



**POLITECNICO
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Honors thesis

COURSE OF ARCHITECTURE CONSTRUCTION CITY

Abstract

Urban Space 3.0 shaping common space

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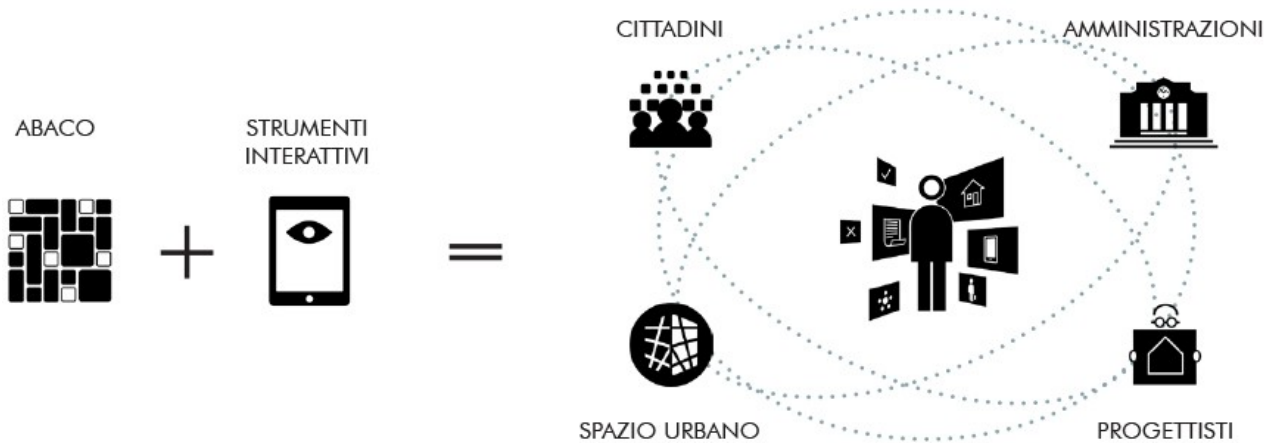
by

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Urban Space 3.0 is a research that investigates innovative design approaches in urban design; the aim is engaging simultaneously local governments, designers and communities, thanks to a series of new tools proposed:

- the definition of a urban space 's abacus;
- the involvement of non-experts;
- the concrete experimentation on a project site.



First of all the archetypal elements of urban space have been identified in order to process an application that would allow their display in real context. The result of this classification led to the definition of an abacus of urban elements, a library of tools: eight main categories (Path, Square, Boundary, Threshold, Shelter, Landmarks, Section, Urban Green), identified according to a personal classification, include several subcategories; each one corresponds to a specific element.



The result is a set of tools, characterized by syntactic principles that put them in relation to each other; the abacus isn't a library of ready made object to be used everytime in a urban design, but it could be a reference for designers and non-experts in order to design urban space with consciousness.

Then, each one, modeled in its essential character, has been transposed virtually, becoming a new visualization tool. This step facilitates citizen's involvement in participation in the planning of public space where they lived and met, that they attended everyday.

The result is an abacus of archetypes: every element, each one with his scale, matches a visual icon and become a virtual tool to configure a urban space.

The challenge is to make man like the protagonist of spaces he lives and of its transformation, through new choral and integrated design approaches (such as mediation between the top-down and bottom-up ones), facilitated by the use of new visualization tools.

They allow to the real space and virtual worlds to be superimposed in a new space, "augmented", in which new informational and virtual layers overlap the real and physical space, conveying information, prefiguring new scenarios, increasing the perception and awareness of how the urban space around us could be transformed.

The collaboration between the many actors, that taking part to urban design process, transforms the design into a living laboratory: the designer can identify the most important demands of citizens; the latter, however, interact with the designer, with the help of new tools that real space overlap, allow their viewing of the intervention in a new space, precisely augmented.



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