

## StreetForum

Transforming streets into accessible urban oases through consensus building with digital and analogue tools

<b>Programm / Ausschreibung</b>	Mobilitätssystem, Mobilitätssystem, ERA-NET Cofund Urban Accessibility and Connectivity Ausschreibung 2022	<b>Status</b>	abgeschlossen
<b>Projektstart</b>	01.03.2023	<b>Projektende</b>	31.08.2025
<b>Zeitraum</b>	2023 - 2025	<b>Projektlaufzeit</b>	30 Monate
<b>Keywords</b>	Street transformation, consensus making, participation, co-design, awareness-raising		

### Projektbeschreibung

The transformation of neighbourhoods from car-dominated to people-centred places requires the consensus of multiple stakeholders. Consensus can be built by developing a common understanding of the local issues, building trust among stakeholders, empowerment of local communities to act on their own issues and raising awareness of the long-term impacts of street interventions. The project will develop the StreetForum Toolkit to help urban authorities, citizens and civic organisations to build consensus around street transformation projects affecting accessibility in urban neighbourhoods. It will consist of analogue and digital tools that help consensus building and negotiation of access and design. We will develop stakeholder personas and narratives representative of street transformation, a collaborative digital crowdsourcing tool, a consensus making design game, an online street value assessment platform, a physical mobile co-design cart, guidelines for using art installations and cultural events as well as governance guidelines. The toolkit will be tested in four living labs (Brussels, Vienna, Stockholm, Istanbul) to evaluate its impact, transferability and scalability and will be available as free-to-use resources for the broader community.

### Abstract

The transformation of neighbourhoods from car-dominated to people-centred places requires the consensus of multiple stakeholders. Consensus can be built by developing a common understanding of the local issues, building trust among stakeholders, empowerment of local communities to act on their own issues and raising awareness of the long-term impacts of street interventions. The project will develop the StreetForum Toolkit to help urban authorities, citizens and civic organisations to build consensus around street transformation projects affecting accessibility in urban neighbourhoods. It will consist of analogue and digital tools that help consensus building and negotiation of access and design. We will develop stakeholder personas and narratives representative of street transformation, a collaborative digital crowdsourcing tool, a consensus making design game, an online street value assessment platform, a physical mobile co-design cart, guidelines for using art installations and cultural events as well as governance guidelines. The toolkit will be tested in four living labs (Brussels, Vienna, Stockholm, Istanbul) to evaluate its impact, transferability and scalability and will be available as free-to-use resources for the broader community.

## **Endberichtkurzfassung**

Die Umgestaltung von Stadtteilen von autoorientierten zu menschengerechten Räumen erfordert den Konsens verschiedener Anspruchsgruppen. Dieser Konsens kann entstehen, indem ein gemeinsames Verständnis lokaler Herausforderungen entwickelt, Vertrauen zwischen den Beteiligten aufgebaut, lokale Gemeinschaften befähigt werden, eigene Anliegen aktiv anzugehen, und das Bewusstsein für die langfristigen Auswirkungen von Straßeninterventionen gestärkt wird. Das Projekt StreetForum entwickelte das StreetForum-Toolkit, um städtische Behörden, Bürger:innen und zivilgesellschaftliche Organisationen bei der Konsensbildung rund um straßenbezogene Transformationsprojekte zu unterstützen, die die Zugänglichkeit in Stadtquartieren betreffen. Es besteht aus analogen und digitalen Tools, die Konsensbildung sowie Aushandlungsprozesse zu Zugang und Gestaltung erleichtern. Entwickelt wurden Stakeholder-Personas und -Narrative für Straßentransformationen, ein kollaboratives digitales Crowdsourcing-Tool, ein konsensorientiertes Designspiel, eine Online-Plattform zur Bewertung von Straßenqualitäten, ein mobiles Co-Design-Fuhrwerk, Leitlinien zur Nutzung von Kunstinstallationen und kulturellen Veranstaltungen sowie Governance-Richtlinien. Das Toolkit wurde in vier Living Labs (Brüssel, Wien, Stockholm, Istanbul) getestet, um Wirkung, Übertragbarkeit und Skalierbarkeit zu evaluieren, und anschließend der breiten Öffentlichkeit frei zugänglich gemacht.

## **Projektkoordinator**

- Technische Universität Wien

## **Projektpartner**

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