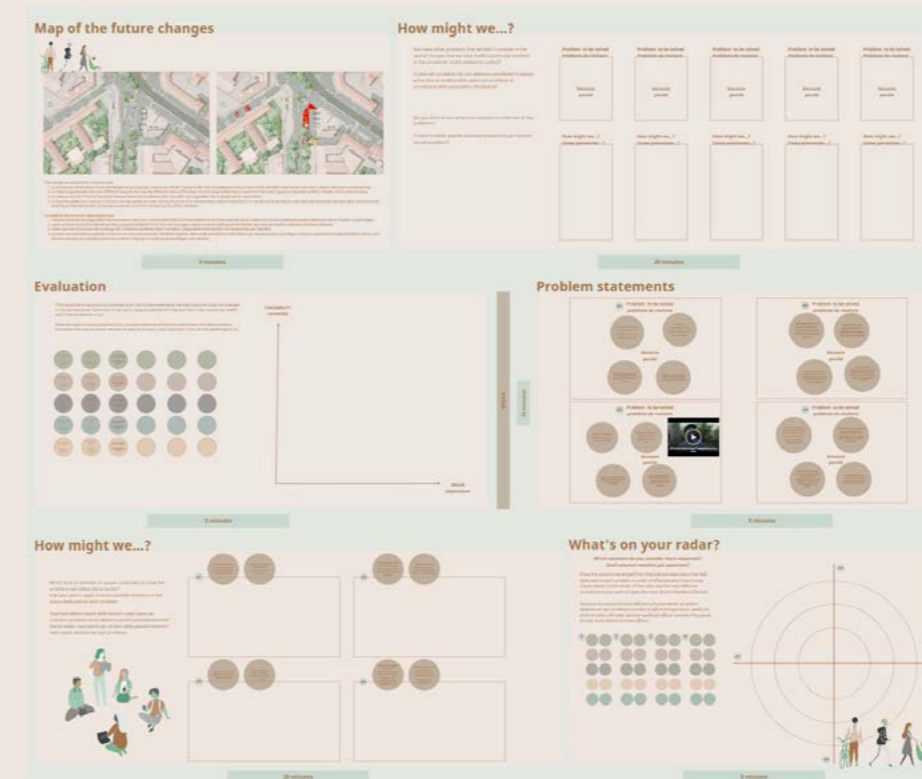
# Participants

## Where? How?

The fact that we have chosen to work on Miro and to talk at the same time on Skype has been important for many reasons. First of all, to create a real atmosphere of collaboration, with the result that sometimes a participant has given a possible solution to a problem expressed by someone else. Then because by sharing the screen it has been easy to explain to the participants how to use Miro and to force the attention on the prototypes to explain them and also because when someone had a problem in using the platform, the group was immediately helping him. But the most interesting aspect of the combination of these two platforms is the fact that has allowed the participants to think about the problems of the neighbourhood in general terms, not just about this particular project and to discuss other initiatives. For example, during the second day, all the group discussed the fact that a place for co-working is missing. Of course, this intervention in Piazzale Corvetto is not the right occasion to do this kind of activity, because of the noise and the traffic, but the fact that people from different associations and different fields were together maybe has represented an opportunity for the birth of new projects.

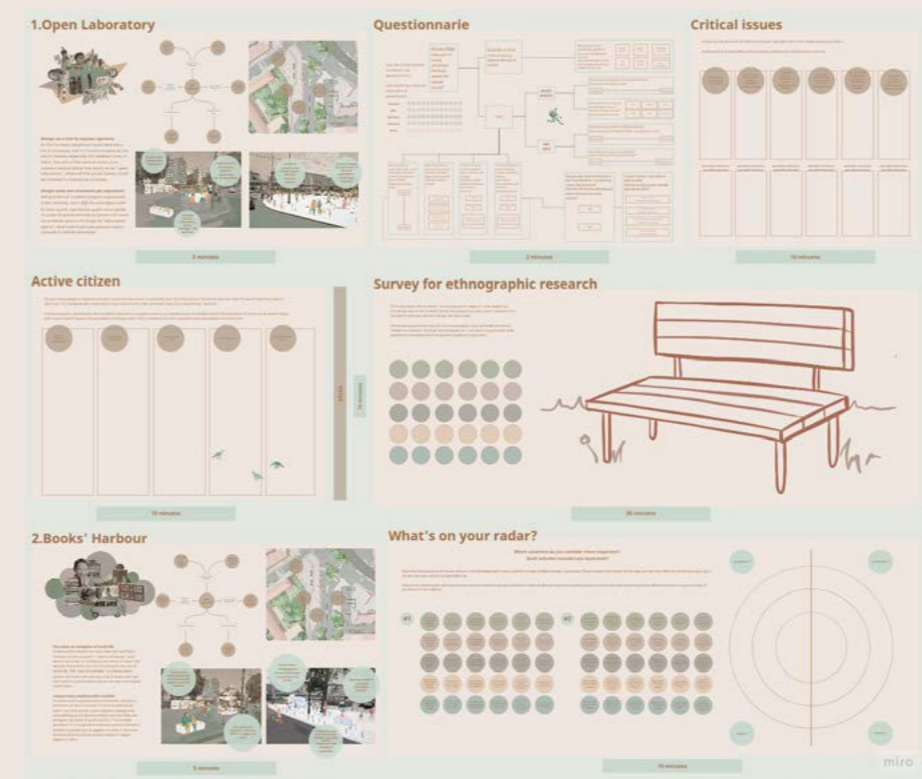


## 2. Problem statements



**Tuesday 21/04 - First day**

6:30 pm - 8:00 pm



**Wednesday 22/04 - Second day**

6:30 pm - 8:00 pm

The co-design workshop has been divided into two sessions of one hour and a half, because it was too intense for the participants considering also the fact that it was running by remote. Although there have been some initial problems in the use of Miro, the participation has been enthusiastic and everyone was actively engaged in the workshop.

# When, where, how?

First day base

**Map of the future changes**

**How might we...?**

Do you think of any temporary solution to solve one of the problems?

Do you think of any temporary solution to solve one of the problems?

**Evaluation**

How many ideas did you generate? How many ideas did you implement? How many ideas did you share?

**Problem statements**

Problem to be solved: **Problema da risolvere**

How might we...? **Come possiamo...?**

**How might we...?**

Which solution do you consider most important?

**What's on your radar?**

SEE YOU TOMORROW!

First day results

**Map of the future changes**

**How might we...?**

Do you think of any temporary solution to solve one of the problems?

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How might we...? **Come possiamo...?**

**How might we...?**

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SEE YOU TOMORROW!

# 1. Map of the spatial changes

## Map of the future changes



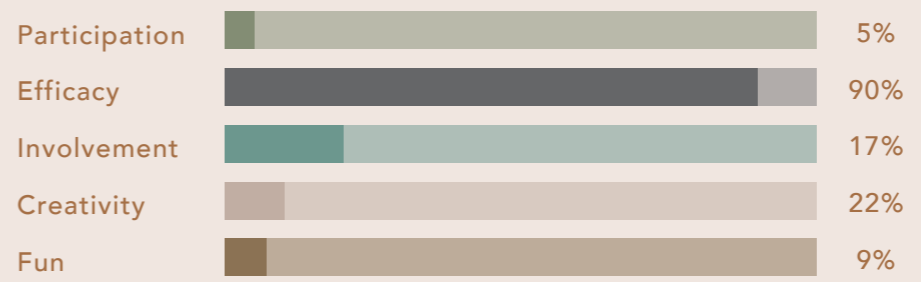
- The changes we would like to implement are:
1. to remove part of the hard to cross and dangerous parking lots, in particular the left row (we prefer that the pedestrian area is more visible and safer) keeping the right one to reduce the impact on the parking;
  2. to create a gap between the rows of Bike-Mi because the long line of Bike-Mi (about 23m) does not encourage pedestrians to pass from the kiosks' square to the street vendors' stands in front and vice versa;
  3. to create a zone 30 in front of the school because the drivers accelerate after the traffic light regardless that is dangerous for the children;
  4. to move the pedestrian crossing in line with the new pedestrian area, closing the entrance of the secondary road on Viale Martini to recover some parking lot and make that same one-way secondary road alternated entering by Viale Marocchetti to allow entry and exit both from the parking lot and for residents;
- Le modifiche che vorremmo implementare sono:
1. rimuovere parte dei parcheggi difficili da attraversare e pericolosi, in particolare la fila di sinistra (preferiamo che l'area pedonale sia più visibile e più sicura) mantenendo quella a destra per ridurre l'impatto sul parcheggio;
  2. creare un divario tra le file di Bike-Mi perché la lunga fila di Bike-Mi (circa 23m) non incoraggia i pedoni a passare dalla piazza dei chioschi agli stand dei venditori ambulanti di fronte e viceversa;
  3. creare una zona 30 di fronte alla scuola perché i conducenti accelerano dopo il semaforo, indipendentemente dal fatto che sia pericoloso per i bambini;
  4. spostare l'attraversamento pedonale in linea con la nuova area pedonale, chiudendo l'ingresso della strada secondaria su Viale Martini per recuperare alcuni parcheggi e realizzare quella stessa strada secondaria a senso unico alternata entrando da Viale Marocchetti per consentire l'ingresso e l'uscita sia dal parcheggio e per residenti;

5 minutes

Activity: **PROTOTYPE**  
 Aim: **TO EXPLAIN**  
 Duration: **5 MINUTES**

With the prototype, the participants have understood the spatial problems in the pedestrian flows, by the comparison of the existing conditions and the plan with the planned changes. The prototype has been useful also when carrying out the "how might we..." exercise because participants could share their ideas on the map while they were talking on Skype.

### Evaluation of the tool



# First day tools

# 1.1 How might we...?

## How might we...?

Are there other problems that we didn't consider in the spatial changes that we have made (a particular problem in the circulation, in the pedestrian paths)?

*Ci sono altri problemi che non abbiamo considerato in questa prima fase di modifica dello spazio (un problema di circolazione delle automobili o dei pedoni)?*

Do you think of any temporary solution to solve one of the problems?

*Ti viene in mente qualche soluzione temporanea per risolvere uno dei problemi?*

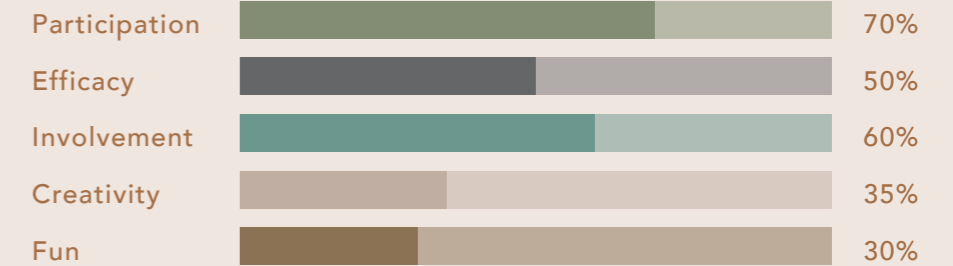
20 minutes

miro

Activity: **DIVERGENT/DEVELOPING TOOL**  
 Aim: **DISCOVER PROBLEM/POSSIBLE SOLUTIONS**  
 Duration: **20 MINUTES**

“How might we...” statements are design opportunities deconstructed from a single problem statement. After the explanation of the spatial changes already decided, the participants can express their ideas about other problems regarding the space, and discuss together possible solutions.

### Evaluation of the tool



## How might we...?

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*Ci sono altri problemi che non abbiamo considerato in questa prima fase di modifica dello spazio (un problema di circolazione delle automobili o dei pedoni)?*

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20 minutes

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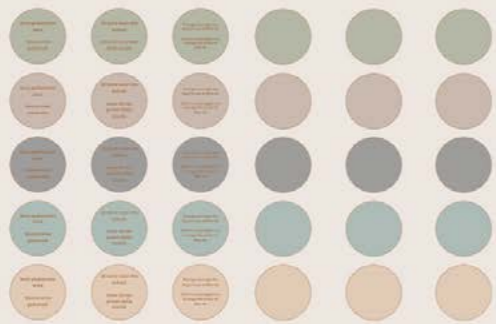


## 1.2 Evaluation

### Evaluation

Think about the single solutions proposed so far, both those presented at the beginning and those that emerged in the previous phase. Place them in the matrix trying to understand if they are more or less interesting / useful and if they are feasible or not.

Pensa alle singole soluzioni proposte fin'ora, sia quelle presentate all'inizio sia quelle emerse nella fase precedente. Posizionale nella matrice accanto cercando di capire se sono più o meno importanti / utili e se sono fattibili oppure no.



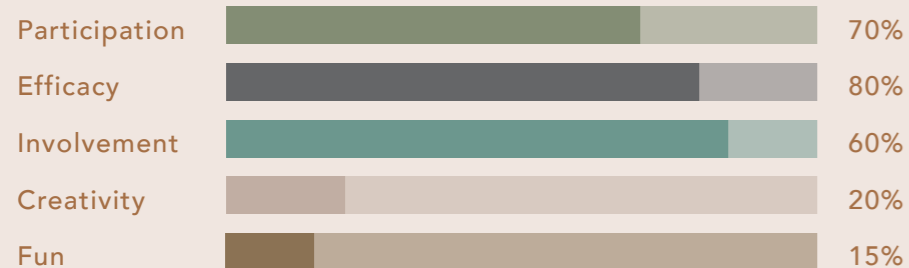
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FEASIBILITY  
Fattibilità

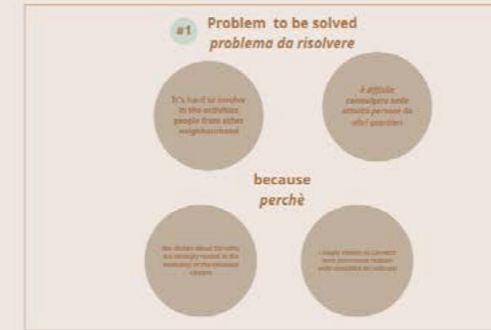


### Evaluation of the tool



## 2. Problem statements

### Problem statements



5 minutes

miro

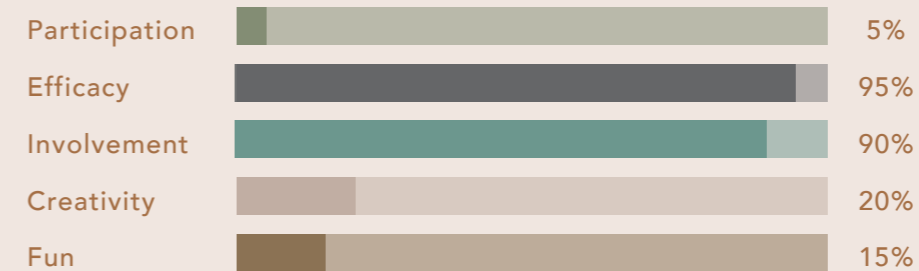
Activity: **CONVERGENT/ DELIVERING TOOL**  
Aim: **TO COLLECT FEEDBACKS**  
Duration: **5 MINUTES**

To conclude the first part, the participants were asked to think about the single solutions proposed, both those presented at the beginning and those that emerged in the "How might we...?" exercise. They had to place them in the matrix trying to understand if they were more or less interesting/ useful or feasible.

Activity: **PROTOTYPE**  
Aim: **TO FRAME OTHER PROBLEMS**  
Duration: **5 MINUTES**

With the second prototype, we tried to share with the participants some of the problems that we have found during the first analysis regarding the community. The first one is regarding the fact that it's hard to involve in the activities people from the other neighbourhood, the others are linked to particular a particular target (children, foreigners and young adults).

### Evaluation of the tool



# First day tools

## 2.1 How might we...?

### How might we...?

Which kind of activities or spaces could help to solve the problems we talked about earlier?  
Use your post-it again to write possible solutions in the space dedicated to each problem.

Quali potrebbero essere delle attività o degli spazi per risolvere i problemi di cui abbiamo parlato precedentemente?  
Usa di nuovo i tuoi post-it per scrivere delle possibili soluzioni nello spazio dedicato ad ogni problema.



**#1** It's hard to involve all the students people from other neighborhood. **È difficile coinvolgere tutti studenti persone da altri quartieri.**

**#2** Although there are a lot of initiatives, it's hard to involve all the social classes in them. **anche se ci sono molte iniziative, è difficile coinvolgere tutte le classi sociali.**

**#3** A lot of young people (15-21 years old) are missing. **Mancano un pozzo sono persone molto giovani dai 15-21 anni.**

**#4** Children struggle to involve themselves part of the city, they are placed in the dynamics of the neighborhood. **I bambini faticano a coinvolgersi parte della città, sono inseriti nelle dinamiche del quartiere.**

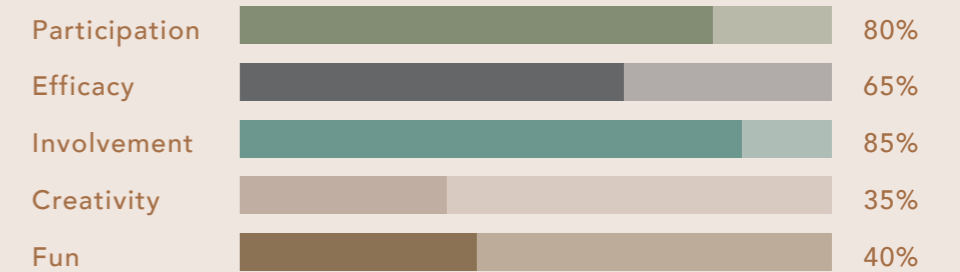
20 minutes

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Activity: **DIVERGENT/DEVELOPING TOOL**  
Aim: **TO FIND SOLUTIONS TO A GIVEN PROBLEM**  
Duration: **20 MINUTES**

We have used again the exercise "How might we...?", but this time the participants were asked to give a possible solution to the problems of the second prototype: an idea about a possible activity/initiative or an association to involve in the project.

### Evaluation of the tool



### How might we...?

Which kind of activities or spaces could help to solve the problems we talked about earlier?  
Use your post-it again to write possible solutions in the space dedicated to each problem.

Quali potrebbero essere delle attività o degli spazi per risolvere i problemi di cui abbiamo parlato precedentemente?  
Usa di nuovo i tuoi post-it per scrivere delle possibili soluzioni nello spazio dedicato ad ogni problema.



**#1** It's hard to involve all the students people from other neighborhood. **È difficile coinvolgere tutti studenti persone da altri quartieri.**  
 Soluzioni: **Partire dalle attività che sono già in corso e coinvolgere tutti gli studenti.** **Conoscere e parlare con i genitori.** **Eventi educativi come la celebrazione di Open-App!** **Invitare gli studenti a parlare con i genitori.** **Invitare i genitori a parlare con gli studenti.** **Invitare i genitori a parlare con gli studenti.**

**#2** Although there are a lot of initiatives, it's hard to involve all the social classes in them. **anche se ci sono molte iniziative, è difficile coinvolgere tutte le classi sociali.**  
 Soluzioni: **Creare un gruppo di lavoro per coinvolgere direttamente.** **Sviluppare eventi da offrire in varie culture.**

**#3** A lot of young people (15-21 years old) are missing. **Mancano un pozzo sono persone molto giovani dai 15-21 anni.**  
 Soluzioni: **Invitare i giovani a parlare con i genitori.** **Invitare i giovani a parlare con i genitori.** **Invitare i giovani a parlare con i genitori.** **Invitare i giovani a parlare con i genitori.** **Invitare i giovani a parlare con i genitori.**

**#4** Children struggle to involve themselves part of the city, they are placed in the dynamics of the neighborhood. **I bambini faticano a coinvolgersi parte della città, sono inseriti nelle dinamiche del quartiere.**  
 Soluzioni: **Co-progettare con le scuole.** **Invitare i bambini a parlare con i genitori.** **Invitare i bambini a parlare con i genitori.** **Invitare i bambini a parlare con i genitori.** **Invitare i bambini a parlare con i genitori.**

20 minutes

miro

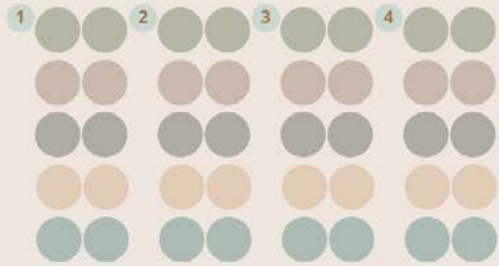
## 2.2 What's on your radar?

### What's on your radar?

Which solutions do you consider more important?  
Quali soluzioni consideri più importanti?

Place the solutions emerged from the previous exercise in the field dedicated to each problem in order of effectiveness/ importance. Those closest to the center of the radar are the most effective according to your point of view, the most distant the least effective.

Posiziona le soluzioni emerse dall'esercizio precedente nel settore dedicato ad ogni problema in ordine di efficacia/importanza. Quelle più vicine al centro del radar saranno quelle più efficaci secondo il tuo punto di vista, le più distanti le meno efficaci.



5 minutes

miro

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5 minutes

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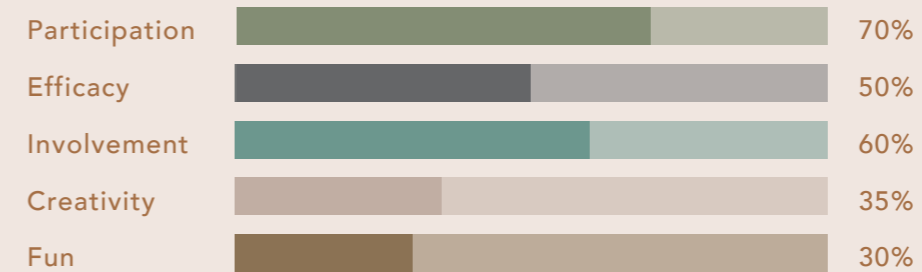
Activity: **CONVERGENT/DELIVERING TOOL**

Aim: **TO UNDERSTAND WHICH SOLUTIONS ARE MORE IMPORTANT**

Duration: **5 MINUTES**

After the previous exercise, we have chosen two solutions for each problem, the more feasible in a project of tactical urbanism. Each participant was asked to place the solutions on the radar canvas in priority order. Items closer to the centre of the radar were the most important. In this way, we have understood which are the priorities for each participant.

### Evaluation of the tool



# First day tools

### 1. Open Laboratory

Design as a tool to express opinions

3 minutes

### Questionnaire

2 minutes

### Critical issues

10 minutes

### Active citizen

10 minutes

### Survey for ethnographic research

20 minutes

### 2. Books' Harbour

1 minute

### What's on your radar?

10 minutes

### 1. Open Laboratory

3 minutes

### Questionnaire

2 minutes

### Critical issues

10 minutes

### Active citizen

10 minutes

### Survey for ethnographic research

20 minutes

### 2. Books' Harbour

1 minute

### What's on your radar?

10 minutes

### 2. Books' Harbour

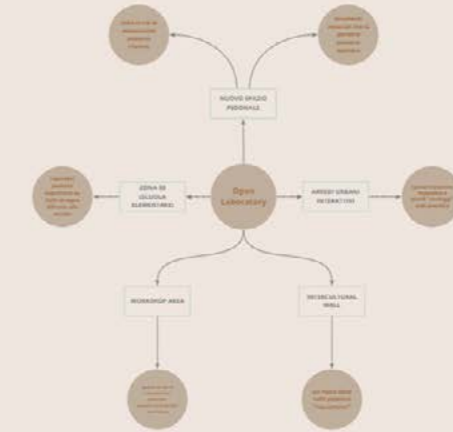
1 minute

### What's on your radar?

10 minutes

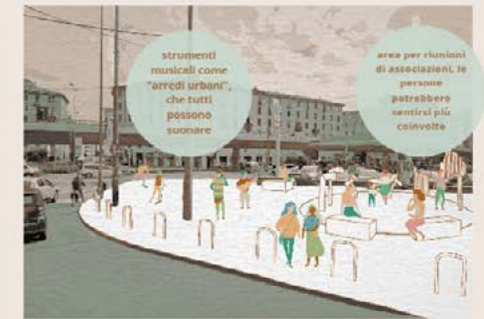
### 3. Open Laboratory

### 1. Open Laboratory



**Design as a tool to express opinions**  
 In the Corvetto neighbourhood there are a lot of initiatives, but it's hard to involve all the social classes, especially the weakest ones, in them. The aim of the second vision, is to create a neutral place that works as an "open laboratory", where all the social classes could be involved in interactive activities.

**Design come uno strumento per esprimersi**  
 Nel quartiere di Corvetto vengono organizzate molte iniziative, ma è difficile coinvolgere tutte le classi sociali, soprattutto quelle meno agiate. Lo scopo di questa seconda proposta è di creare un ambiente neutro che funga da "laboratorio aperto", dove tutte le persone possano essere coinvolte in attività interattive.



5 minutes

Activity: **PROTOTYPE**  
 Aim: **TO EXPLAIN**  
 Duration: **5 MINUTES**

Prototype in the form of "board" to explain the proposal developed by the team. Since it was developed by us, we were more interested in discussing it in a detailed way, more than the other one. For this reason, we have used several tools.

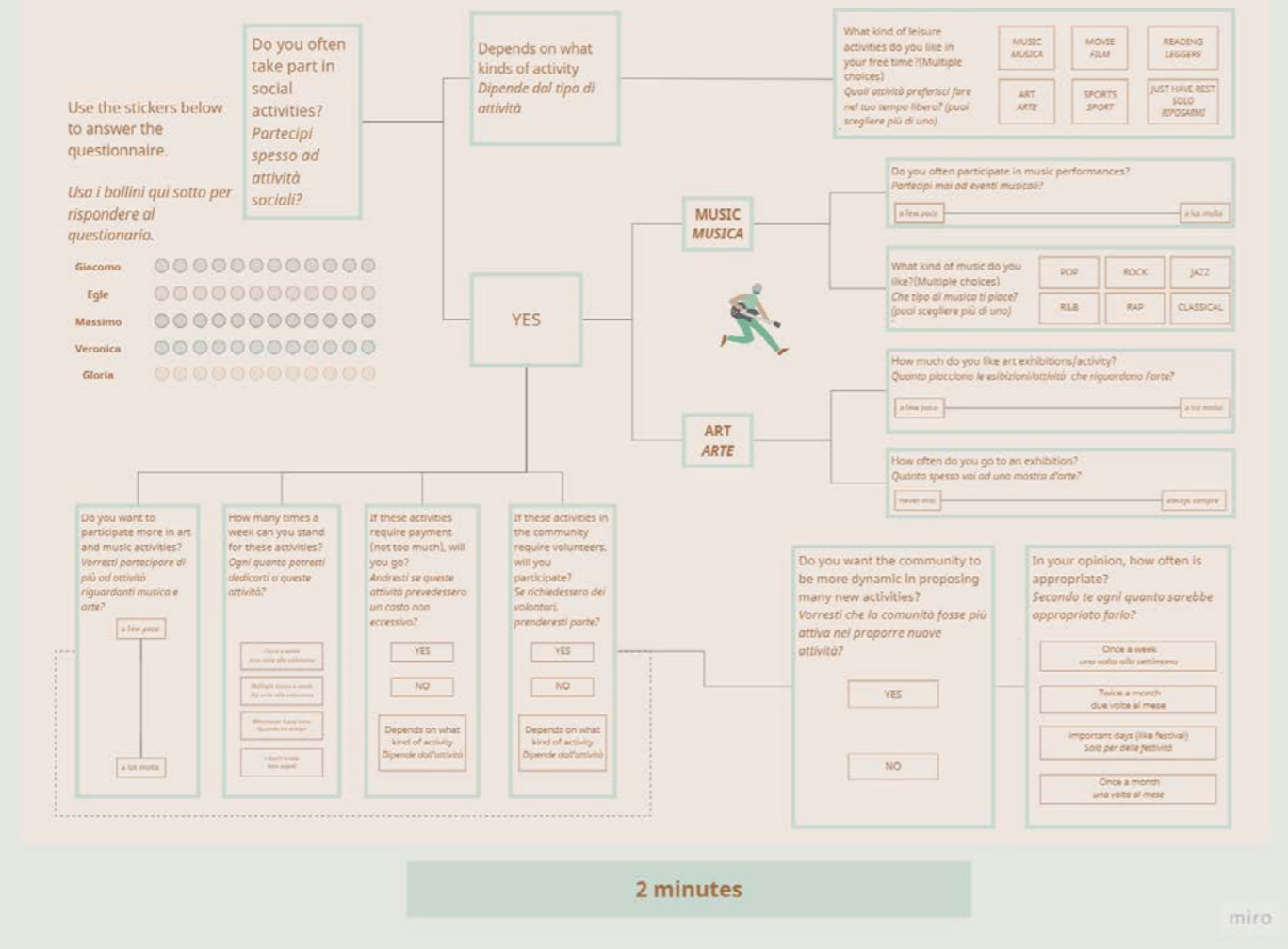
### Evaluation of the tool



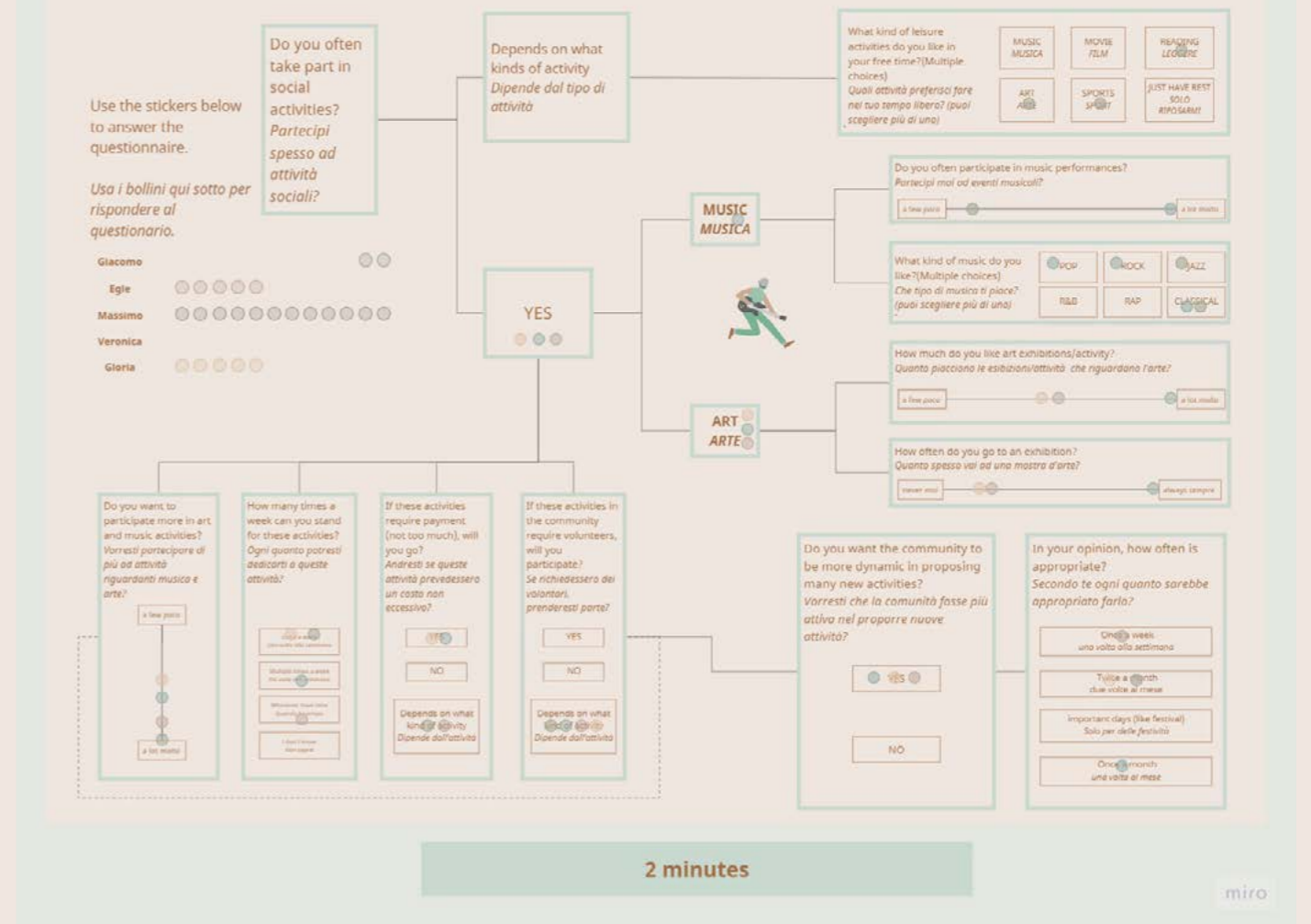
# Second day tools

### 3.1 User journey questionnaire

## Questionnaire



## Questionnaire



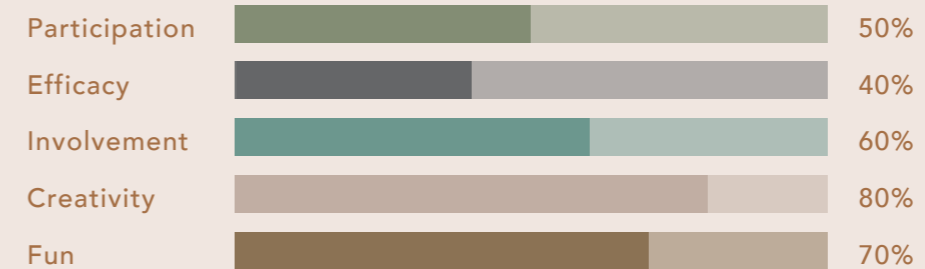
Activity: **DIVERGENT/DEVELOPING TOOL**

Aim: **TO UNDERSTAND IF CREATIVE ACTIVITIES ARE APPRECIATED**

Duration: **2 MINUTES**

A quick questionnaire to understand if the creative activities, like art and music, through which we were planning to develop the activities of the vision, are appreciated in general terms by the participants to our co-design session. They were asked to provide an answer to each question using the dots of their assigned colour.

### Evaluation of the tool



# Second day tools

### 3.2 Critical issues

#### Critical issues

Analyzing the activities of the first proposal highlight the critical issues where you find it.  
 Analizzando le attività della prima proposta, evidenzia le criticità dove ce ne sono.

The cards contain the following questions:

- un mare dove tutti possono "accostarsi"?
- spazio in cui le associazioni possono organizzare piccoli workshop?
- i passanti possono rispondere a piccoli "sondaggi" sulle parolacce?
- strumenti musicali come "arredi urbani", che tutti possono suonare?
- area per riunioni di associazioni, le persone potrebbero sentirsi più coinvolte?
- i bambini possono esprimersi su delle lavagne di fronte alla scuola?

Below each question is a box labeled "possible solutions" / "possibili soluzioni".

10 minutes

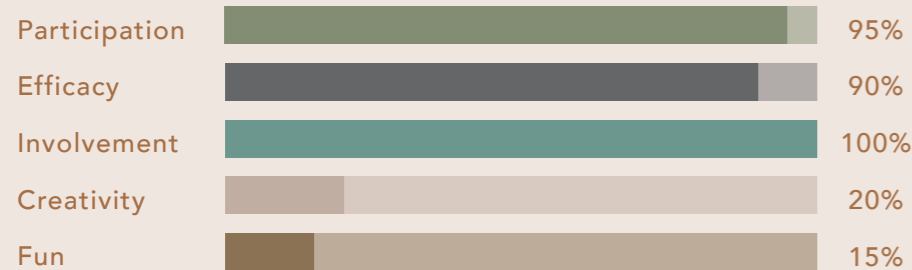
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- un mare dove tutti possono "accostarsi"?
- spazio in cui le associazioni possono organizzare piccoli workshop?
- i passanti possono rispondere a piccoli "sondaggi" sulle parolacce?
- strumenti musicali come "arredi urbani", che tutti possono suonare?
- area per riunioni di associazioni, le persone potrebbero sentirsi più coinvolte?
- i bambini possono esprimersi su delle lavagne di fronte alla scuola?

Below each question is a box labeled "possible solutions" / "possibili soluzioni".

#### Evaluation of the tool



### 3.3 Active Citizens

#### Active citizen

Do you know people or associations who could become active in a possible pact of collaboration? Someone who can take of one of these five areas in particular? Or someone who could give a contribution with other activities? Help us to expand our network!

Conosci persone o associazioni che potrebbero diventare un soggetto attivo in un possibile patto di collaborazione? Che prendano in carico una di queste cinque aree in particolare? Oppure che potrebbero comunque dare il loro contributo con altre attività? Aiutateci ad ampliare la nostra rete!

The cards contain the following questions:

- Dove si trovano gli "arredi urbani"?
- Arredi urbani "alternativi"?
- Interventi di "arte"?
- Workshop "arte"?
- Noni "pubblici" area?

Below each question is a box labeled "possible solutions" / "possibili soluzioni".

10 minutes

miro

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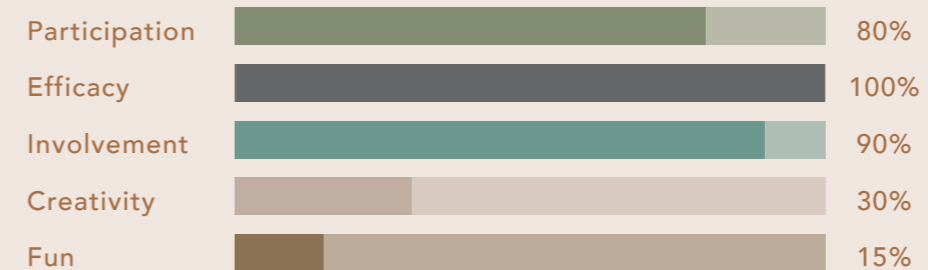
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10 minutes

miro

#### Evaluation of the tool



#### Activity: CONVERGENT/ DELIVERING TOOL

Aim: TO CREATE CONNECTIONS WITH POSSIBLE ACTIVE CITIZENS

Duration: 10 MINUTES

The third exercise regarding our proposal aims to discover new associations and citizens that could be interested in having an active role in the project. Since all the participants are involved in the social life of the neighbourhood, we have asked them suggestions to expand our network.

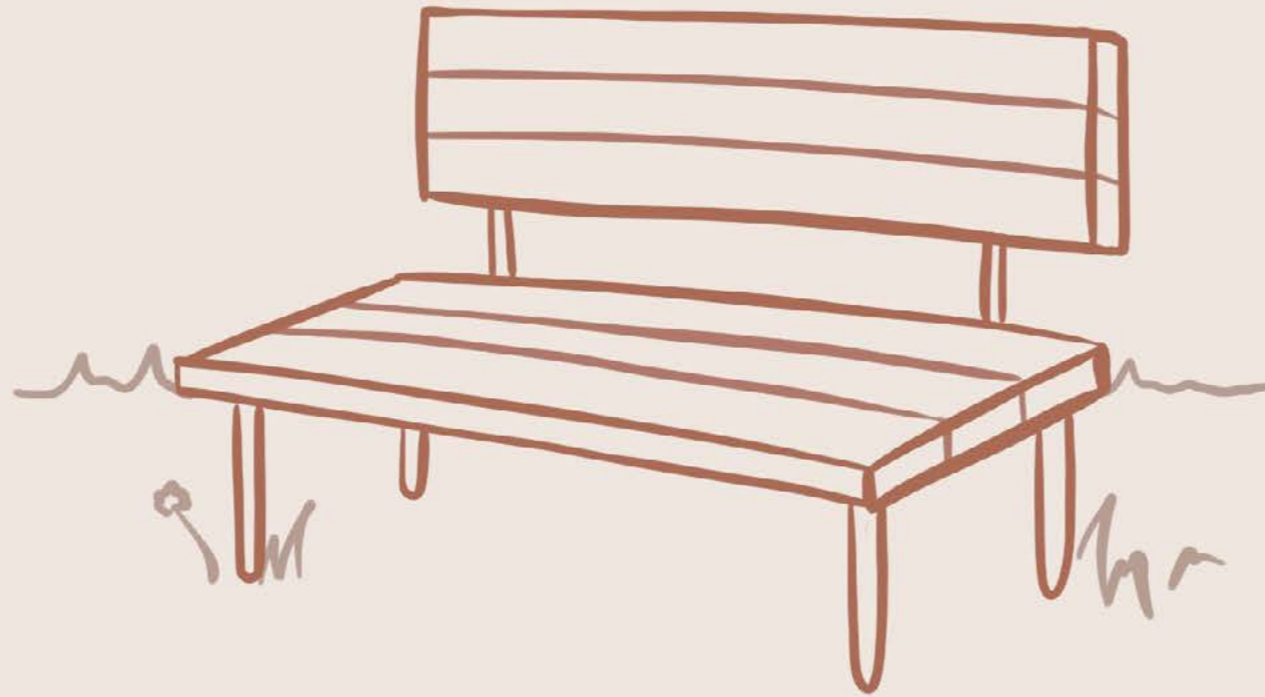
# Second day tools

### 3.4 Questions for the ethnographic research

#### Survey for ethnographic research

Thinking about the survey for the ethnographic research, what questions should we ask to the citizens? Write the question on your post-it and put it on the bench and then we will choose the main ones.

Pensando al questionario per la ricerca etnografica, quali domande dovremmo chiedere ai cittadini? Formula una domanda con i tuoi post-it e posizionala sulla panchina e successivamente sceglieremo quelle più importanti.



30 minutes

miro

Activity: **DIVERGENT/DEVELOPING TOOL**  
 Aim: **TO IDEATE CONTENTS FOR THE INTERACTIVE FURNITURES**  
 Duration: **30 MINUTES**

One of the ideas of the "Open Laboratory", was to use some "interactive furniture" as a white space for surveys. Where people could reply to a simple question about the neighbourhood, using stickers. Since the participants are involved in associations that work on several projects in Corvetto, we have asked them to think about questions useful for them.

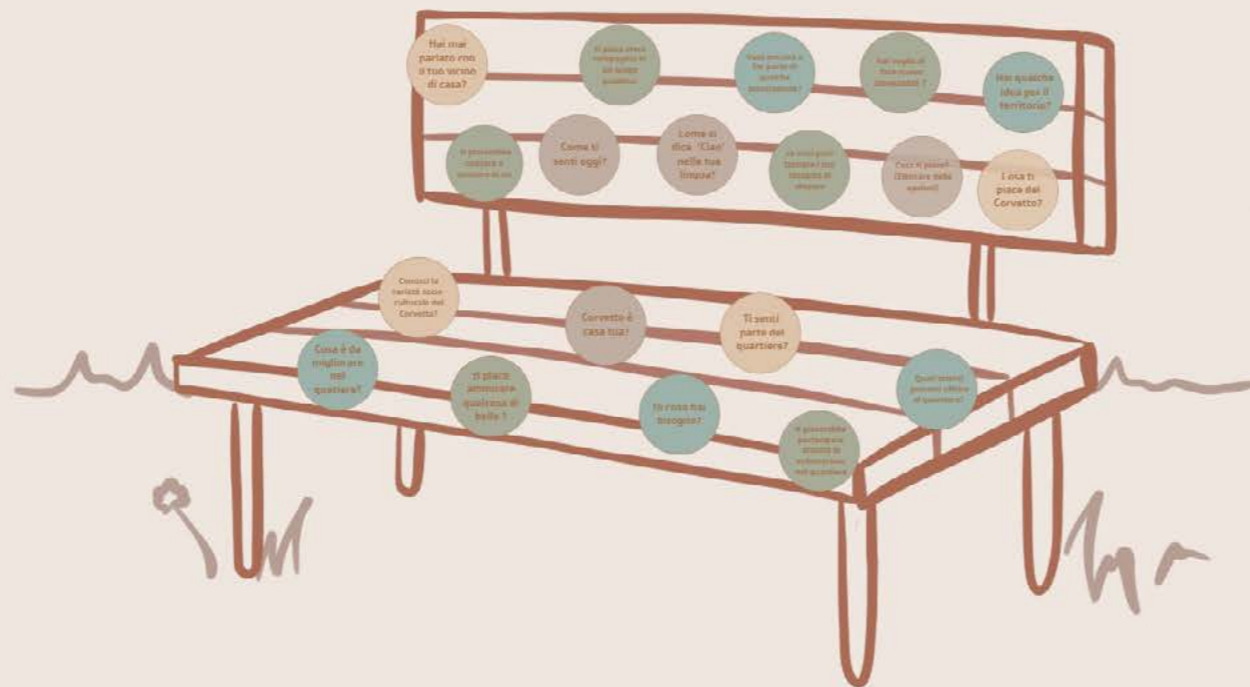
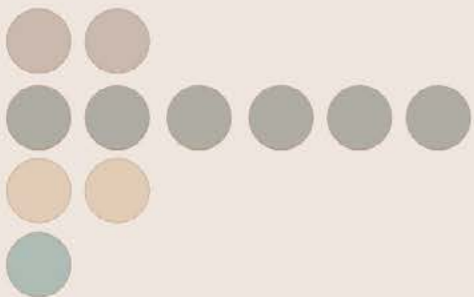
#### Evaluation of the tool



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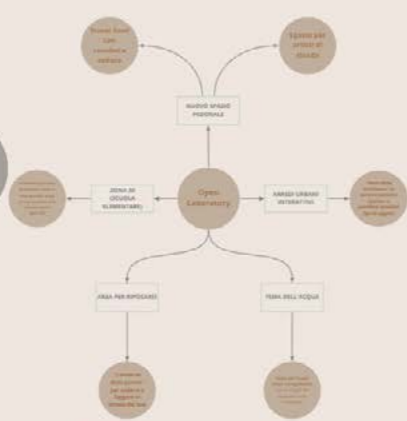


30 minutes

miro

## 4. Books' Harbour

### 2.Books' Harbour



#### The water as metaphor of social life

A place where people can stop, have rest and find a moment to look around in "search of beauty", with several activities, all unified by the theme of water that became the symbol not only of biological but also of social life. The "wall of kindness" is a place where people can leave and take any kind of object and near that there is a place where people can seat and maybe read a book.

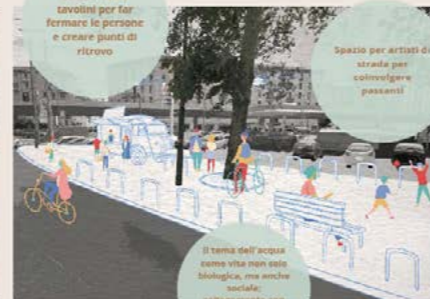
#### L'acqua come metafora della socialità

Un posto dove le persone possono fermarsi, riposarsi e ammirare ciò che li circonda "in cerca di qualcosa di bello", con varie attività, tutte unificate e collegate dal tema dell'acqua che diventa simbolo non solo della vita biologica, ma anche di quella sociale. Il "muro della gentilezza" è un luogo dove le persone possono lasciare o prendere qualsiasi tipo di oggetto e lì vicino ci sarà una struttura dove le persone possono sedersi e magari leggere un libro.



Tutti possono donare qualcosa di cui non hanno più bisogno o prendere qualcosa.

Uno spazio per fermarsi, trovarsi o sedersi a leggere un libro.



Street food e tavolini per far fermare le persone e creare punti di ritrovo.

Spazio per artisti di strada per coinvolgere passanti.

Il tema dell'acqua come vita non solo biologica, ma anche sociale: collegamento con campagna e acquedotto.

5 minutes

miro

Activity: **PROTOTYPE**  
Aim: **TO EXPLAIN**  
Duration: **5 MINUTES**

In the end, we have explained using Miro and Skype the second proposal that we develop with our proponent during this week. The discussion with the other participants has been even more stimulating than we expected, they give their opinions also about how to improve it even if it was not requested and for sure the use of Skype has been fundamental for the virtual session.

#### Evaluation of the tool



## 4.1 What's on your radar?

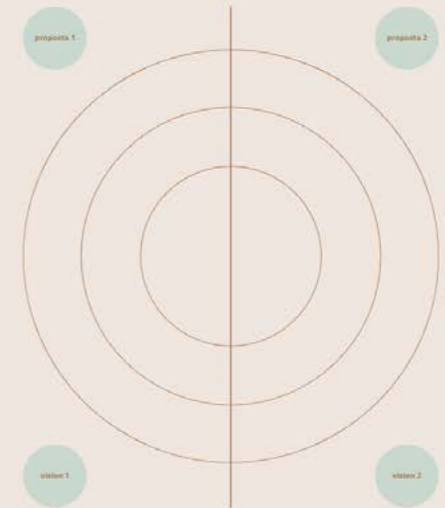
### What's on your radar?

Which solutions do you consider more important?

Quali soluzioni consideri più importanti?

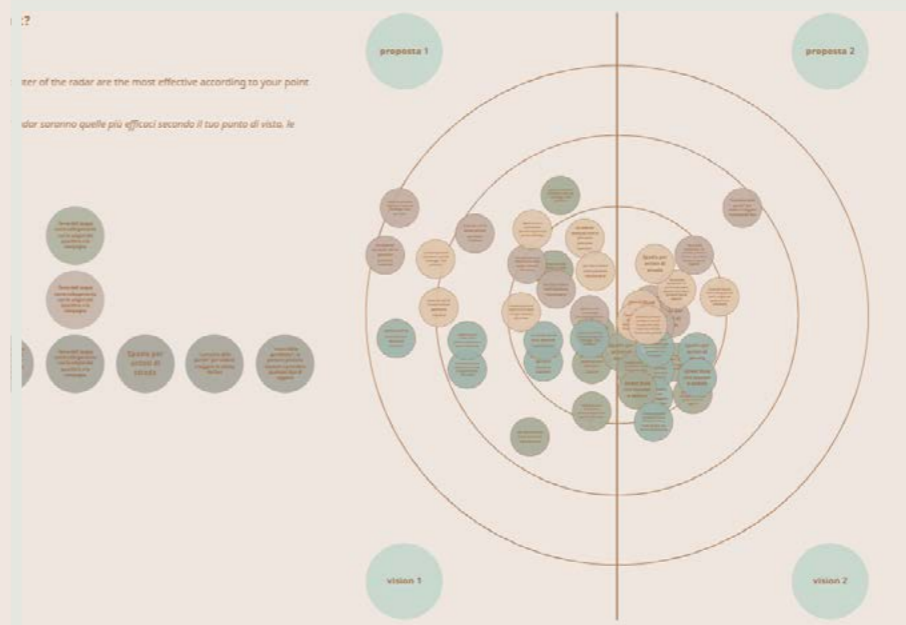
Place the characteristics of the two options in the field dedicated to each problem in order of effectiveness/ importance. Those closest to the center of the radar are the most effective according to your point of view, the most distant the least effective.

Posizionare le caratteristiche delle due proposte nel settore dedicato ad ogni problema in ordine di efficacia/importanza. Quelle più vicine al centro del radar saranno quelle più efficaci secondo il tuo punto di vista, le più lontane le meno efficaci.



10 minutes

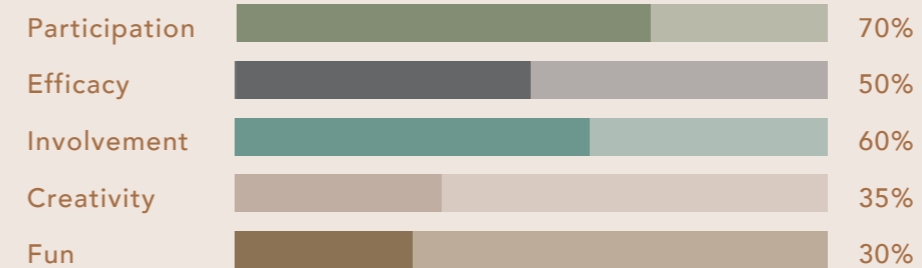
miro



Activity: **CONVERGENT/ DELIVERING TOOL**  
Aim: **TO SUMMARISE**  
Duration: **10 MINUTES**

The same tool of the second phase, but this time to understand which proposal they like more and why. Which is activity does not work at all in their opinion and the important ones.

#### Evaluation of the tool



# Second day tools



### 3.2 Critical issues

#### Giacomo

OTHER COMMENTS ALTRI COMMENTI

Bella esperienza che ci ha distratto dalla situazione attuale



Did you like the co-design session?  
Ti è piaciuta l'esperienza di co-progettazione?



#### Veronica

OTHER COMMENTS ALTRI COMMENTI

Allargare a via Martini e piazza Rosa

Coinvolgere tutto il LdQ in questo progetto

Trovare un modo per condividere queste tabelle con tutti

Credo sia una modalità di lavoro che andrebbe standardizzata!

Did you like the co-design session?  
Ti è piaciuta l'esperienza di co-progettazione?



#### Gloria

OTHER COMMENTS ALTRI COMMENTI

Fare sessione con LdQ e con realtà Azzalp

Condividere un PDF con i risultati alla Rete, nelle scuole, con SpazioPensiero

Mostrare nei gruppi FB il lavoro svolto, dimostrando che è stato partecipato dal quartiere e non è venuto dall'alto. Chiedere poi eventuali suggerimenti dal web

ottima idea lavoro con skype in contemporanea!

Did you like the co-design session?  
Ti è piaciuta l'esperienza di co-progettazione?



Activity: **TOOL**  
Aim: **TO UNDERSTAND IF THE PARTICIPANTS LIKED THE EXPERIENCE**  
Duration: **5 MINUTES**

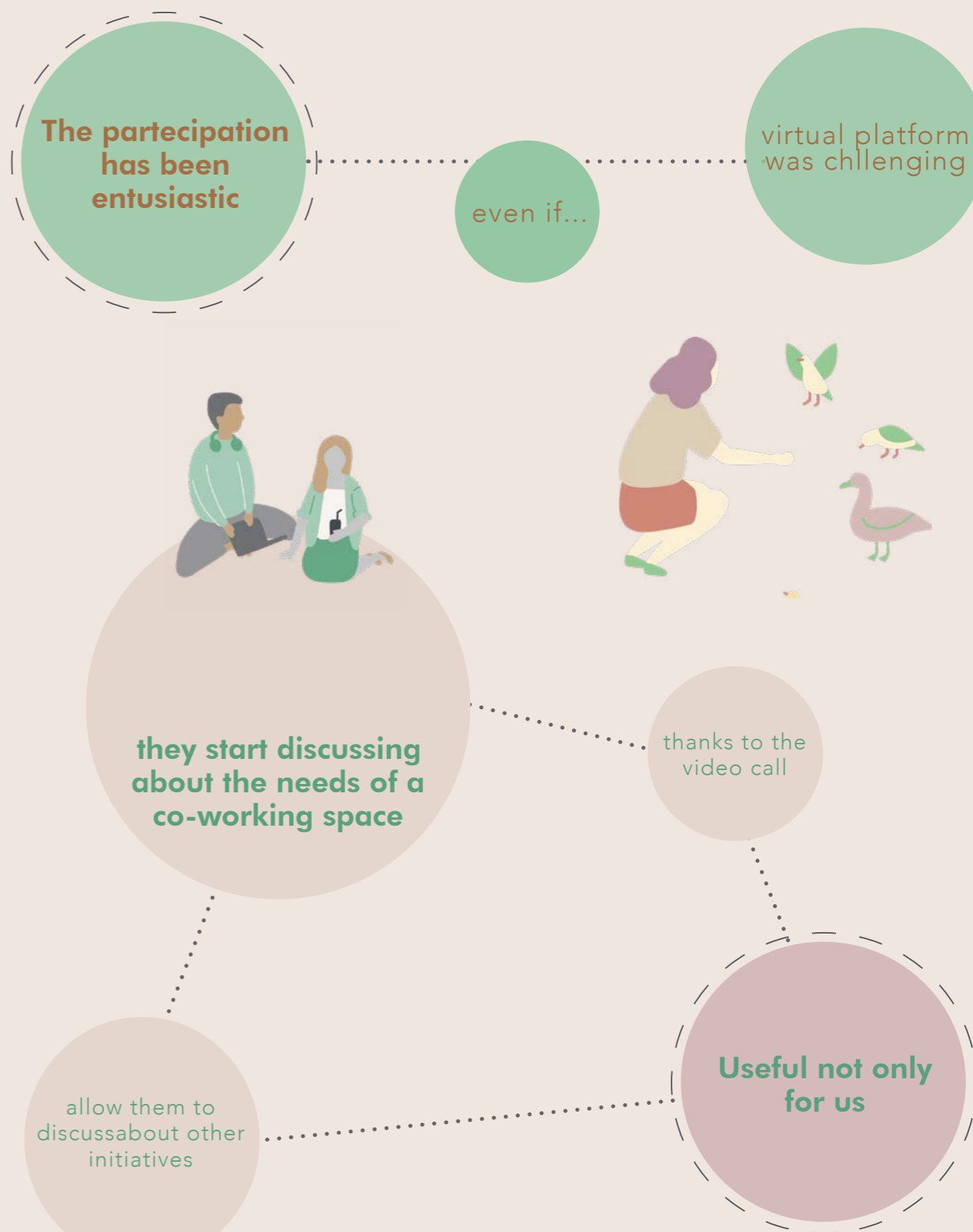
Most of the participants to the co-design session work in this field, so they have already taken part in a co-design session (even if not virtual), or they have organized one. For this reason, since for us, it was the first time, the final tool aimed to understand their impressions and their suggestions.

#### Giacomo

OTHER COMMENTS ALTRI COMMENTI



Did you like the co-design session?  
Ti è piaciuta l'esperienza di co-progettazione?



# Evaluations

Taking into account ideas and critical aspects coming from the co-design session, but also the actual situation of social distancing, we have tried to develop a new proposal. In these days the municipality is working on the re-organization of the mobility in the city, explained by the plan "Milano 2020". The main interesting aspect, regarding our intervention, is the fact that all the public spaces need to be improved, in terms of pedestrian flows, quality of social life, creation of 30 zones, with the transformation of parking lots in parklets that restaurants can use to place outdoor tables, and the invitation to use the bicycles instead of cars or public transportation. This could be a real opportunity to improve the quality of Piazzale Corvetto in many ways. For example with the creation of a new pedestrian area and the partial removal of a row of parking lots, leaving also a space for street food that can help some vendors in this period of economic uncertainty and at the same time provide an open space where to eat, keeping the social distancing thanks to a pattern on the ground.

**1** Problem:  
**The pedestrian path under the overpass is not well-maintained at all.**

Suggestion:  
**Creation of a "wall" for participative art or with anecdotes about the neighbourhood.**

**2** Problem:  
**The pedestrian crossing between viale martini and via marocchetti is dangerous for pedestrians because of the entrance of the gas station.**

Suggestion:  
**Try to understand if it is possible to move the entrance to the gas station.**

**3** Problem:  
**Shaded areas for pedestrians are missing.**

Suggestion:  
**Include trees or movable coverings in the project.**



# Spatial changes



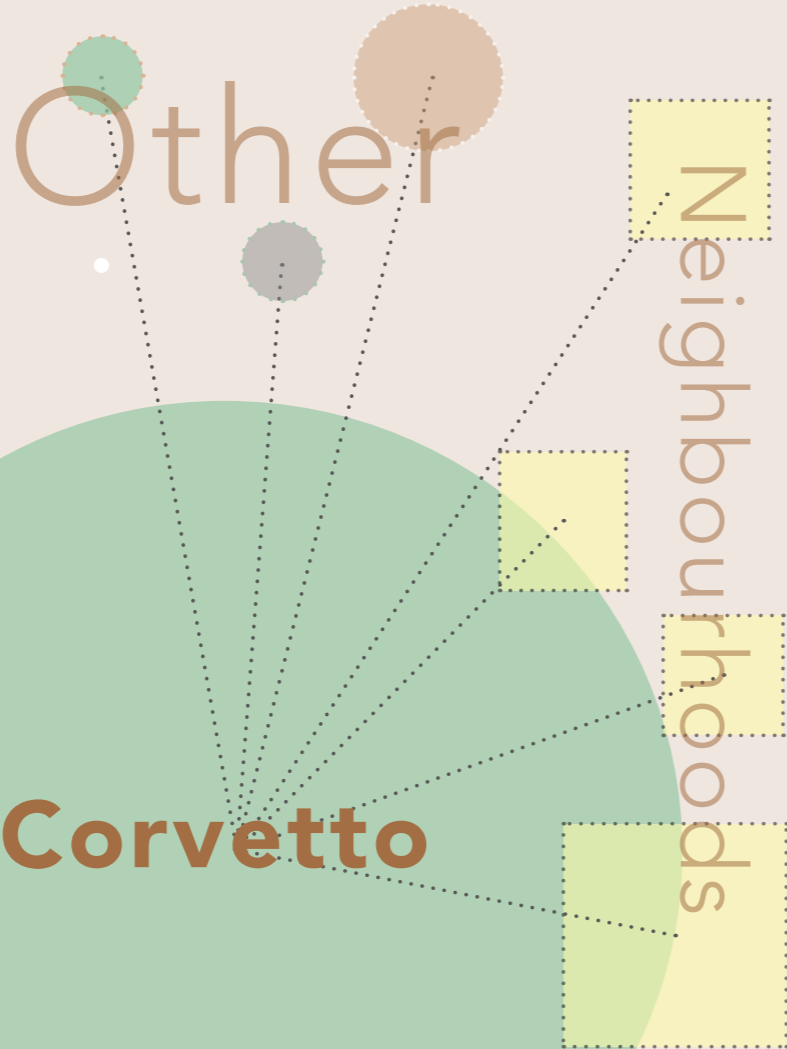
A place for young people is missing (15-25 years old).

Involve young people in the co-design

**Co-design**

to create spaces with different functions.

It's hard to involve in the activities people from other neighbourhood.



how to solve...

Organise initiatives that can attract people from all over the city

Develop hybrid events involving different cultures.

**Make inhabitants aware active citizenship is important and everyone must participate.**

Although there are a lot of initiatives, it's hard to involve all the social classes in them.



Involve associations like Edera (that is working with foreigners citizens).

# Community problems

## Young inhabitants

they are closed in the dynamics of the neighborhood.



Children struggle to consider themselves part of the city,

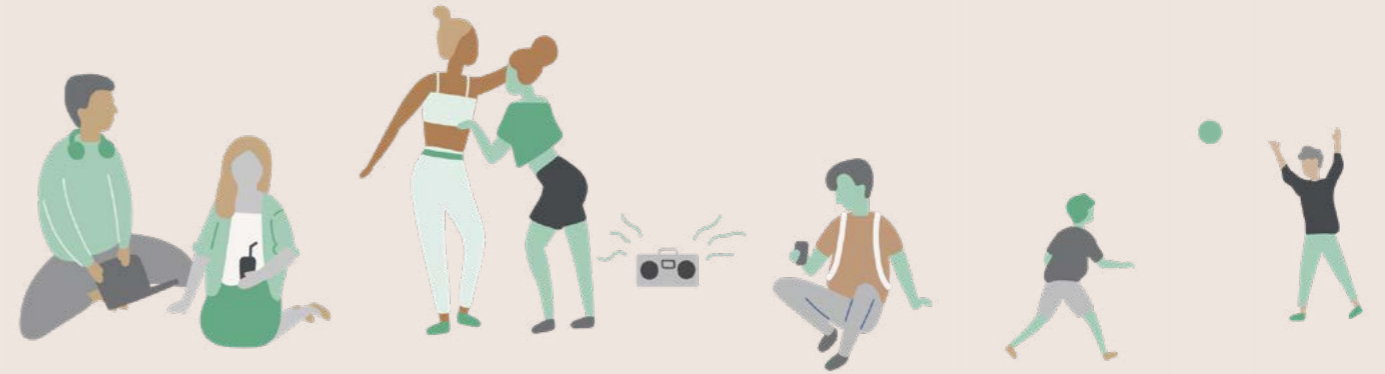
Collaboration with associations that already work with children.

Be inspired by the work of SpazioPensiero (association that work with children).

Children

Society

## Critical Issues



### Acts of Vandalism

- 01.** All the residents (especially the younger ones) need to be involved in the project, they need to perceive the new "tools" as a "common good".
- 02.** Collaboration with ReTake and Casa Pace for the participatory art (both can work to remove offensive drawings or writings).
- 03.** In a possible pact of collaboration, someone can provide maintenance/surveillance to make the new activities work good.

### Meeting Area

The activities in the meeting area need to be organized and scheduled with the associations, but an outdoor space could be a solution to the fact that in this period is dangerous to meet too many people in a close space.



# Community problems

The Wall of Kindness can be a place where people can share not only objects, but also their immaterial needs, and never as much as in this moment we have understood the power of being kind to each other. With the installation of a public bike rack, a place where to seat and information panels, we would like to transform a part of Piazzale Corvetto to the "starting point" of a trip to Chiaravalle, since there is a bicycle lane that connect this place to "Parco della Trebbia", in preparation of the summer in the city. The same place can be used to organize small meetings for associations, since in the next future it is unthinkable to organize them in enclosed spaces and to respect the distances.

### Street food area



Street food area with tables and a space where ambulants can stay.

### Wall of kindness



Wall of kindness: not only for material needs, but also immaterial, a wall where people can shared their ideas about what they would like to have in the neighbourhood.

### Intercultural wall



Creation of a wall of partecipative art in the passage under the overpass.

### "Lanterna delle parole"



A place where people can stop and have rest.

# New activities

