

ENHANCEMENTS: Mediated Urban Landscapes
29.03.2016 – 01.04.2016

Organizing Committee:

Konstantinos Ioannidis, PhD, aaiko arkitekter, Oslo, Norway (Head of the Committee and Local Organiser)

Kåre Synnes, PhD, Luleå University of Technology, Luleå, Sweden

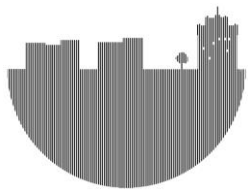
Michiel de Lange, PhD, Utrecht University, Media & Culture Studies, Netherlands

Tatiana Ruchinskaya, PhD, TVR Design Consultancy, Cambridge, UK

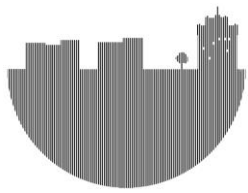
Venue: Aristotle University of Thessaloniki
School of Architecture
Department of Architecture Design and Technology
University Campus
54124 Thessaloniki, Hellas

Day 1 (29th March 2016)

A	Training School Meetings		Room
1	08:30	Registration	Building of Post-Graduate Studies Amphitheatre Floor 2
2	09:00	Welcome Dr. Konstantinos Ioannidis Local Organiser aaiko arkitekter, Oslo, Norway	
3	09:15	Official opening Dr. Carlos Smaniotto Costa Chair of COST Action TU1306 (via Skype Meeting)	
4	09:30	The City and the Public Spaces Dr. Fani Vavili Director of Department of Architecture Design and Technology, AUTH, Thessaloniki, Hellas	
5	10:00	Thessaloniki 2300 years Dr. Nikos Kalogirou Head of the School of Architecture, AUTH	
6	10:30	The Gardens of city's new waterfront Dr. Paraskevi Tarani School of Architecture, AUTH	
	11:00	Coffee break	Foyer Floor 2

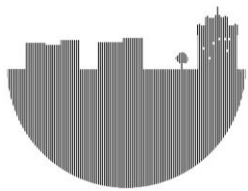


7	11:15	Intelligent Cities: 15 years of research at URENIO	Dr. Nicos Komninos URENIO Research Center, School of Architecture, AUTH	Building of Post-Graduate Studies Amphitheatre Floor 2
8	12:00	Visit to the Waterfront Gardens	(the bus will drop as in front of the Garden of Sun and we will walk up to the Garden of Music)	Waterfront Area
	13:30	Lunch break		Local Restaurant
9	15:00	Evening session I: <i>Transforming Value: responsive technologies, prototypes and concepts</i> Collective intelligence in web mediated environments Prof. dr. Aelita Skaržauskienė <i>Mykolas Romeris University, Vilnius, Lithuania</i> <i>Web-mediated environments are ideal environment for collective intelligence to emerge. In networked structures not only people, but also ICT are involved in knowledge creation. Because of the flexible and vague boundaries of mediated environments, people have more freedom of joining and leaving as opposed to fixed boundaries of institutional organizations. The aim of the workshop is to learn to evaluate different mediated environments (spaces, communities, networks, platforms etc.) using the set of socio-technological indicators. The tutor will introduce the collective intelligence (CI) concept and methodology for evaluating the potential of networked structures to generate collective intelligence. The group should apply the methodology for assessing and analyzing 3 research subjects in three different countries selected by the workshop group and produce a suggested prototype of one of the Garden with best practices accrued from the research activities they have followed. The outcome of the assignment would be a system model on the paper and/or the computer screen.</i>	Amphitheatre Building 4 Ground Floor	
	16:45	Coffee break		Foyer Building 4
10	17:00	Evening session II Collective intelligence in web mediated environments		Amphitheatre Building 4 Ground Floor
11	19:15	End Day 1		



Day 2 (30th March 2016)

A	Training School Meetings	Room
12	08:45 Registration	Amphitheatre Building 4 Ground Floor
13	09:00 Morning session I: <i>Spatial and Digital Methods: from analog to networked design processes</i> City life, architecture and the materiality of interaction Prof. dr. Mikael Wiberg <i>Umeå University, Umeå, Sweden</i> <i>This workshop takes a point of departure in emerging views for an enhanced architecture and spatial interactive design. A particular focus for this workshop is on interactive materiality in smart cities and how digital technology can be used to re-imagine, re-purpose, scaffold and/or support everyday life in the city. In this workshop we will go into theories of interaction design and architecture and then, through city walks, explore and re-think the city landscape from the viewpoint of interaction design. As an outcome of this workshop our aims are to: 1. Create a space to allow the discussion of design opportunities at the intersection of esthetics, interaction design and architecture; 2. Create a venue to allow those engaged in urban development to collaborate; 3. To share and discuss concepts/prototypes designed to explore interactive materiality in smart cities; 4. To identify fundamental differences, similarities and synergies between different design and research approaches to interactive materiality in smart cities.</i>	
	10:45 Coffee break	
14	11:00 Morning session II: City life, architecture and the materiality of interaction	Amphitheatre Building 4 Ground Floor
	13:15 Lunch break	University Restaurant *
15	15:00 Evening session I: <i>Spatial and Digital Methods: from analog to networked design processes</i> New reality of a coastal Mediated Public Spaces in Thessaloniki: Area Enhancement Strategies for Thessaloniki Regeneration Scheme Dr. Tatiana Ruchinskaya <i>TVR Design Consultancy, Cambridge, UK</i>	Amphitheatre Building 4 Ground Floor

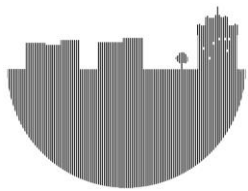


	<p><i>The New Waterfront of Thessaloniki (2014) is a key territory for the outdoor public activity of the city. The main principle for the basic choices of the proposal was an ideal place for walking without interruptions. 13 green spaces/gardens were formed, as a succession of “green rooms – gardens”, each with a special thematic characteristic. The main objective of the workshop is to propose Area Enhancement Strategies which will connect the city centre with green spaces/gardens at the New Waterfront. Schemes should create a high quality street environment that make the area more pleasant and easy to use for workers, residents and visitors to the area. Cycling and walking will become more convenient as public highways and open spaces are better connected and easier to use through a series of street enhancements. These improvements should build on the unique character Thessaloniki, emphasising its rich architectural and cultural heritage, encouraging its growing retail and leisure facilities.</i></p>	
	16:45 Coffee break	Foyer Building 4
16	<p>17:00 Evening session II</p> <p>New reality of a coastal Mediated Public Spaces in Thessaloniki: Area Enhancement Strategies for Thessaloniki Regeneration Scheme</p>	<p>Amphitheatre Building 4 Ground Floor</p>
17	19:15 End Day 2	

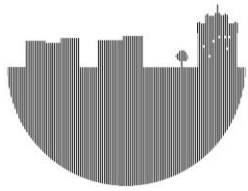
* Lunch will be served at the reserved terrace area of the University Restaurant. Price: 7euro/person.

Day 3 (31ST March 2016)

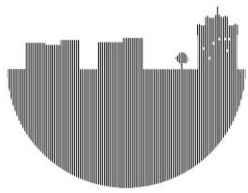
A	Training School Meetings	Room
18	08:45 Registration	<p>Building of Post-Graduate Studies Amphitheatre Floor 2</p>
19	<p>09:00 Morning session I: <i>Spatial and Digital Methods: from analog to networked design processes</i></p> <p>WAY-CyberParks: an ICT tool for social reporting and urban planning</p> <p>Dr. Luis Enrique Díez Blanco <i>Deusto Institute of Technology, Mobility Unit, University of Deusto, Bilbao, Spain</i></p>	



	<p><i>The planning of a urban space for a specific use does not guarantee what will occur in that place. Urban places acquire their meaning through the usage and the common perception that communities have about them. As the training school's topic points out, the intensive usage of the Information and Communication Technologies (ICT) modifies our social and spatial behaviour and, therefore, it affects our usage and perception of the urban spaces. However, simultaneously, ICT are a great tool for obtaining information about how a urban space is being used and how it should be modified according to the users needs, because it allows to meet one of the main objectives of the urban planning: knowing users' opinions. Therefore, the main objective of this session is to show the students the ability of the ICT tools for enhancing the communication with the potential users, allowing them to participate creatively, providing this way a great help to the urban planners. In order to achieve this objective, the WAY-CyberParks tool, developed under the same COST action, will be presented and a hands-on activity will be proposed, in which they will have the opportunity to try it and check its capabilities.</i></p>	
	10:45 Coffee break	Foyer Floor 2
20	<p>11:00 Morning session II:</p> <p>WAY-CyberParks: an ICT tool for social reporting and urban planning</p>	<p>Building of Post-Graduate Studies Amphitheatre Floor 2</p>
	13:15 Lunch break	University Restaurant ¹
21	<p>15:00 Parallel Workshop 1 - Evening session I: <i>Transforming Value: responsive technologies, prototypes and concepts</i></p> <p>Application of ICT to develop the rest offer in programming process of public greenery</p> <p>Asst. Prof. dr. Kinga Kimic <i>Department of Landscape Architecture, Warsaw University of Life Sciences, Warsaw, Poland</i></p> <p><i>Reach and various rest offer can be one of determinants of top quality public greenery and make it attractive for all types of users. Programming is a method use in designing process of public spaces and public greenery related to creation of their rest places. It based on recognition and valuation of spatial and functional condition of the space linked with user's expectations. Innovative Information and Communication Technologies accompany many outdoor activities can interact with that process characteristic for landscape architecture. The application of ICT in public greenery can be one of</i></p>	<p>Amphitheatre Building 4 Ground Floor</p>

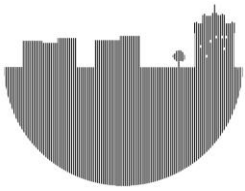


	<p><i>tools used to development of many urban parks and gardens' rest places making them a part of Mediated Urban Landscapes. The possibility of ICT application in designing of public greenery became essential to bring people of 'digital natives' outdoor, help to increase the amount of time spent outdoors, improve relationships between users of public greenery and enhance their quality of life. The final results of described workshop's module - completed in clear form of 'program table' presenting diversity of examples and ideas - will show the variety of proposals related to many forms of ICT forms offered for selected garden of New Waterfront of Thessaloniki.</i></p>	
22	<p>15:00 Parallel Workshop 2 - Evening session I: <i>Social Life in Mediated Environments: architecture, space and postdigital humanities</i></p> <p>The 'Akalyptos' _ The Hybrid Hortus Conclusus</p> <p>Dr. Vanessa Tsakalidou <i>40.22. architects, Thessaloniki, Hellas</i></p> <p>Dr. Anastasia Papadopoulou <i>40.22. architects, Thessaloniki, Hellas</i></p> <p><i>The workshop will investigate the installation of an interactive platform for meeting, exchange, discussion, gaming and play inside the continuous building system that defines the major part of Thessaloniki - the network of hidden and inactive inner courtyards (known as 'akalyptos') mostly covered with wild vegetation. The project will explore open air - enclosed space in its multiple readings and transformations, while combining physical and digital space, 'transferring' people, especially the youth, from the enclosed boundary of their rooms to a new 'mediated' room outdoors, back to nature, in the heart of their building plot. It will point the way towards a multi-sensory architecture which embeds ICT, in order to facilitate social interaction and spark a sense of belonging among the residents.</i></p>	Room 301
	16:45 Coffee break	Foyer Building 4
23	<p>17:00 Parallel Workshop 1 - Evening session II:</p> <p>Application of ICT to develop the rest offer in programming process of public greenery</p>	Amphitheatre Building 4 Ground Floor
24	<p>17:00 Parallel Workshop 2 - Evening session II:</p> <p>The 'Akalyptos' _ The Hybrid Hortus Conclusus</p>	Room 301
25	19:15 End Day 3	

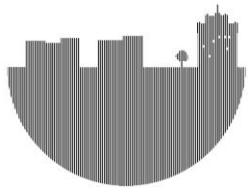


Day 4 (1ST April 2016)

A Training School Meetings		Room
26	08:45 Registration	Amphitheatre Building 4 Ground Floor
27	09:00 Morning session I: <i>Social Life in Mediated Environments: architecture, space and postdigital humanities</i> Digital Cities – Shareable spaces Prof. dr. Nicos Komninou <i>URENIO Research Center, School of Architecture, AUTH, Thessaloniki, Hellas</i> Dr. Paraskevi Tarani <i>URENIO Research Center, School of Architecture, AUTH, Thessaloniki, Hellas</i> Dr. Panagiotis Tsarchopoulos <i>School of Journalism and Mass Media Studies, AUTH, Thessaloniki, Hellas</i> Dr. Nancy Martzopoulou <i>School of Architecture, AUTH, Thessaloniki, Hellas</i> <i>The workshop will focus on the development and design of digital applications for cities, the sharing information and digital urban services. The workshop will be organised in sessions starting with the Shareable cities – an introduction about digital cities, digital services and applications for cities and public realm. The participants, in small groups, will discuss the presented applications and they will interact for further development and improvements through a playful creative process including problem analysis, mindmaps, and creative brainstorming in three steps: (a) identify the DNA identity, the functions of each application; (b) look for analogies by thinking of existing applications with similar characteristics performing better in similar environments; (c) think of how can we transfer solutions from similar products and applications to the students' applications in order to be improved.</i>	
	10:45 Coffee break	
28	11:00 Morning session II: Digital Cities – Shareable spaces	Amphitheatre Building 4 Ground Floor
	13:15 Lunch break	University Restaurant ¹
29	15:00 Parallel Workshop 1 - Evening session I: <i>Transforming Value: responsive technologies, prototypes and concepts</i> Living City Ms. Erina Filipovska	Amphitheatre Building 4 Ground Floor



	<p>Faculty of Architecture, Ss. Cyril and Methodius University, Skopje, F.Y.R.O.Macedonia</p> <p><i>The workshop will present a novel technique in materializing the idea of smart cities where the inhabitants can participate in configuring urban spaces depending on their needs in time. It is a prototype scale smart flexible surface that could be placed in any street, park, square in the city, with its own system triggered by people's presence. The approach offers unique advantages in combining the accessibility of the new technologies with the adaptation processes of physical computing and embedded intelligence together with the materials and processes in real time data environments. The final outcome of the half- day exercise should be presented as an algorithmic view connecting all the possible parameters in an algorithmic manner: 1. Dynamic geometries_ exploring the possible forms and shapes 2. Material system_ what materials and interactive systems can be used as an outcome of previous location research 3. Actuation of response_ determine the flow of data in both directions: getting the information and giving the outcome by choosing different types of sensing devices</i></p>	
30	<p>15:00 Parallel Workshop 2 - Evening session I: <i>Social Life in Mediated Environments: architecture, space and postdigital humanities</i></p> <p>Sound Hacks in Cyberparks</p> <p>Mr. Massimiliano Casu <i>Hypermedia Research Group, Polytechnic University of Madrid, Madrid, Spain</i></p> <p>Dr. Magdalini Grigoriadou <i>Hypermedia Research Group, Polytechnic University of Madrid, Madrid, Spain</i></p> <p><i>The focal point of the workshop is in spaces, devices, instruments and practices that make the extra-ordinary appear in the urban context, constituting one of the most important laboratories of processing and social moulding of the current city. What can we learn from the public imagination and their extra-ordinary manifestations? Undoubtedly by observing and activating practices we can reformulate the civility from the hyperbole, the metaphor, the joke and, in general, the ephemeral appearance of other realities that allow re-signify the public space. For these reasons, in recent years some experimental work has been done on playing and sound production in the public space, attempting to investigate how "the party" can activate collective processes of use, production and semantics of the contemporary city. The heart of experiments focuses in the use of music as a tool for activation of the collective processes of dialogue, ownership and production of the urban</i></p>	Room 105



	<i>environment, based on perceptions and experiences, as music has the ability to transfer emotions and feelings in a direct and intensive way.</i>	
	16:45 Coffee break	Foyer Building 4
31	17:00 Parallel Workshop 1 - Evening session II: Living City	Amphitheatre Building 4 Ground Floor
32	17:00 Parallel Workshop 2 - Evening session II: Sound Hacks in Cyberparks	Room 105
33	19:15 Coffee break	Foyer Building 4
34	19:30 Round Table Discussion and Farewell Dr. Konstantinos Ioannidis – Local Organiser Tutors of the ENHANCEMENTS Training School	Amphitheatre Building 4 Ground Floor
35	20:15 End of ENHANCEMENTS training School	