

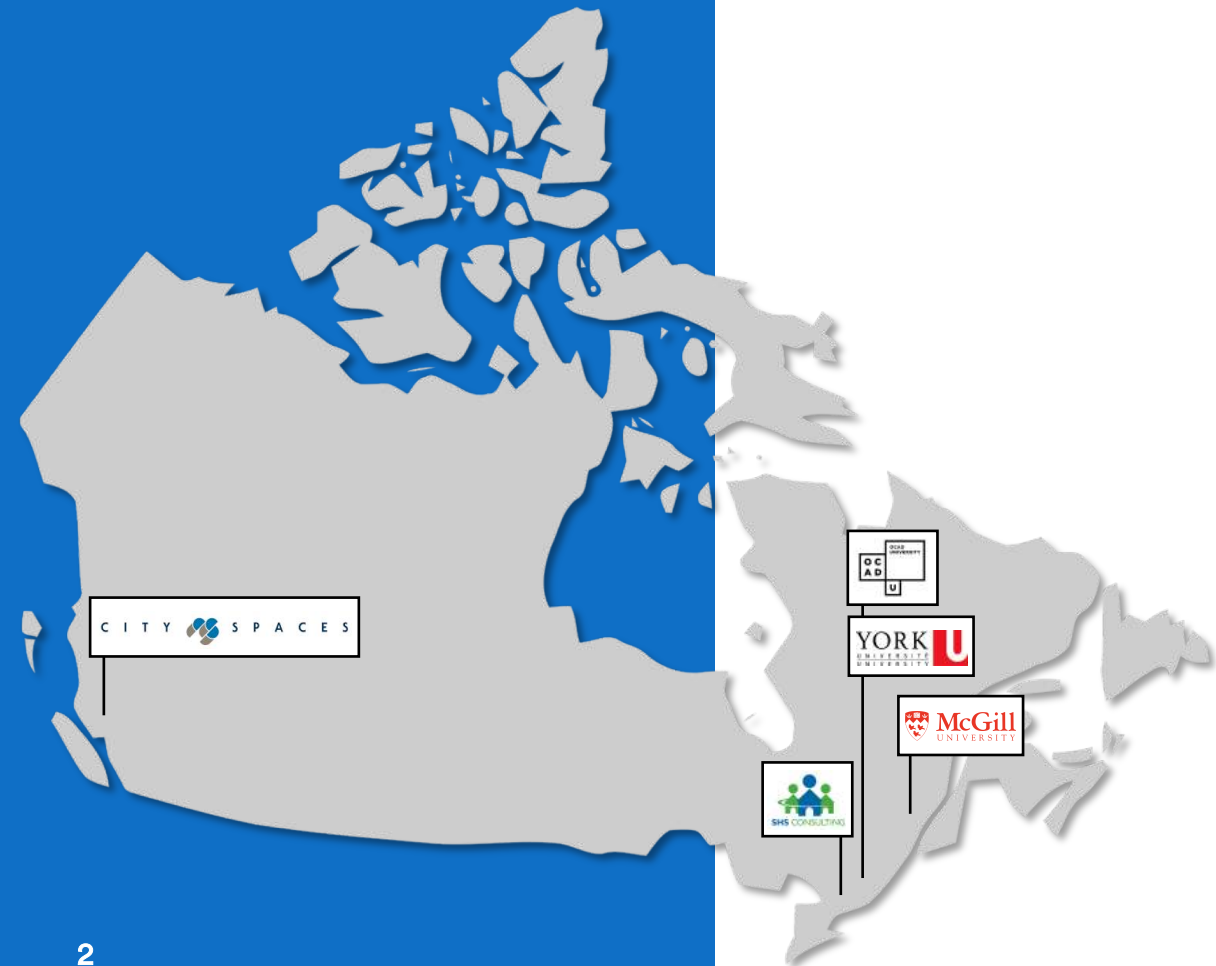
Building Consensus Through Rapid Prototyping : Lessons from Maker Engagement

PRESENTED BY

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ABOUT US

Nice to meet you!



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MES, Urban, Community, and
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We will speak in the context of using participatory approaches to work towards shared solutions, plans, policies, or strategies.

Building Consensus Through Rapid Prototyping : Lessons from Maker Engagement

Rapid prototyping is action of creating of low-fidelity mock-ups of your concept or solution.

We define “maker” engagement as any collective design activity emphasizing “showing” your ideas instead of “telling” about your ideas.

THIS PRESENTATION

WHY do we convene around participatory approaches to our work?

WHERE do we meet?

HOW do we collaborate?

WHAT did we learn?

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WHY WE MEET
MATTERS

Humans are
social
creatures.



The city is a social place.



Perhaps the best definition of the city in its higher aspects is to say that it is a place designed to offer the widest facilities for significant **conversation**. The **dialogue** is one of the ultimate expressions of life in the city.

The physical environment affects the social experience.

... where do consultation events happen?

- Municipal Town Halls
- Recreation Centres
- Gymnasiums
- Gymnasiums
- Gymnasiums

WHERE WE MEET
MATTERS

The physical
environment
affects the
social
experience.



Leave the gymnasium!

... where **can** consultation events
happen?

- Parks
- Bars
- Farmers' markets
- Streets



WHERE WE MEET
MATTERS

Leave the
gymnasium!

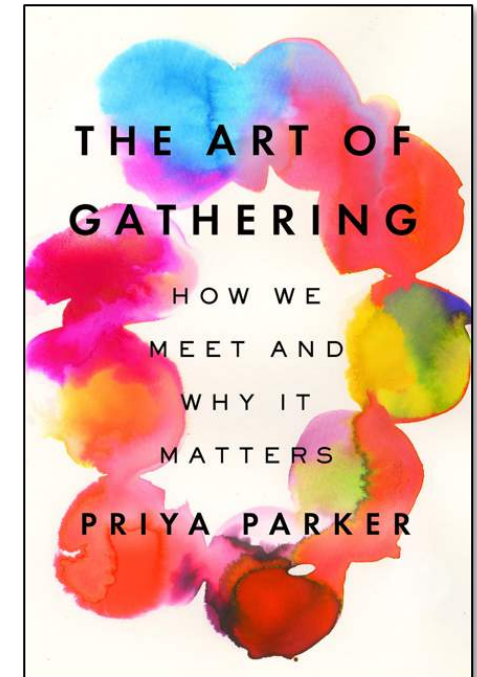


Identify the
“why” before
determining
the “how”!

DEFINE A PURPOSE

... why is this gathering different
from all other gatherings?

- A category is not a purpose.
- Move from the *what* to the *why*.
- Zoom out.
- Drill, baby, drill.
- Reverse engineer an outcome.



Passive vs. Active Engagement

STORYTELLING

...how can we create **active** engagement events?

- Create an environment conducive to collaboration, not conflict.
- Provide opportunities for meaningful connection.
- Show, don't tell.
- Be a human, and not just a facilitator.

...what does **active** look like?



CO-DESIGN

WHY do we convene around participatory approaches to our work?

WHERE do we meet?

HOW do we collaborate?

WHAT did we learn?

Co-design is a creative, inclusive approach to problem-solving, and developing and evaluating solutions.

Co-design is participatory—people involved in the problem are involved in solving the problem.

Co-design takes a human-centred approach, with the person at the forefront of the problem you're trying to solve by building empathy.

Everyone is an expert in their own domain, and brings value through their experience and through contribution to the design process.

Co-design embraces ambiguity by withholding the urge to quickly get to “the answer”.

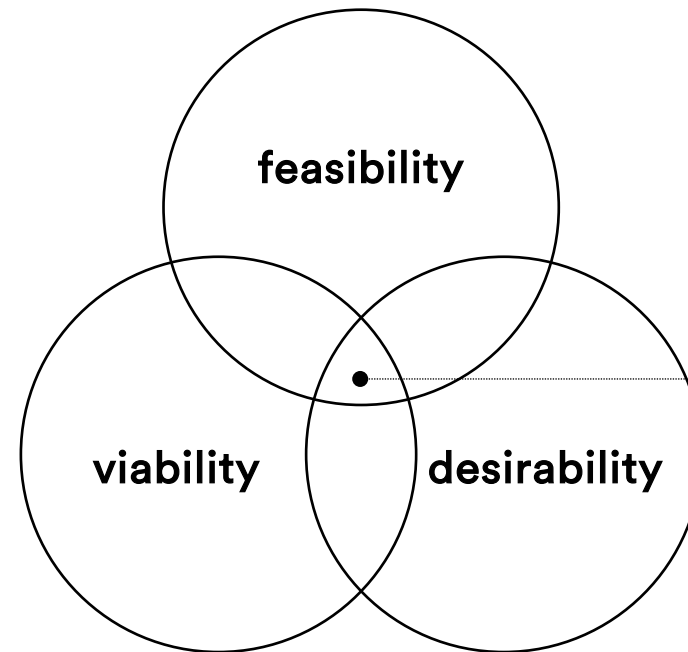
Co-design is iterative and inclusive—from concept creation to testing and evaluation of ideas.

We have a bias towards “showing” instead of “telling” by making ideas tangible.

Bringing people to the forefront

BALANCED BREAKTHROUGH

The balanced breakthrough model describes the place where innovative solutions emerge.

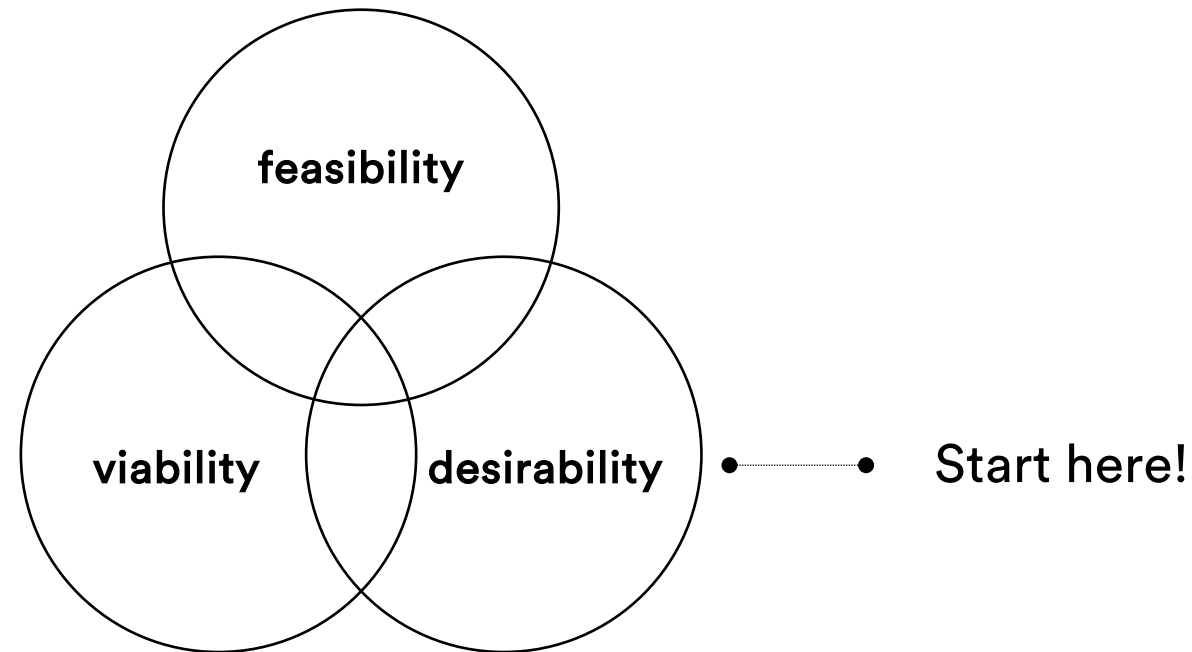


The sweet spot for innovation is where we find a solution balancing desirability, feasibility, and viability.

Bringing people to the forefront

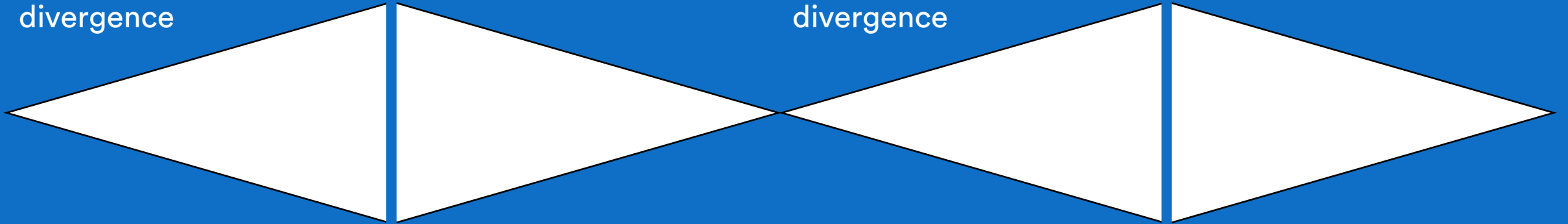
BALANCED BREAKTHROUGH

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An iterative approach

Moment of
divergence



Moment of
divergence

Moment of
convergence

Moment of
convergence

Problem Finding

Discovery, vision, and insight

- Literature review
- Stakeholder interviews

Solution Development

Discovery, vision, and insight

- Co-design workshop

Problem Framing

Focusing on the definition of the problem we're trying to solve

- Co-design workshop

Roadmap

Refining and articulating potential ways forward

- Data synthesis
- Insight development

EXAMPLES FROM THE FIELD

WHY do we convene around participatory approaches to our work?

WHERE do we meet?

HOW do we collaborate?

WHAT did we learn?

How can we show what density looks like?

KEY CONSIDERATIONS



Is it scale- able?

Does the scale make sense and help show an "average" lot and building relationship?



Is it relate- able?

Does the design help or hinder visualizing the options?



Is it reinforce- able?

Do the options actually help to reinforce the technical data and support the engagement?

LEGO helps to show what infill housing could look like, and provides an opportunity for storytelling.



LEGO® Housing Infill Options Game

Using LEGO® houses, explore how Central Saanich could add more housing (infill) to our single-family neighbourhoods.

Single-Family Housing Options

Standard House

Example Size: 3,000 sf

Duplex (2 Units)

Example Size: 3,600 sf

Townhouse (1 Unit) or Multi-Unit (1 Unit)

Example Size: 1,600 sf

Carriage House (1 Units)

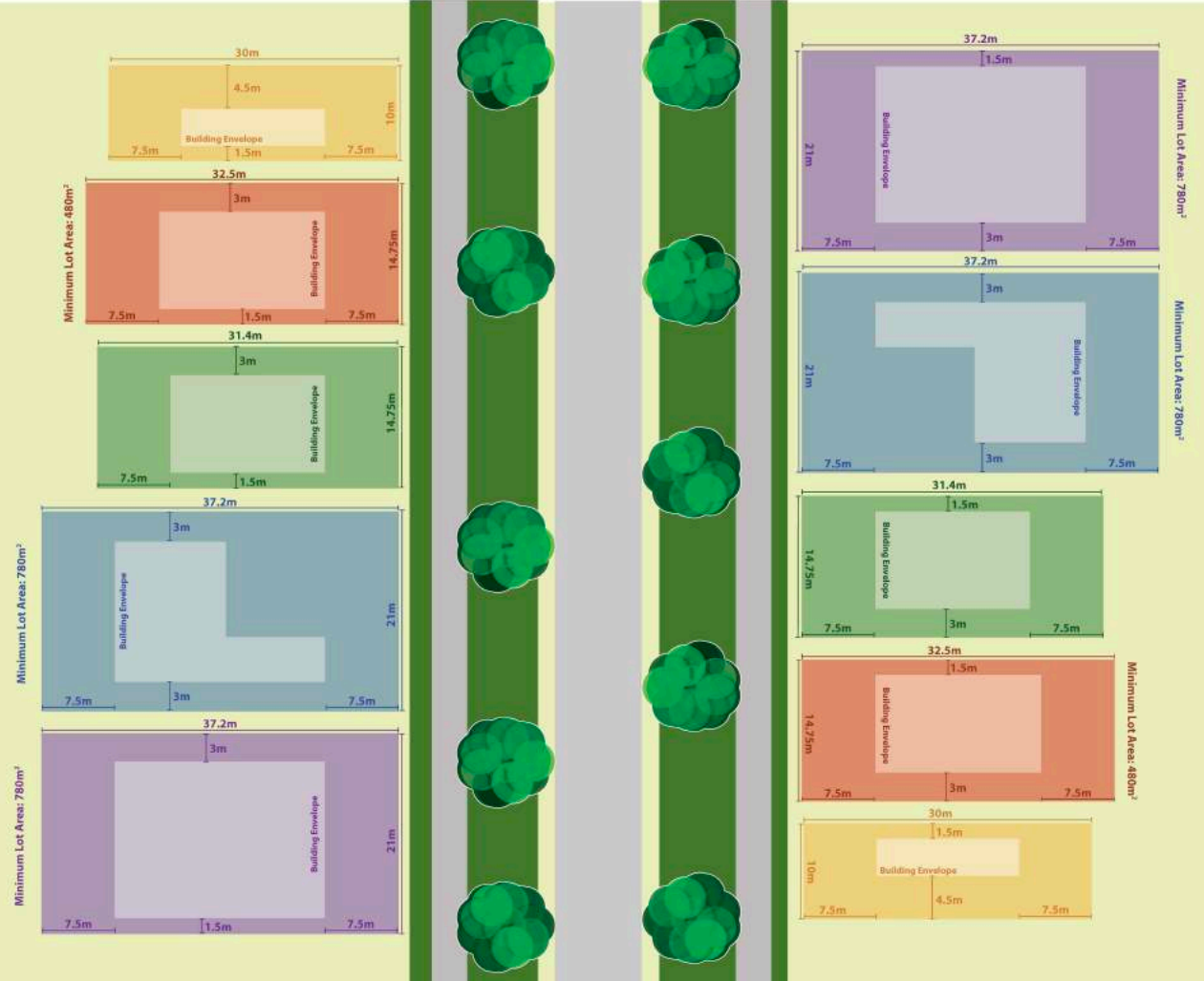
Example Size: 900 sf

Small Cottage

Example Size: 400 sf

- Large Lot (R-1)
- Large Lot Single-Family (Panhandle Lot)
- Medium Lot (R-1M)
- Small Lot Residential (R-1S)
- Single-Family Residential Infill (R-1XS)

1:200



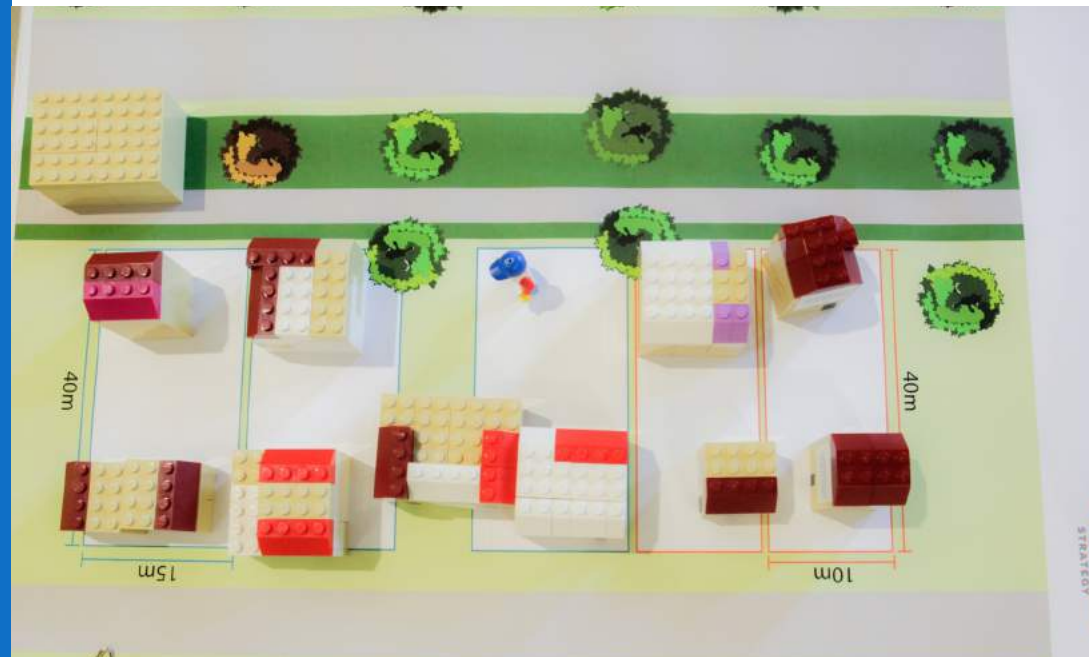
EXAMPLES FROM
THE FIELD

Lego is also a quick, interactive & easy way to break up a “traditional” open house.



EXAMPLES FROM THE FIELD

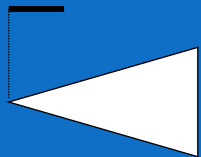
We learned about the desire of many older residents to age-in-place, and heard about the importance of green space and landscaping.



Visual Explorer Game

How can we learn
what people want
to see in their
community?

Problem Finding



Visual Explorer Game

If a picture is the same as 1,000 words, what do these pictures say to you?

On the table are all sorts of images showing different types of infill housing. Don't worry about finding one picture that exactly shows your ideas. Instead, pick an image that tells a story closest to the one **YOU** envision for infill housing in Central Saanich.

HOW DO I PLAY?

1 IMAGINE

Think of the types of infill housing you like and would want to see more of in Central Saanich.

2 BROWSE & SELECT

Select an image from the available collection that tells a part, or all of your story.

3 REFLECT

Take a moment to write or draw on a post-it how, or why the image relates to your vision.

4 SHARE

Place your post-it on the comment board, and enjoy the contribution of others.

Note:

The images were randomly selected from 1,000s of photos from across the globe. They do not, nor are they intended to represent Central Saanich in any particular future. Their role is simply to help inspire you.



EXAMPLES FROM THE FIELD

Focuses the conversation, and provides specific feedback on building form

My Affordable Housing

VISUAL EXPLORER GAME

Consider these housing types when thinking about Nanaimo's housing needs.

Use Your Dots

Low Density Housing	Not So Great	Great Idea	Comments
Accessory Suite A self-contained accessory dwelling unit that has its own kitchen, sleeping area, and bathroom. Accessory suites increase the total housing options available and can be located in a back yard, above a garage, and elsewhere, using multiple construction methods.			
Laneway House A detached secondary suite with access to a lane, with an offset parking garage or outdoor parking pad. Laneway housing can increase housing options in mature well-established neighbourhoods while retaining neighbourhood character and often adds value to the property.			pop up #1 Nov 9 2017
Couch House Similar to "terrace houses" with respect to form as a detached secondary suite, but does not need a lane to access the unit. Couch houses were well received in mature neighbourhoods, primarily in detached units above a one or two-car garage.			
Compact Lot Single Detached Smaller lot and reduced sized single detached forms have gained acceptance in the community. These forms were well received in mature established neighbourhoods as a way to increase the number of housing units with better use of the available infrastructure and land.			
DUPLEX A single building divided into two units with an arrangement can be side by side, front to back, or up and down.			
Triples Three units either in a single building or in two or three separate buildings. A triple would include a duplex facing the street and a detached unit facing a rear lane.			
Tiny House / Small House A self-contained residential structure / dwelling that is smaller in size than a traditional detached house. These forms are usually integrated into the existing built form in established neighbourhoods, a way to increase the number of housing units.			

pop up #1 Nov 9 2017

Tiny Homes is the way to go similar to 2012, just better than

Affordable living on all major bus routes

PLAIN LANGUAGE very important

Garage built in garages buildings and bus in bus stops

More choice, Choice, Accessible Housing

A Comprehensive Housing First Policy

More options to increase housing

More affordable housing

More use of existing space

Building units as exist on lots

Housing for people with pets

Don't forget the LGBTQ+ community

Why modest poor people?

Change the housing size

Change location and amount of units in a lot

These should be in areas with good public transit

Building in a crisis situation

Great Idea

pop up #1 Nov 9 2017

Change the housing size

Change location and amount of units in a lot

These should be in areas with good public transit

Building in a crisis situation

My Affordable Housing Ideas! 😊

pop up #1 Nov 9 2017

Use Your Dots

More choice, Choice, Accessible Housing

More use of existing space

Building units as exist on lots

Housing for people with pets

Don't forget the LGBTQ+ community

HOUSING POLICIES & TOOLS

There are a range of housing policies and tools that could be used to address Nanaimo's housing needs.

What Do You Think About...

More choice, Choice, Accessible Housing

More use of existing space

Building units as exist on lots

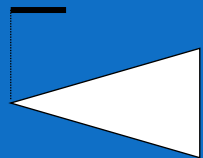
Housing for people with pets

Don't forget the LGBTQ+ community

Today's Narratives

How might we
use real estate
investment as an
inclusive
community-
building tool?

Problem Finding



OCAD UNIVERSITY

What we wanted to learn:

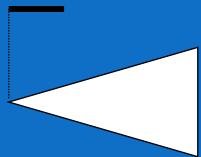
- What are people's current sentiments around the housing system in Toronto?
- What keeps people up at night?
- What is the prevailing narrative about the current system?

EXAMPLES FROM THE FIELD

Today's Narratives

How might we use real estate investment as an inclusive community-building tool?

Problem Finding



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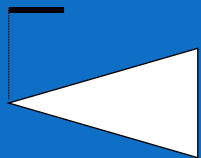


EXAMPLES FROM THE FIELD

Today's Narratives

How might we use real estate investment as an inclusive community-building tool?

Problem Finding



YOU WILL NEVER OWN, GIVE UP.

Sunday December 4, 2016



The housing market is crazy expensive. If you are not in it already, your choice is being 'house poor', commuting horrible distances or renting. But somehow your goal

still should be to own.

Congratulations you have a good paying job but it's not enough.

THINKING BEYOND HOME OWNERSHIP

Sunday December 4, 2016



NEW (OR REVISITED) MODELS ARE BEING EXPLORED:
- PURCHASING WITH OTHERS SHARING COMMON SPACE IN A SINGLE RESIDENCE W/ SOME PRIVATE LIVING SPACE
- DETACHED ACCESSORY UNITS - SMALL SEPA BUILDINGS THAT SH PROPERTY NOT INTER LIVING SPACE

Cost of living sky rocketing

Sunday December 4, 2016



- high rent prices
- limited availability of affordable housing

future:

- > expensive
- > hard to find a place w right location/amenities/affordability

Millennials can't afford housing and will be permanent renters

Sunday December 4, 2016



"I don't see myself ever owning a house. It's too expensive," Mary, a 25 year old bank employee said.

- The housing market is a bubble

- the average cost of a house in the GTA is something like \$600k.

The Renting Generation

Sunday December 4, 2016



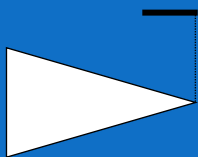
- Unaffordable buy a how the city
- Millennials out of the to buy
- Better off to rent and invest your money elsewhere

- BROKEN!!!!

Low-Fidelity Prototyping

How might we envision future possibilities for a Canada Housing Benefit in our communities?

Solution Development



CMHC SOLUTIONS LAB

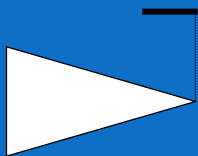
What we wanted to learn:

- Based on a shared vision for success, what might desirable solutions for the Canada Housing Benefit look like across the country?
- What have multi-stakeholder design teams in each workshop achieved alignment on?

Low-Fidelity Prototyping

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CMHC SOLUTIONS LAB

What we asked of participants:

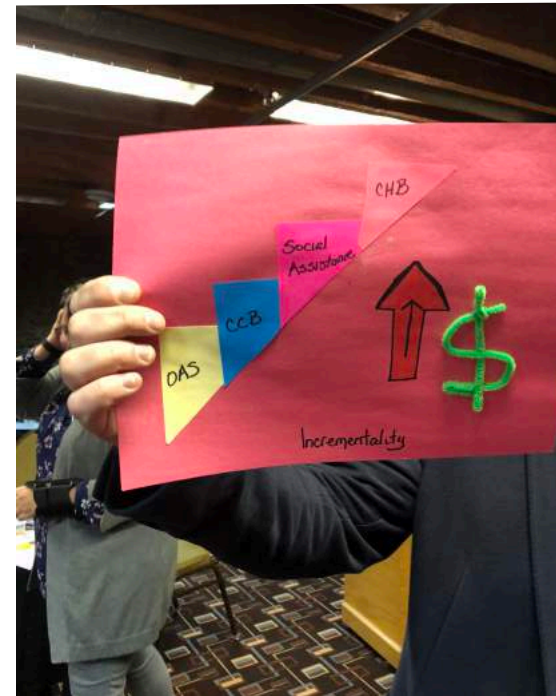
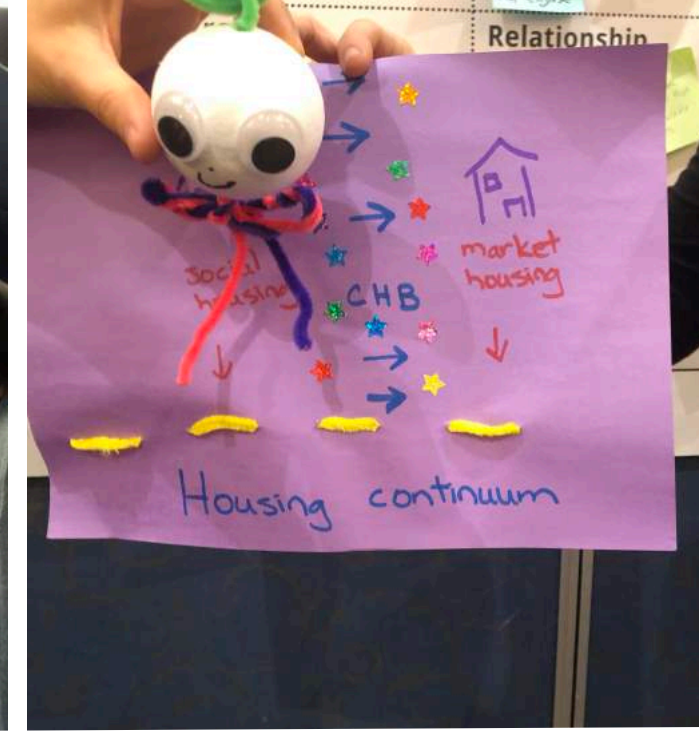
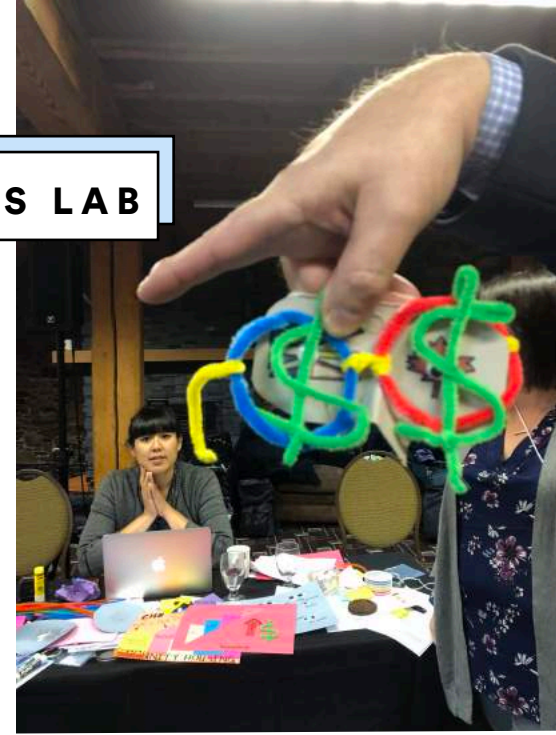
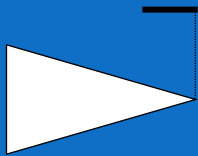
- Based on an initial brainstorm of potential elements of their solution, develop a low-fi prototype in the form of:
 - Mock-ups
 - Storyboards
 - Role play
 - Low-fidelity models
 - Journey maps
 - ...etc.

EXAMPLES FROM THE FIELD

Low-Fidelity Prototyping

How might we envision future possibilities for a Canada Housing Benefit in our communities?

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Low-Fidelity Prototyping

WHY PROTOTYPE?

... Is it just arts and crafts?

- It brings your idea out of your head and into the real world.
- It allows the group to react to, build on, and interact with ideas in an unconventional way.
- It forces people to take a leap of faith and articulate, build, and execute an idea.
- It helps keep the humans at the centre of the design process.

Low-Fidelity Prototyping

WHY PROTOTYPE?

Want to get really ambitious?

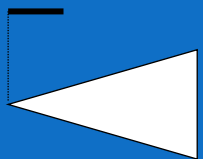
See how “real” you can get!



My Future Home Tour

How might we
better understand
housing
preferences
across different
family lifestyles in
Toronto?

Solution Development



SIDEWALK LABS

What we wanted to learn:

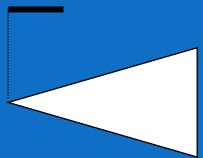
- What makes a “home” in the city of the future?
- What characteristics of the built form and layout create comfort or discomfort for people?
- What expectations and assumptions do people have about condominium living?

EXAMPLES FROM
THE FIELD

My Future Home Tour

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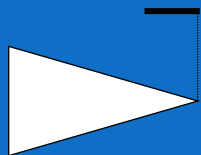
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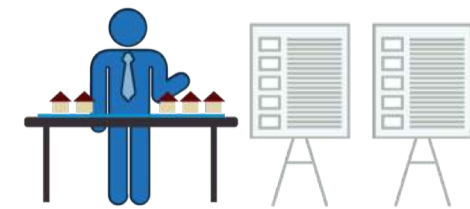
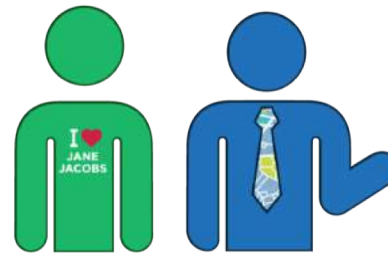
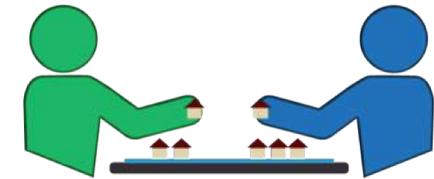


**LESSONS
LEARNED**

Lego Housing Infill Options Game / Heritage Action Plan Lego Options

WHY PLAY?

- Prescribed options help to facilitate conversation
- Hands-on and easily personalized
- Breaking up the boards
- Knowledgeable staff nearby



THE END.

Questions?

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