

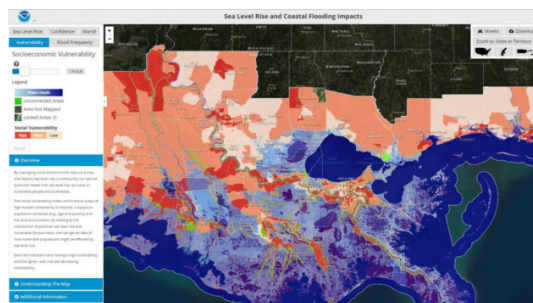
COMMON RESOURCES GUIDE KAAU D.5.3

CASE STUDIES

KA-AU academic partners (University of Montpellier- ENSAM, University of Genoa and the Institute for Advanced Architecture of Catalonia- IAAC) have suggested some case studies in order to convey their understanding about advanced urbanism.

These case studies demonstrate a sensitive integration of ICT in cities taking in consideration cultural heritage, environmental or social dimension issues.

They show how advanced urbanism is about designing and planning processes –instead of just concrete artefacts, and how they link and engage citizens into sustainable urban cultures and in more open and collaborative practices in urban planning and design.



<http://ka-au.net/case-studies/>

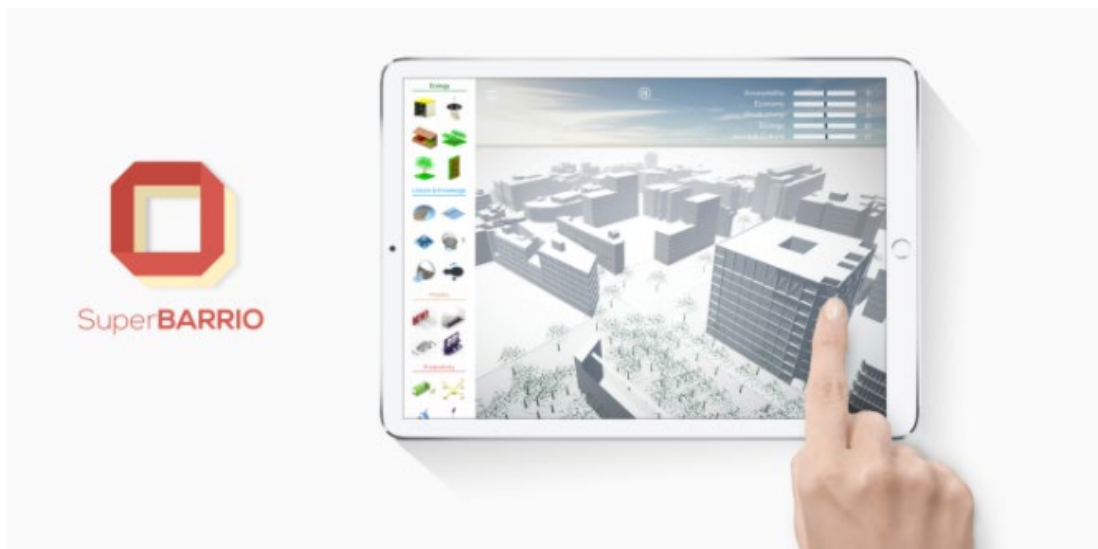


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TOOLS AND SIMULATORS

Within the scope of KA-AU project some interactive digital simulation tools have been developed in order to allow students experiment on complex phenomena.

For example SuperBARRIO app was designed and developed as a game app to engage citizens in urban planning.

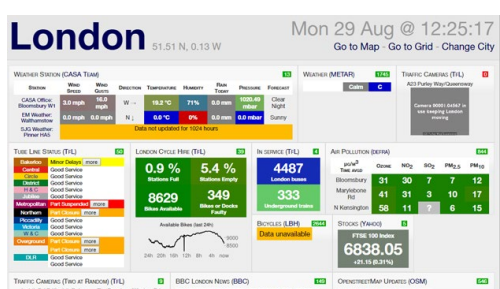
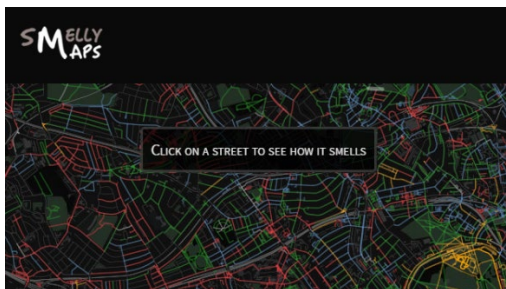
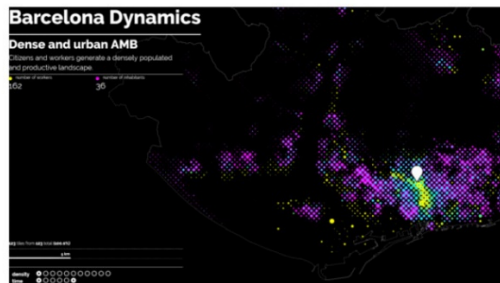


SuperBARRIO app is an open source video game for smartphone and tablets, it is a tool for urban planners and public entities to engage the citizens in the design of the public space, to educate to sustainability and inclusiveness, and to collect data about the citizens' needs, desires and proposals. SuperBARRIO is a flexible tool that can be applied to different neighborhood. Pilot projects have been developed for the Superilla Pilot Barcelona, and for the Gavoglio area in Genoa, Italy (XXX- we can add here that it was part of UNIGE- KAAU workshop)

Download app: www.iaacblog.com/projects/superbarrio-2/

Other technology and mobile applications have also been used during workshops and summer schools. They are an example of how technology could transform urban planning and design professional practice and education.





<http://ka-au.net/tools-and-simulators/>

VIDEOS

As part of the KAAU, symposiums and presentations of the project have been carried out. In some of these events we have been able to record videos that can be used as educational resources for advanced urbanism courses.



What are we talking about when it gets to technology?

<http://ka-au.net/videos/>



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QUESTIONS FOR FURTHER STUDY

It is well known that to innovate and lead change is the question and not the answer that matters, so we offer resources such as questions that can trigger creativity, that can make us reflect on the city in which we live or where we would like to live or that can serve as inspiration for further studies and research.



How to build an educational program on "Advanced



How to solve issue locally to influence the globality?



How do we re-learn our urban environment?



Can we anticipate, adapt, integrate and operate cities?



How can data help us in representing city's methabolism?



Can the city think? How to design for resilience?



Is the gaming approach a possible tool for citizen inclusion?



How can we establish the common city?



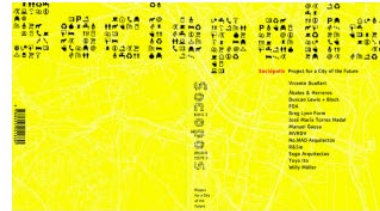
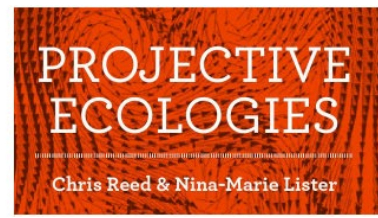
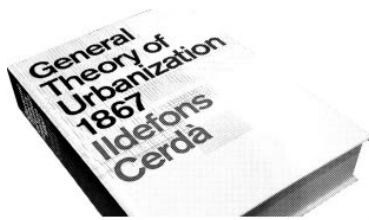
How can cities exploit citizens potential?

<http://ka-au.net/questions-for-further-study/>



RECOMMENDED READING

KA-AU academic and industrial partners have made a selection of the publications that support advanced urbanism concept and vision.



<http://ka-au.net/records/>

WORKSHOPS SYLLABUS

On the KAAU website, under Teacher Support section, workshops syllabus can be found. These syllabus offer detailed information on workshop background, what students learn, description of activities, basics of sequencing and rhythm activities, evaluation, materials / resources.

<http://ka-au.net/lesson-plans/>

