

**KA-AU KNOWLEDGE ALLIANCE  
FOR ADVANCED URBANISM**  
*VOLUME 2*  
**ENSAM SUMMER SCHOOL 1:  
SLOW URBANISM**



## DELIVERABLE 4.4 ENSAM SUMMER SCHOOL 1 REPORT

### SLOW URBANISM

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## 1

## FOREWORD // KNOWLEDGE ALLIANCE FOR ADVANCED URBANISM

### KA-AU PROJECT

The increasing availability of data creates new opportunities not only for monitoring and management, but also for changing the way we describe, understand and design cities, challenging many fundamental assumptions of city design and planning professions. In order to promote the innovative education and training that emerging technologies require higher educational institutions together with industrial partners have created the Knowledge Alliance for Advanced Urbanism (KA-AU).

The group understand “Advanced Urbanism” as the sensitive integration of ICT in cities, taking in consideration cultural heritage, environmental and social dimension issues. “Advanced Urbanism” is about designing and planning processes instead of just concrete artefacts, linking citizens, business and

governments into sustainable urban business cultures. “Advanced Urbanism” requires changing traditional design and planning practices towards more open, collaborative and interdisciplinary practices.

KA-AU develops courses, symposiums and an educational and training platform, with the objective of offering participants an innovative education on planning.

KA-AU is co-funded by the Erasmus+ Programme of the European Union

### D4.4 REPORT

This report describes the main findings of the First ENSAM Summer School, organized by ENSAM in cooperation with the KA-AU partners.

The First ENSAM Summer School is part of the KA-AU program WP4, Task 4.4.





## 2

## PARTNERS

The KAAU partners involved in the First ENSAM Summer School are:

- ENSAM: in charge of the activity organization
- InAtlas: organizing tutorials to the students
- Technilium: organizing tutorials to the students and hosting the final presentation in its headquarter
- Useful Simple Project : analyzing, advising and subjecting proposal for improvement

**Ecole Nationale Supérieure d'Architecture de Montpellier** The School of Architecture of Montpellier and through it the study field 'South Metropolises' aim to work on architecture and urban projects starting from a specific entrance point which is the interrogation of the locality as a vector of urban development. This strategic methodology deals with a continuous awakening of the Cultural heritage allied with the integration of paradigms such as "smart cities" and

ITC integration in cities. Through the taking into account of the cultural heritage "South Métropolis" questions the massive contribution of new technologies and their impact in the city, new governance and Metropolis constitutions. Thus, what is called "smart cities" is a necessary though for architects in order that this new "intelligent city" can be able to build a "sensible" city where new shared experiences could take place.

**InAtlas** is a ICT company specialized in Geospatial Big Data and Location Analytics. It has created an online business solution that allows users to integrate urban data in one simple dash board. It is aimed to give services to companies where location play a key business role, and to cities on helping implementing urban socio-economic policies. inAtlas technology has already been used for several urban and territorial strategic plans, both with cultural and na-

tural heritage backgrounds (UNESCO recognition).

**Technilium®** is a company which centred its activity on the design and the manufacturing of street furniture and lighting. Thanks to its Research and Development pole it has an expertise in "Smart cities".

It also had the initiative to create a cultural organization Lézigno, whose programme answers the interrogations on becoming a contemporary city, through the light and the interferences with architecture, art, design and landscape.

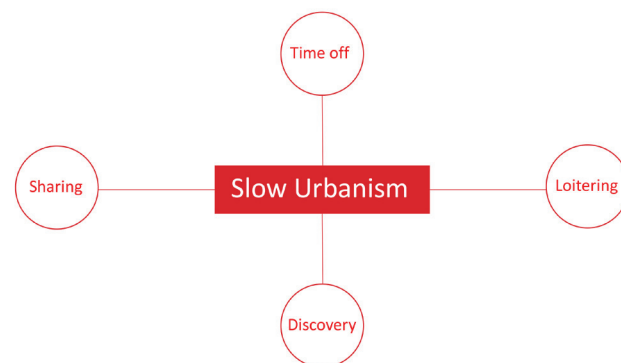
**Useful Simple Projects (USP)** is a consultancy company specialized in urban design and development. USP works with cities and delivery partners on major infrastructure and development projects to bring about broader sustainability outcomes. USP also

run engagement programmes with urban planners, cities, universities and built environment professionals to encourage systemic, multidisciplinary and innovative approaches. USP works with clients in particular to ensure that ICT systems and data management can be used to solve urban development challenges from maintenance of assets and efficient use of resources, to community engagement and city mobility.

For this project USP will partner with their sister company Think Up who specialize in building learning and development programmes for the built environment. This includes through digital platforms and experiential learning.

A key part of this work is to ensure that programmes have a long term impact and evaluate programme success.

## 3

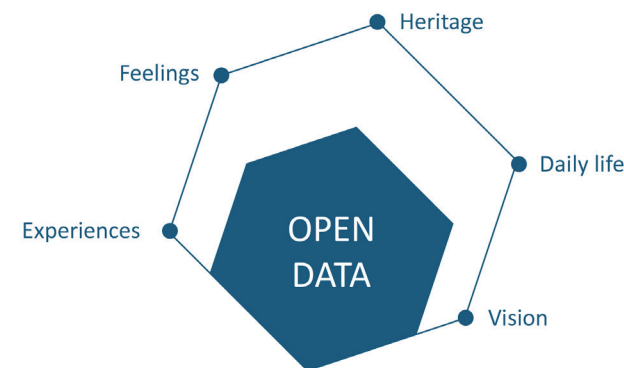
ENSAM SUMMER SCHOOL 1//  
SLOW URBANISM**NOTE**

ENSAM Summer School 1 didn't occur during summer and was organized during regular courses season in order to exploit the ENSAM funds for students mobility. These funds have been exploited for organizing study trips in several European Cities, including also the partners cities where the students meet the KAAU partner companies. Moreover, this calendar offers the possibility for students to participate to several events organized for the KAAU projects, creating links with partners and improving their involvement in the project. It also offers flexibility to visit the partners involved through the three years.

**CONCEPT**

New technologies are in the center of contemporary paradigms. Producing a new layer of connections between people, objects, places and events, these new technologies

provide a huge amount of data and informations crossing permanently. Always sought and constantly informed, these data are changing the way we live, we move and meet people. That is why we introduce the concept of SLOW URBANISM. This theme aims to succeed in bringing a more sensitive eye, rather than just efficient, on the technologies that surround us every day. Therefore, the goal is to bring a primitive look at the city, sharing discoveries, pathways and unusual places. It is essential in urban planning to take into account the human aspect of the place, the SLOW URBANISM tries to connect sensitive data of the city using wireless technologies to provide a different perspective on cultural heritage and contemporary places we practice every day. Beyond a purely objective efficient, this approach aims to use the data gathered to provide personal visions that we can share with the world. It seems important to keep this part of mystery

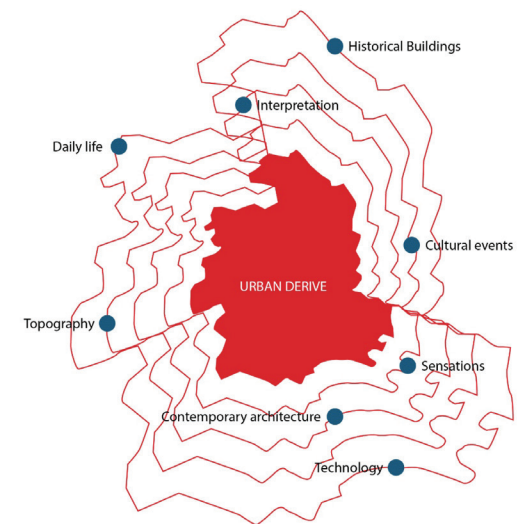


that exists in the city, keep discovering elements do not stick to a preset course but to be led by the city itself.

In the same way that social networks have developed a new grid of social interactions, slow urbanism offers an alternative to the discovery of a city. Made directly by the inhabitants of a city, this initiative aims to create urban course in connection with the experiences. The places to visit are less targeted by pragmatic interests than from everyone's life experience. This provides the opportunity to be guided through a fun course, diverse and atypical.

The pathway in each city does not match the fastest way to connect point A to point B, but the journey itself has a genuine interest. Mixing interests in order to focus more on life experience to discover.

Temporality also plays an important role, these routes are proposals based on the time available that you have. A city is not discov-

**MENTAL MAPS**

ered in the same if you have two hours or two days. That is why these paths offer the opportunity to visit the city at your own pace. These paths, like a playlist, can be divided, assembled and exchanged to create a grid of interactions in the city.

SLOW URBANISM intended to filter information from one place to earn a quality experience that it is possible to qualify. The objective is to personify the city, with a personal vision, to share it with friends, family and even strangers. Putting People at the center of the device seems to be necessary to put technology at the service of the sensitivity of the city, it will increase the interactions between people and the practice of the city as such.

## MAIN TOPICS

The theme for which the consortium was chosen revolves around key issues to be addressed, questioned and sharpened during the 3 years.

### - Smart City

In recent years appears many questions around what would be defined as the future of our cities becoming «smart cities», «creative cities»... Combining indifferent manner and sometimes confusion, the relationship between the massive arrival of new technologies and questioning their impact in the territory, even in the urban structure of the cities, creating «digital cities»; but also opening to a city more «green» «environmental» seeking to reduce both a sprawl, but also expensive infrastructure; it is also looking for a more just city, democratic, participatory and virtuous done. In short a great city that it seems difficult to be between the search for a new urban utopia and exploration of possi-

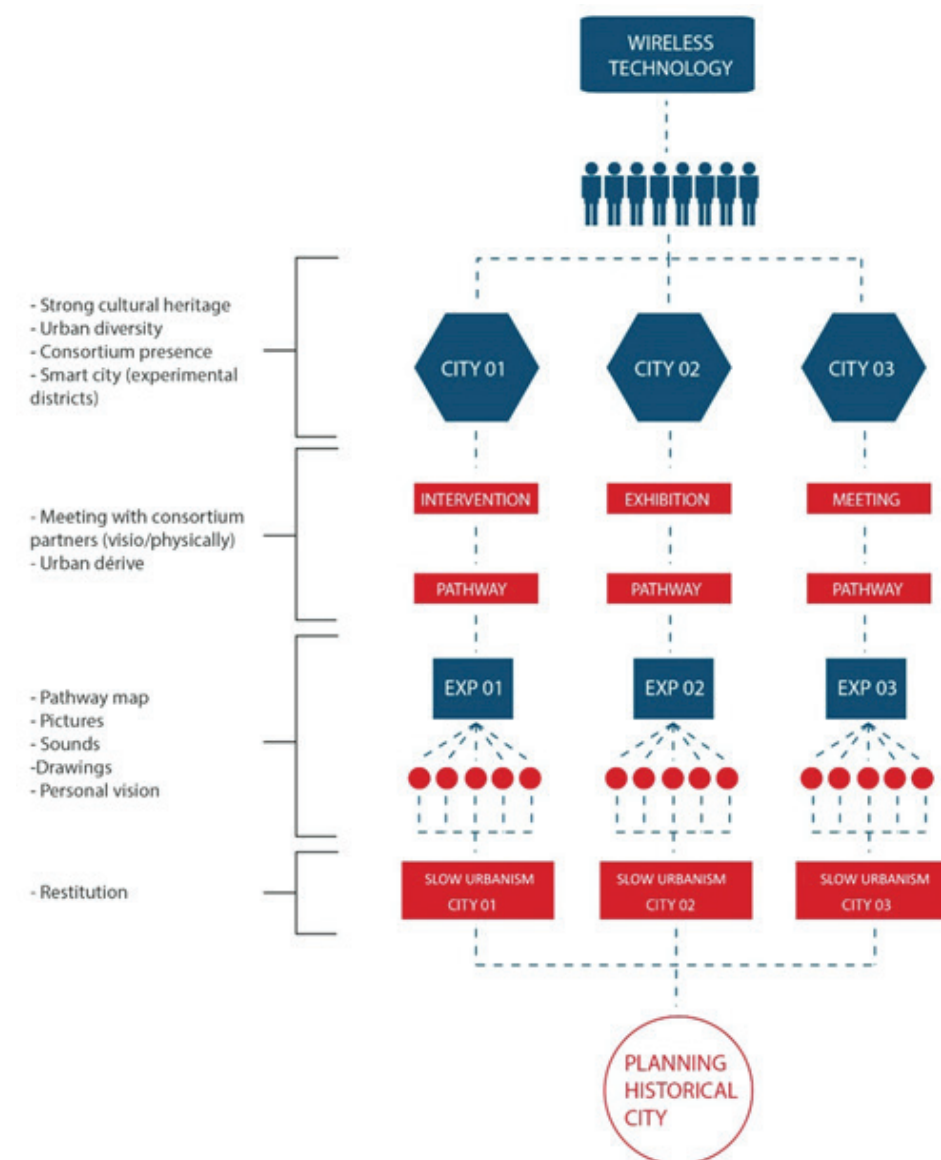
ble futures.

### - Sencity (sensory city (sensor = Sensor) + sensitive city)

European cities are trying many sensors, on-line information and communication system. They become living laboratories where industries can drive new devices.

The increasing availability of data related to these sensors create new opportunities not only in monitoring (surveillance) but also in the way we design the city.

Based on this new challenge, the consortium aims to promote exchanges between the research units and industries dedicated to the development to the emergence and use of new communication and information systems specialized in urban planning. The purpose of this consortium is to seize the challenges of the contemporary city, to reconcile openness to global flows: informative, migratory they have outstanding environmental, social or cultural.





The scope of the SEN platform is devoted to the definition of what will be the cities-senses (sensory sensitive city + city) as informative and interactive as spaces and at the same time open to citizen participation, co-innovation. The combination of heritage and innovation as well as the binomial «smart city» and «friendly city» is paramount.

#### - Highlighting the cultural heritage in the city

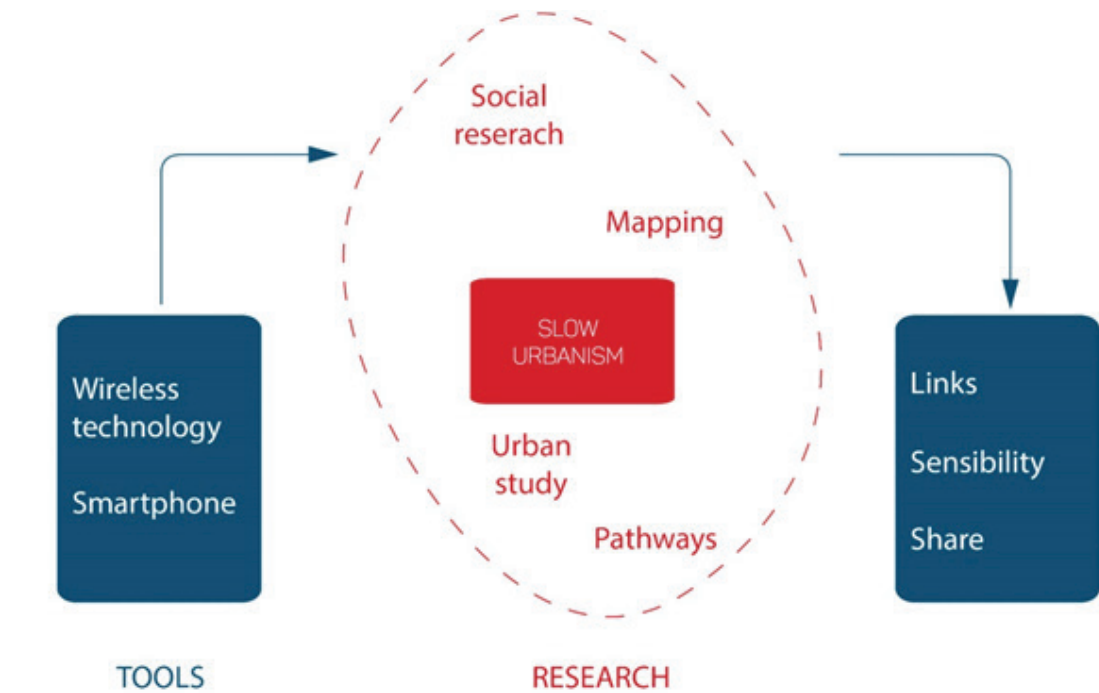
The specific entry point through which will be addressed this theme is the question of the locality as urban development vector. This strategic methodology in between reasoning with the inclusion of cultural heritage combined with the integration of paradigms that are integrating ICT into the city, or more broadly the smart city. The intersection of architectural and urban scales seem pertinent

to produce relevant knowledge in connection with the consortium.

#### - Urban Drifts

Drift is a way to wander in a place for his discovery, as a network of experiences and lived. It is an approach which is to move through the different moods of a space (a city, a neighborhood ...) and will be guided by impressions, for the subjective effects of such places.

Urban drift was defined by the Situationist Guy Debord in 1956. The poet and writer has used this idea in his paper The theory of error 1 to bring his readers to reconsider how they live the urban space. Rather than remain trapped in their daily routine and make every day the same trip without paying any attention to their living environment, drift urges



citizens to follow their emotions to watch urban situations in a radically new way.

Questioning the urban space based on your knowledge through a stroll inside of it, questioning the concept of journey and its transcription and finally realize the transcript of a

course and make available all are the foundations on which we will use to develop a new and innovative educational content.



### - Slow urbanism

The emergence and gradual introduction of technologies in the public sphere aiming to make the most affluent lifestyles, they should be able to offer an increased quality of life of the inhabitants of a metropolis.

Technological gain that translates into everyday efficiency must serve a gentler way of living the city. The concept of slow urbanism comes here as a concept to offer a fresh alternative to the traditional urban lifestyle.

During the Workshop each team developed its own vision of the city by targeting specific themes based on specific experiences of the city that everyone would like to share. These thematic appeal to the senses of everyone, a different vision of the city, the mystery and discovery.

These themes, initially rather vague time, have been refined and clarified throughout the Workshop. They are the result of many discussions, experiences and results of the undertaken course.

What makes these interrelated themes of SLOW URBANISM is the opportunity they offer to discover the cultural heritage of a place through places and atypical paths, sometimes known only to the inhabitants of a town. This, in a defined period of time, the authentic discovery of the true personality of a city. Understanding how people really live there.

These themes are therefore aimed to highlight human experience of the city, footprint discoveries and surprises, the goal is to be

guided to be surprised by these multitudes of events that form a rich and vibrant city.

## PEDAGOGY

The educational establishment during the Workshop aims to create a new form of education. As the SLOW URBANISM wants to create a sensible way to discover the city, the City Workshop Sen must propose an agreement with the teaching objectives expressed above. That is why we propose to offer a horizontal learning.

First of all, teaching is based on speech. During this Workshop, objectives and means to achieve them are discussed together with the students. It is essential that everyone is involved and that every opinion opens a discussion that could impact on the workshop itself or on its expected. This way of working offers the opportunity for everyone to be accountable to the theme, students interested in it even outside the course itself.

Subsequently Experience Workshop is multiple. The theme is open to many areas, the workshop provides an experiential pedagogy, meetings and debates. The participation and involvement is key to the success of the Workshop and awareness of each involves a sum of diverse and fun experiments.

Students are at the heart of the SLOW URBANISM manufacturing process, it is important that the method used to define the concept so under the basis of exchange and participation.

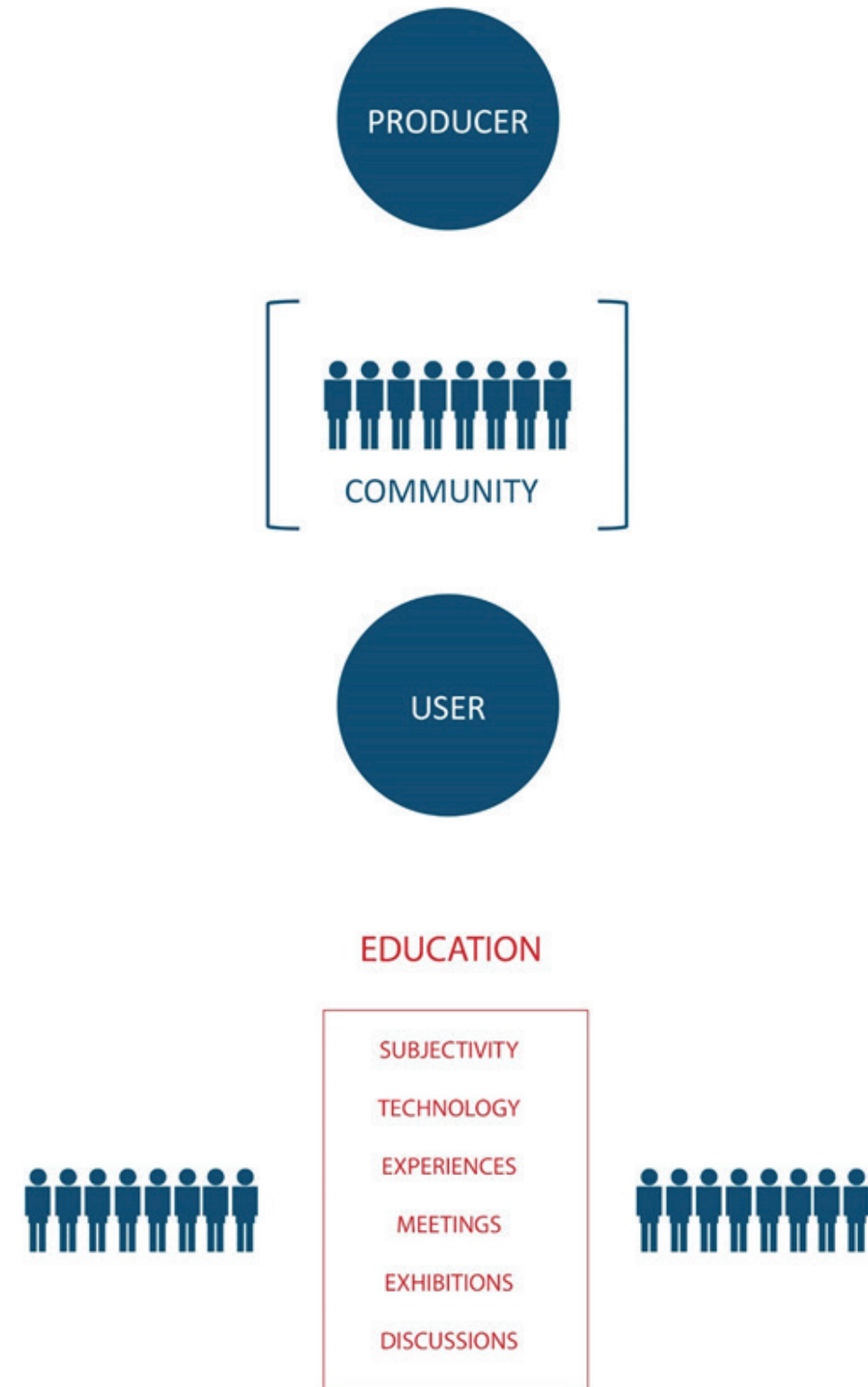
A visit will be organized for each city studied. Moments of meeting with the consortium of companies will be an opportunity to create a dynamic exchange. These moments of meetings, prepared in advance will get lit and very specific data on the concepts of studies proposed for public housing.

Through their achievements made during their teaching architecture students will be in their ability to save wandering sequence in a relevant way to quantify its own elements: time, distance, altitude. Etc. and anticipate their approach notably through the categorization of its quality.

For example: architectural, cultural, gastronomic, hybrid mode ...

The terms of expected records are outside the scope of conventional records requested architectures. Students will be asked to a transcript of their visit to the innovative and inventive. It will be different for each city and thought consistent with each course. They will be asked to adapt the tools used, the rendering modes to the concept of qualification of a specific urban atmosphere.

They will be asked to propose to bring the look on the heritage of a city in a unique way will be highlighted, it will work in an open framework to known peripheries.





## ORGANISATION

The workshop is carried by a total reflection on the question of the intelligent city, Big dated, the courses in the city and the transformation of these data for their use within the framework of architecture and town planning. This sum of information and concepts to be collected cannot be condensed in only one workshop, this is why the question of the transmission is paramount in the training and the production of elements in keeping with these various concepts.

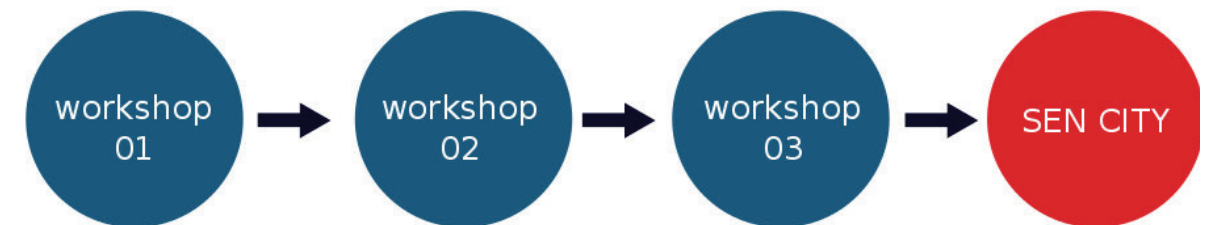
Workshop is spread out over 3 school years and as much of point of progression around this question of the city and of its future through the prism of the new technological tools. This is why the workshop wants to be evolutionary over the years, nourished by the information and the results provided by the work of the previous group. This pedagogy makes it possible to put forward from a point of view practises the question of a horizontal teaching composed of experiments, discussions and conclusions carried by the students and for the students.

The goal is then to succeed in advancing the reflection which one carries on the intelligent city and the tools which manufacture it by using the concepts and the ideas developed by the students of the year 2015 – 2016 to be used itself about it as a basis in the question

of the development of new contemporary media.

At the time of the previous Workshop we concentrated on a way of apprehending the city through courses and precise sets of themes defined by the students in the wire of their various experiments through three different cities: Montpellier, Lyon and Barcelona. These urban courses create proposals of displacements of the city according to feelings and discoveries. Was the question of the serendipity in the middle of research, how to offer a vision different from the city whereas with new technologies it is possible of all to know about a place before even going there? Coupled to personal discussions, exhibitions, research and meetings with members of the consortium it was possible to offer courses sensitive and surprising in the middle of cities which one thought of knowing.

This database is the first stage and must be used as point of hangs for the development of the Workshop 2016 – 2017. The information collected and developed by the students of the previous year is shared to offer a total panel of reflection understood in an overall diagram over 3 years.



### Workshop 01

Discovering of base notions  
Definition of theme  
Urban experimentation  
Data collect

**COLLECT**

### Workshop 02

Deepening of notions  
Needs and challenges analyze  
Data transformation  
Strong relationship with partners

**TRANSFORMATION**

### Workshop 03

Definition of notions  
Elements assembly  
Transmission support  
Proposal ending

**TRANSMISSION**

## PROGRAM

### Tour 1: Montpellier 30/31 January 2016

01.30.2016:

09:00: Presentation of the workshop  
09:30: Establishment of working groups  
14:00: urban background - retrieving datas

01.31.2016:

9.00-19.00: Day intensive production rendering elements

### Tour 2: Lyon 11/12/13 March 2016

03.11.2016:

10:00: Departure for Lyon - RDV - Gare de Montpellier at 9:45 am  
11:50: Arrive Lyon  
12.30: Arrive Hostel  
15:00: Visit the Confluence Museum

Confluence Museum  
86 Quai Perrache  
CS 30180  
69285 Lyon cedex 02  
SmartLand exposure

03.12.2016:

09h30: Go workroom  
51 rise of the big hill Lyon  
12.30: urban background  
18h30: Go to the discussion for working room around the sectors flown

02.13.2016:

9:30: urban background  
6:10 p.m. Departure for Montpellier  
8:08 p.m.: Arrive at Gare de Montpellier

### Tour 3: Barcelona 08-09-10 April 2016

04.08.2016:

16:00: Departure for Barcelona- appointment ENSAM  
22h00: Arrival at the hostel and preparations for urban routes

04.09.2016:

10:00  
12:00: Urban course  
20h00: Discussion of routes run

04.10.2016:

14:00: Departure for Montpellier  
18.00: Arrival at ENSAM

Final presentation: 21st May 2016  
Technilum - Domaine de Lezigno

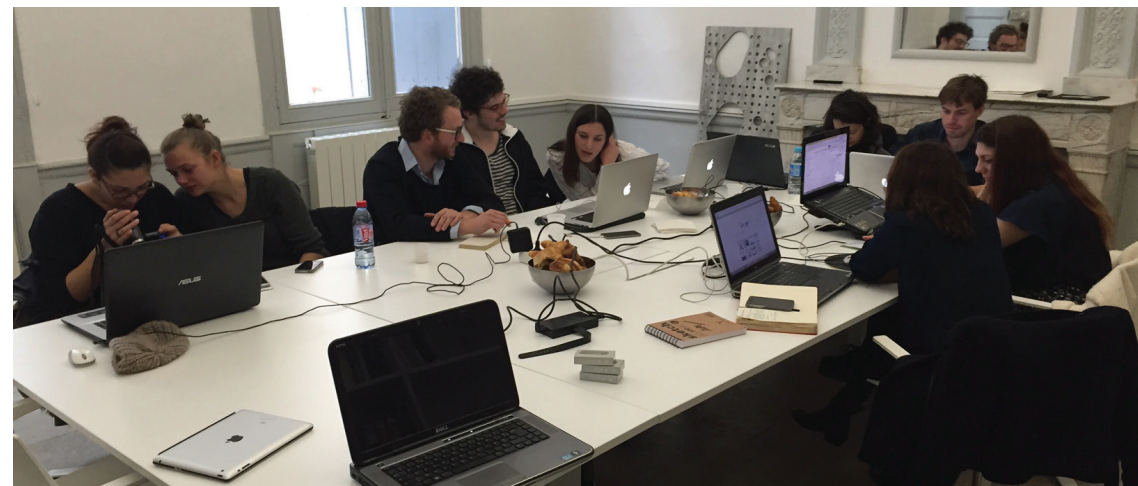
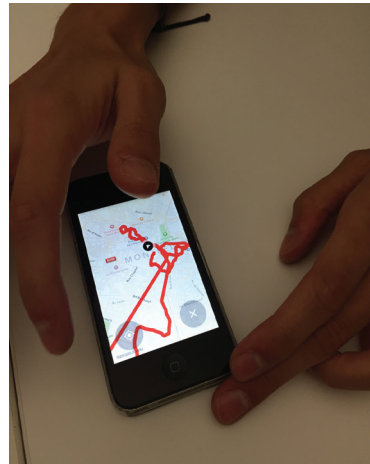
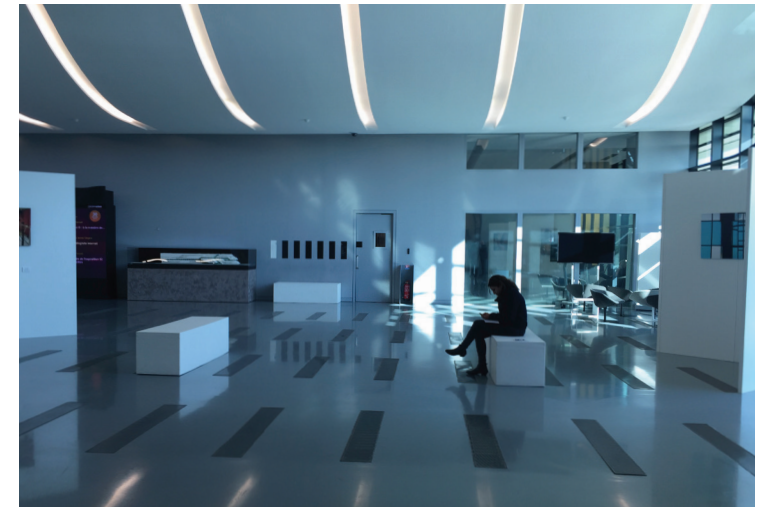


## CITIES

### 1. MONTPELLIER

The first city studied is Montpellier. The starting point used to create a condition of intensive development, so as to adjust

expectations, discuss the different directions taken together and set future goals.





## 2. LYON

The Second City that will be studied is Lyon. This city has implemented many steps along the lines of the smart city. This will also be the opportunity to visit the TUBA, place of experimentation, sharing and awareness on urban innovation.



Visit of Confluence Museum with exhibition about big data - Lyon



### 3. BARCELONA

The city of Barcelona, has for many years commit a serious reflection on the use of digital tools and services connected to the city. After developing studies in Montpellier and Lyon, the students spent some days in Barcelona. A meeting with Luis Falcon from InAtlas has been organized, with the aim of

explaining how to work with Geospatial Big Data and Location Analytics.





## 4

## OUTPUTS

## TECHNILUM - LEZIGNO

Developed with ENSAM students and KAAU partners that took place since January 2016 the final presentation took place on the 21 st of May at Technilum headquarters in Lézigno, Béziers. After a visit and a presentation of the light





**GROUP 01**  
**ALICIA ROUZE – AMANDINE MARTIN**  
**MYTHS AND URBAN LEGENDS**

The path of «Myths and Urban Legends» of Montpellier was a very human experience of the encounter with the natives, who allowed me to enrich the flight by telling me unusual places and non members in the guides. Global search headed to places marked by a «mystical» atmosphere; smells have also been a path factor, once a good smell was coming titillate my senses I headed it. To make the experience complete, music will engage in the run of the place, and why not subsequently incorporate augmented reality to immerse the user in a zany and total experience, in or-

der to rediscover Montpellier with a different look and identify its quirks. These excesses have taught me that in the centre of Montpellier, even if we keep this idea of active metropolis in the middle of this permanent tingling, hiding places, streets, squares, lost in the maze of the city, these places abandoned by tourists remain despite all the gems for natives. These places than accessible only by losing well, are kind of rewards to urban drift and lose can be good sometimes.





## GROUP 02

INES D'ANGELO – ARIANE CARTEL

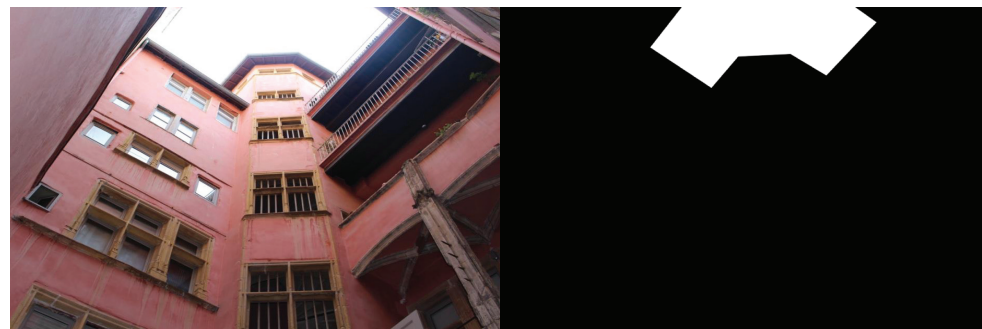
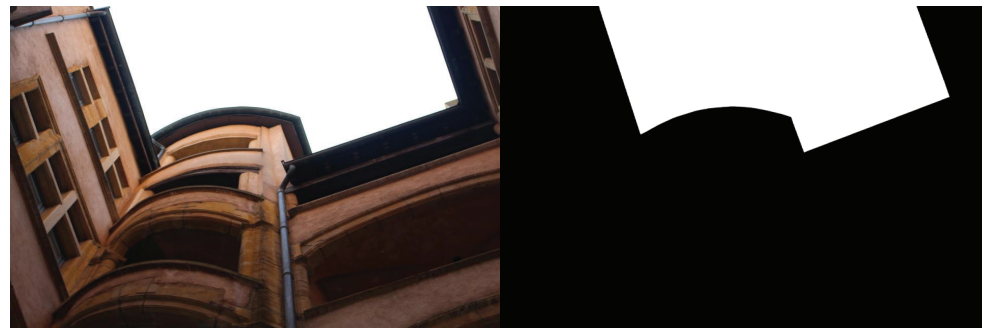
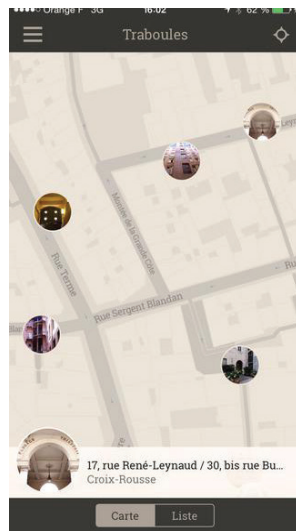
## URBAN SURPRISE

In the frame of urban derive (drift), we have decided to wander in the city with an unusual focus for sensory experience which are proposed to us by the street (visual, acoustic, luminous, thermic, architectural and human density or dynamic.). When we cross streets, we have discovered various spaces with interesting and divergent uses, we can see a fast change of atmosphere and we feel many different sensations. When we take unusual and non-tourist way, we can look the city otherwise. Change our practice permit us to discover plenty of new spaces. Drift pace is

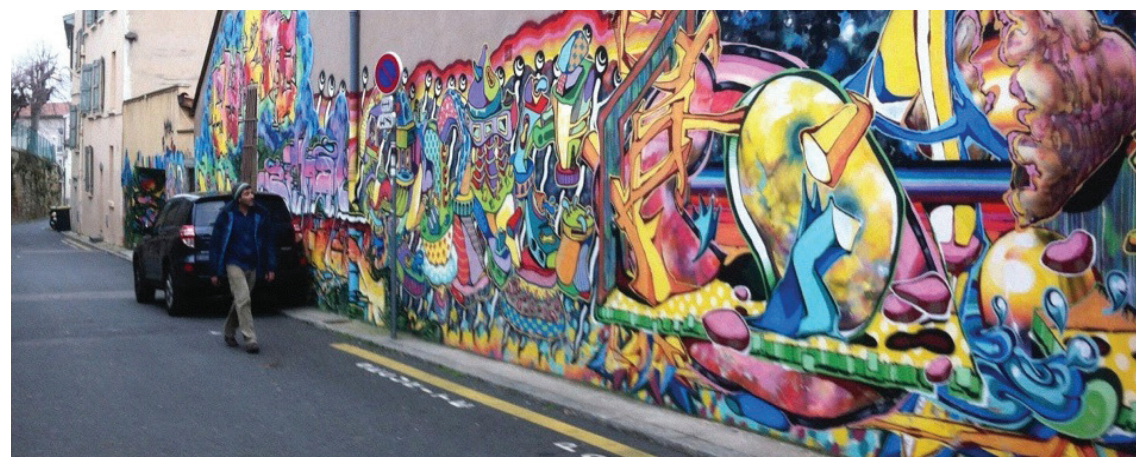
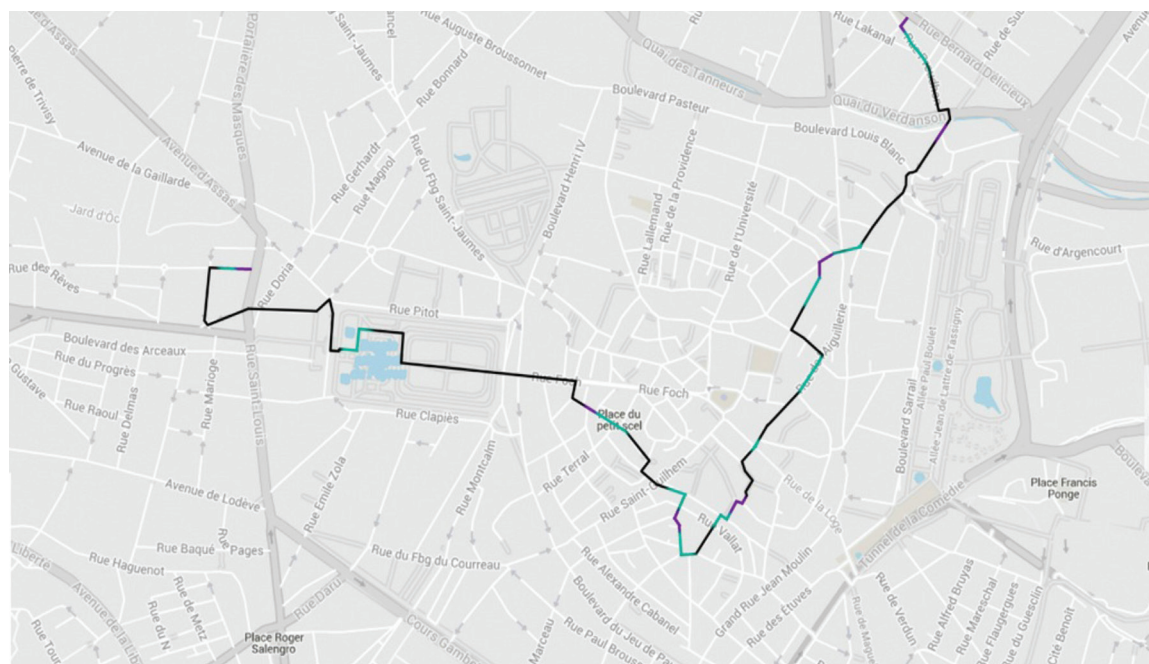
modified by an idea inspired by street : research for intriguing elements which doesn't catch our attention usually.

Aim: discover street art

This path aim will be to discover street otherwise focus on spaces, object or action non-ordinary (singer on street, art work...). All those things give its dynamism and its interest to the street. Through this creations, it's a man who try to appropriate his city, his environment with his scale. Life expression is transmitted by this abnormalities which shows the city differently, non tourist.









**GROUP 03**  
**KAREN – NATHAN**  
**GEO-CATCHING**

Nowadays there are different ways to visit a city through mobile applications. We experienced the application “Geocaching” especially for this Workshop. It works by using the geo-location to lead the user not so far from an hidden object. The lack of a story, to give a valuable reason to search this object, was disturbing us. So we wanted to imagine an application which would work as a treasure map according to the city where you are.

The urban ride in Montpellier was the perfect city to experiment this new concept. Given that we live in Montpellier, it was easy to imagine an enigma in order to guide the player to different places, and above all to link them. We imagined a police investigation in order to find the murderer hiding in the city. It was really funny to invent treasure hunts to provide clues to the player.

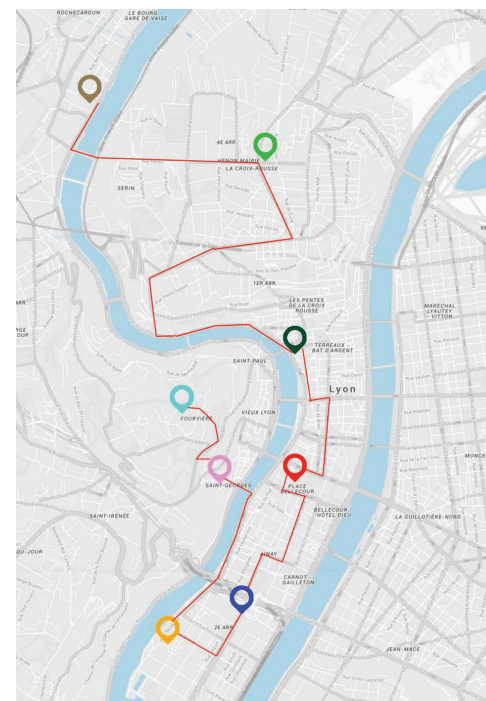
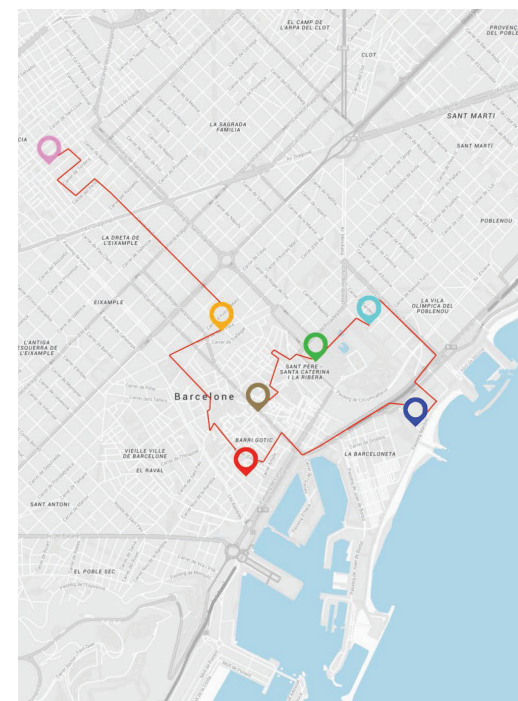
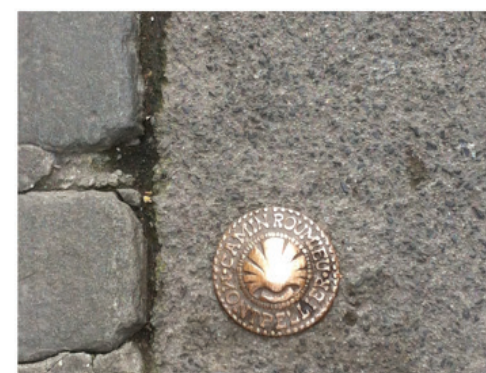
But we realized that it is essential to know the city to imagine this kind of game. When we

visited Lyon, we walked in the city randomly. It was impossible to link the different places that we discovered because we didn't know enough the city, its history but also its organization. This observation forced us to reconsider our idea and to adapt it. What we find interesting, in Montpellier and in Lyon, was the discovery of unknown places, objects, details, buildings or bars... In fact the application would allow the player to choose what he wants to discover thanks to a panel of proposals: Urbanism – Architecture – Restoration - Amusement ...

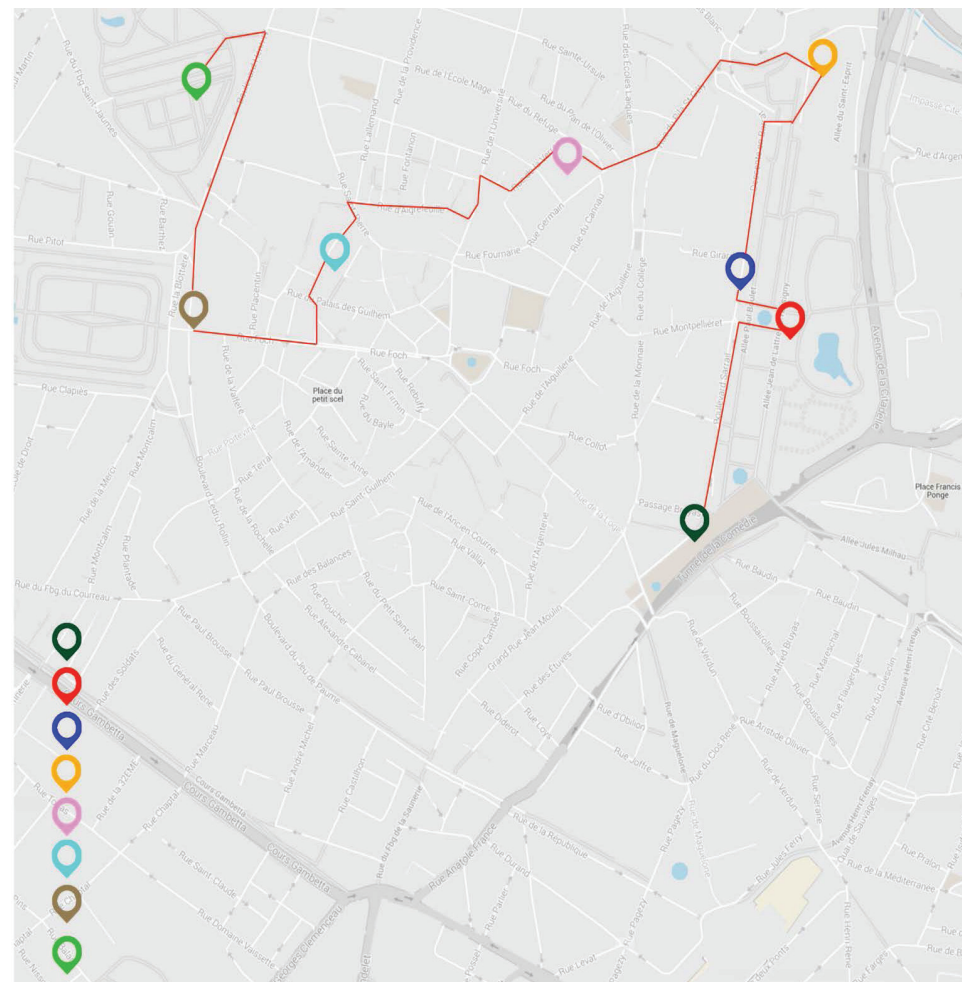
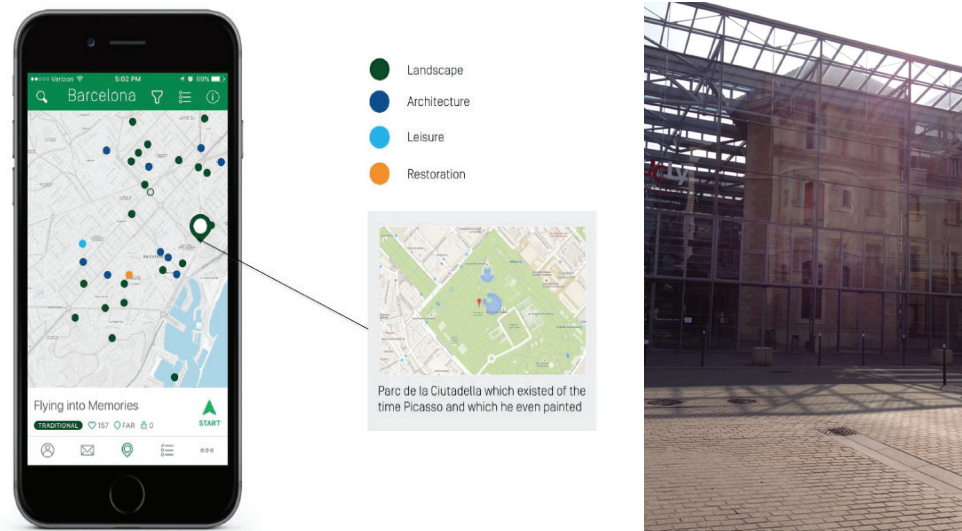
It would be also interesting to allow people to share their discovery and to place it in the appropriate category ( Urbanism- Architecture...). It can also works with our colleagues who work on different topics like “visiting the roofs” or “Art in the city” ...



ON THE BUILDING







## GROUP 04 MARGAUX - VALENTIN HIGHS

The city is defined by its public spaces and buildings but also by its topography. These different levels, natural or man-made, produce special perspectives on urban space. It seemed interesting to discover the city differently by creating a pathway based on those views that offer a particular approach to a first contact with the city.

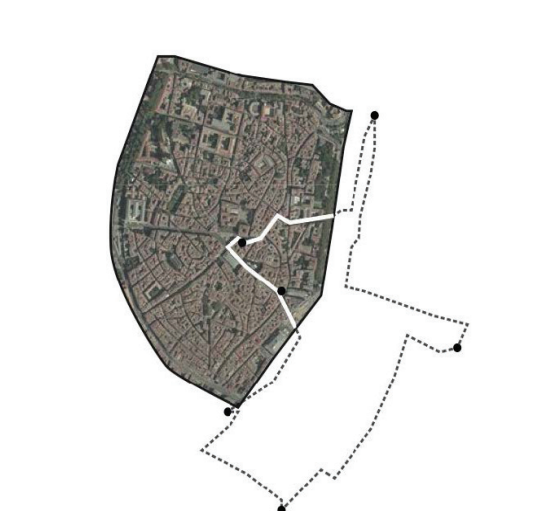
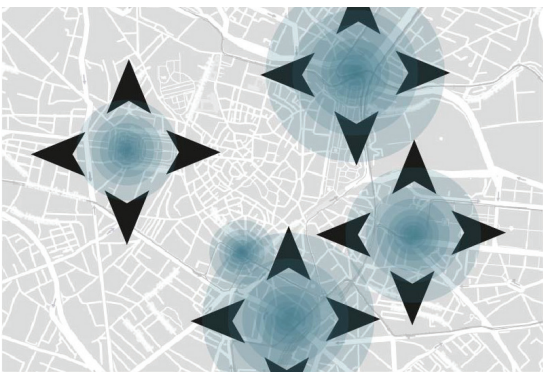
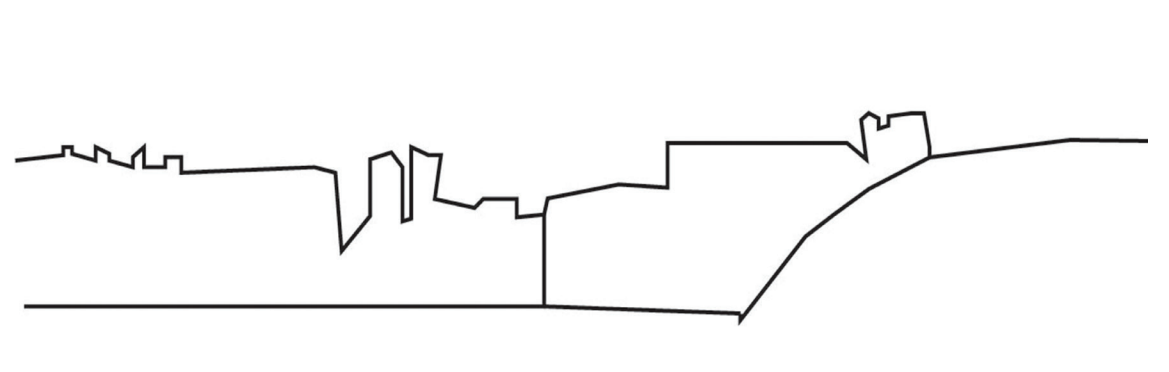
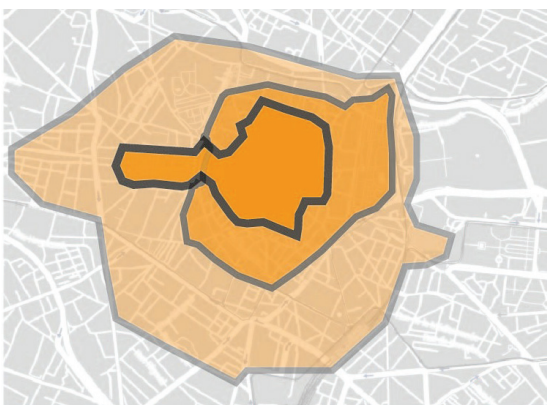
These views are all different, some are public, some private, they can result from the topography of the city as a high-rise building

built at a specific location. The real discovery comes from places that make this journey, some views are created specifically to highlight the skyline of the city (lookouts, scenic areas ...) but others do not have this basic function (parking, staircase...).

It is this unusual discovery that is at the heart of our journey.









# 5

## CONCLUSIONS AND RECOMMENDATIONS

The first Sencity workshop organized by the École Nationale Supérieure d'Architecture de Montpellier made it possible to collect geographical, cultural and significant data in different places and following precise work methods. The research carried out by the students with range on the question of the Slow Urbanism and a sensory grid of spaces in the city. The interest of the Workshop thus was to confront the harvest of data with various situations, the high points, the géocatching, the streetart... With the assistance of the Inatlas company, the students could cross these data to be able to draw from the consequences of this research and to propose new urban courses. These courses have strong sets of themes which it is important to take into account in the manufacturing of the city to preserve the serendipity through our contemporary town planning. These courses thus offer a vision of the city and leave a field open to various inter-

pretations as for their possible uses. The following workshop must thus make it possible to identify the possible use of these data, how to make available them of all, how them to share and the faired food. The next stage will question the distribution support and the integration of these data through a daily use or on a quite precise temporality.

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