



# Right to Reyerood

Design & Publics for Vital Cities and Citizens (EUR)  
UF24 - 5 June 2024

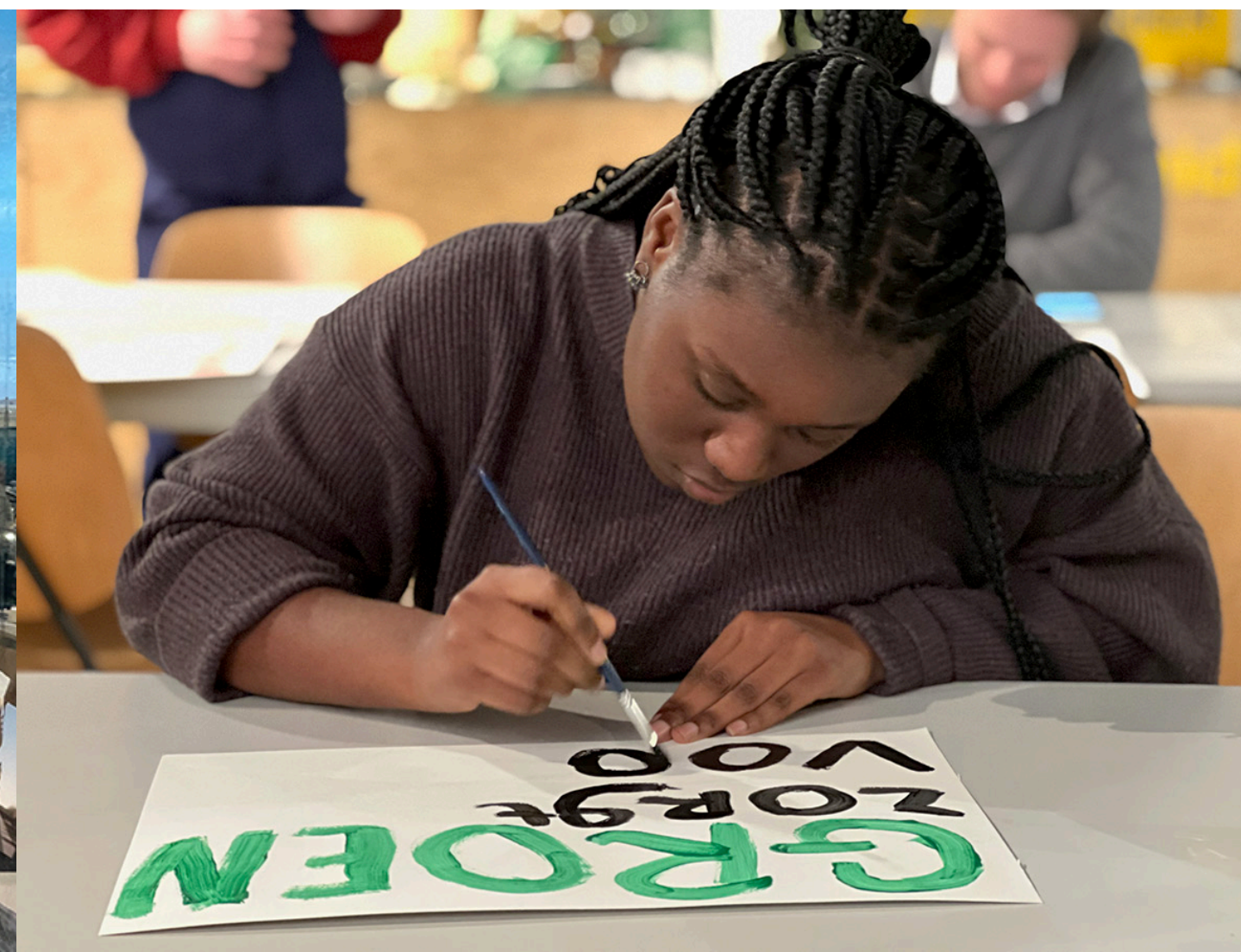
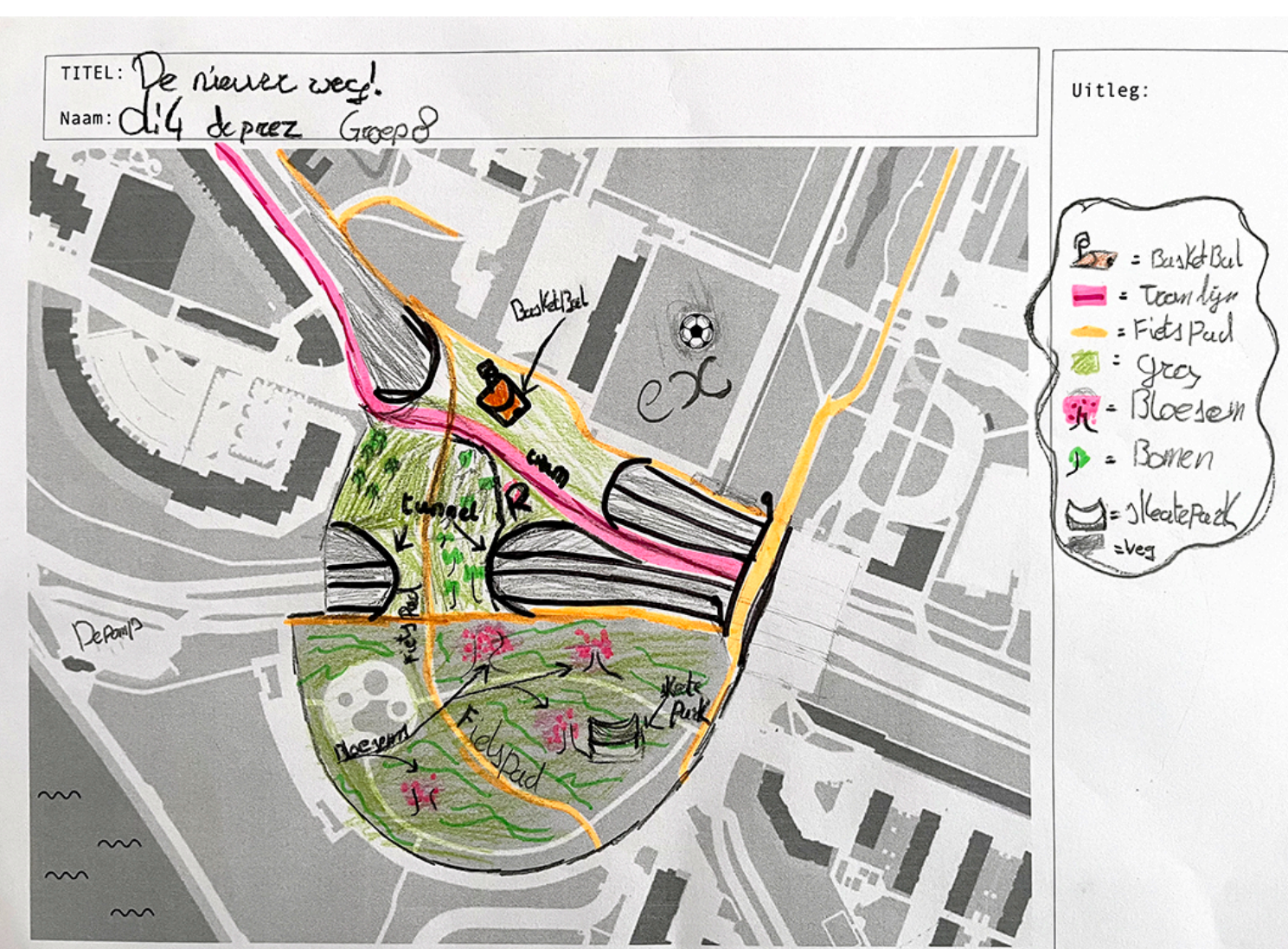
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# Design/creative methods as a means to:

- \* develop and structure processes to engage publics in research/innovation/participatory processes
- \* express, discuss and test new/alternative/innovative ideas
- \* challenge and innovate 'the system'/institutions



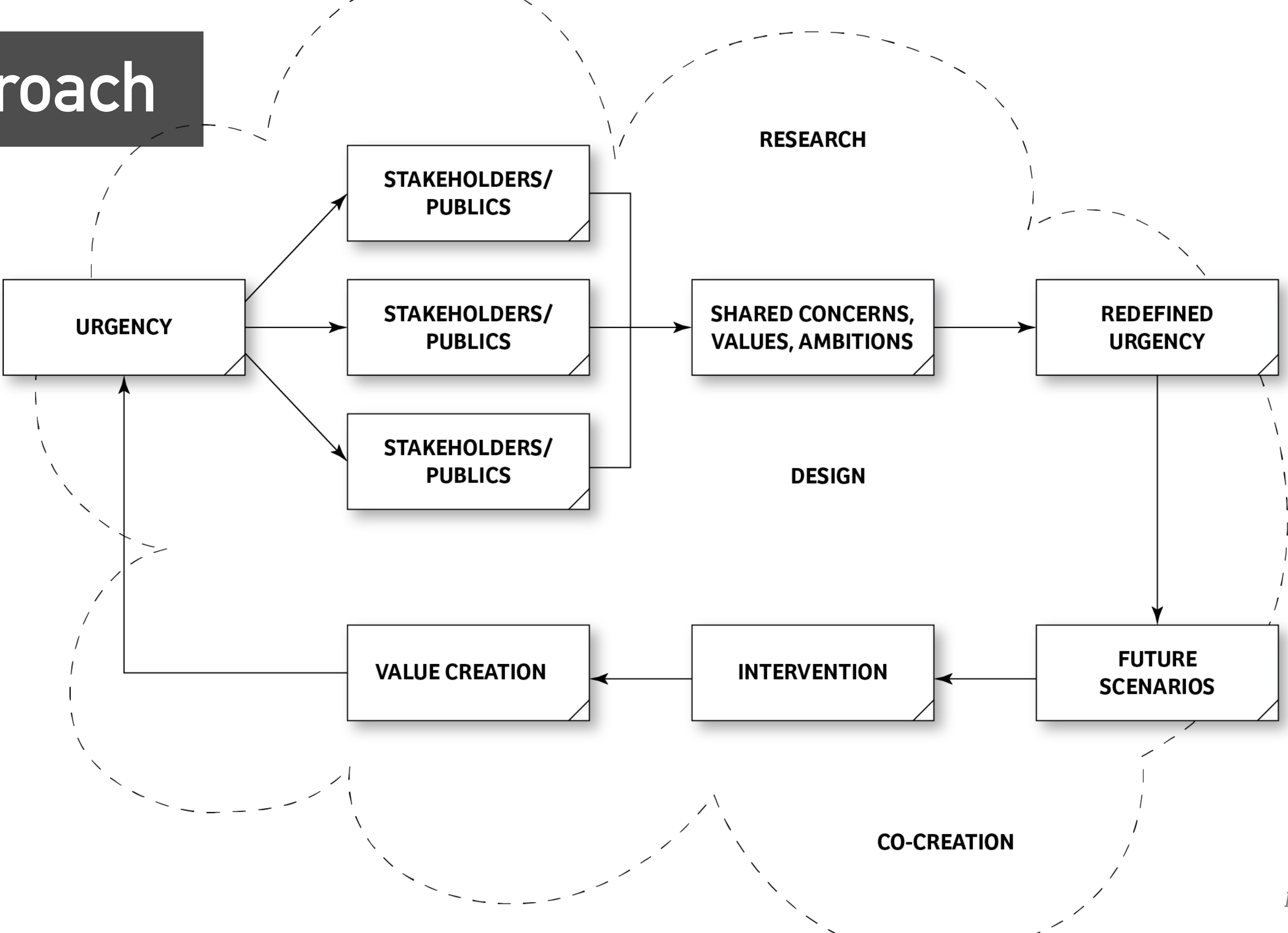


# Starting point/research question

How to incorporate citizens' knowledge in research and policy-making processes?  
(regarding the deployment of smart city technologies in the Rotterdam neighbourhood of Reyerwaard)



# Approach





# Challenge 1: Engage stakeholders/publics

Gate keeping

(First workshop in 10th month after start of the project)



# Challenge 2: Define shared urgency

How to provide space for youth in Reyerwaard?  
(And what would be the role of the municipality therein?)



# Redefined urgency



Physical space



Feeling welcome and at home in neighbourhood



Being represented



# 3a: Space for and by youth

*'Creating and  
Taking space'*



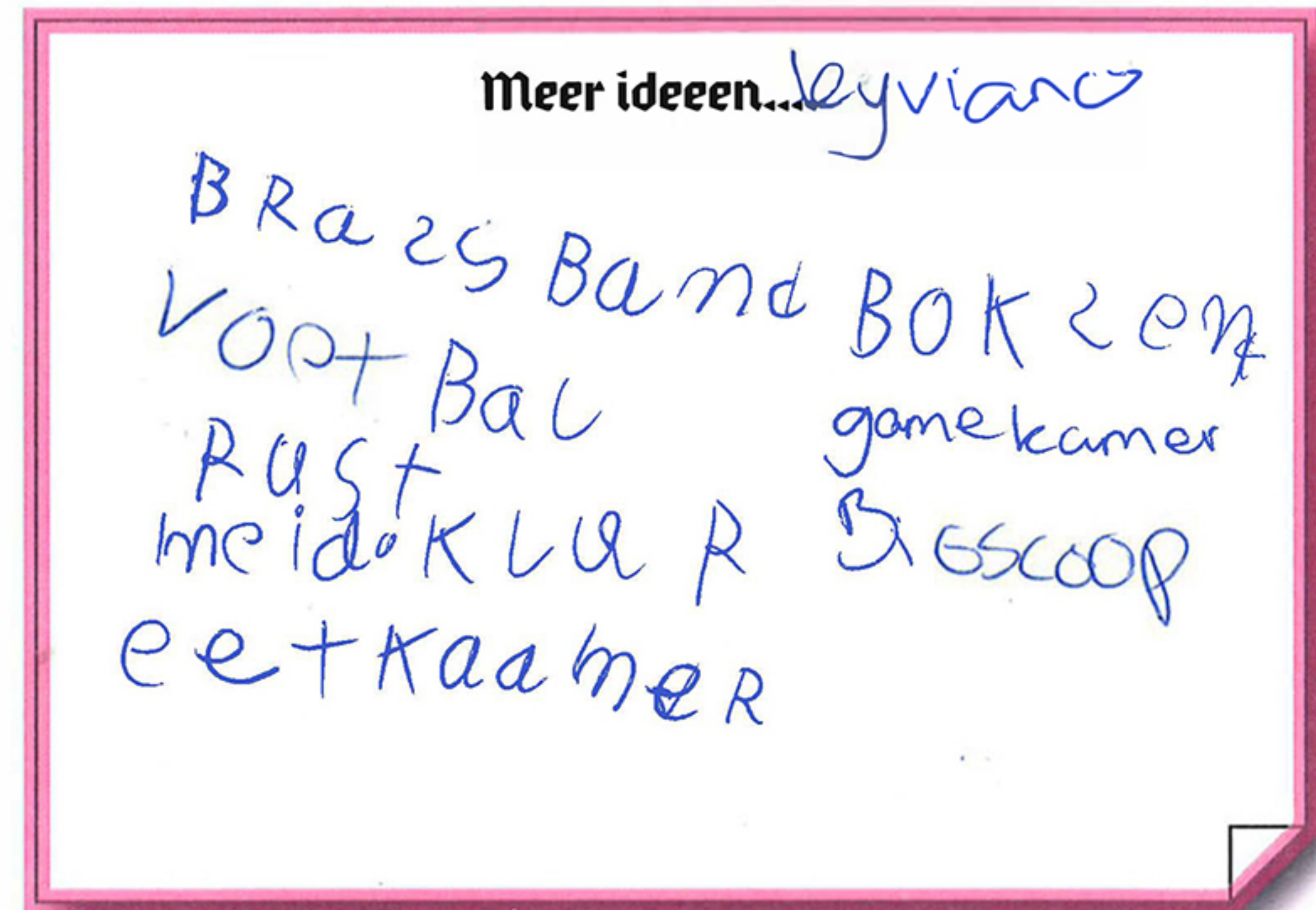


# 3a: Space for and by youth



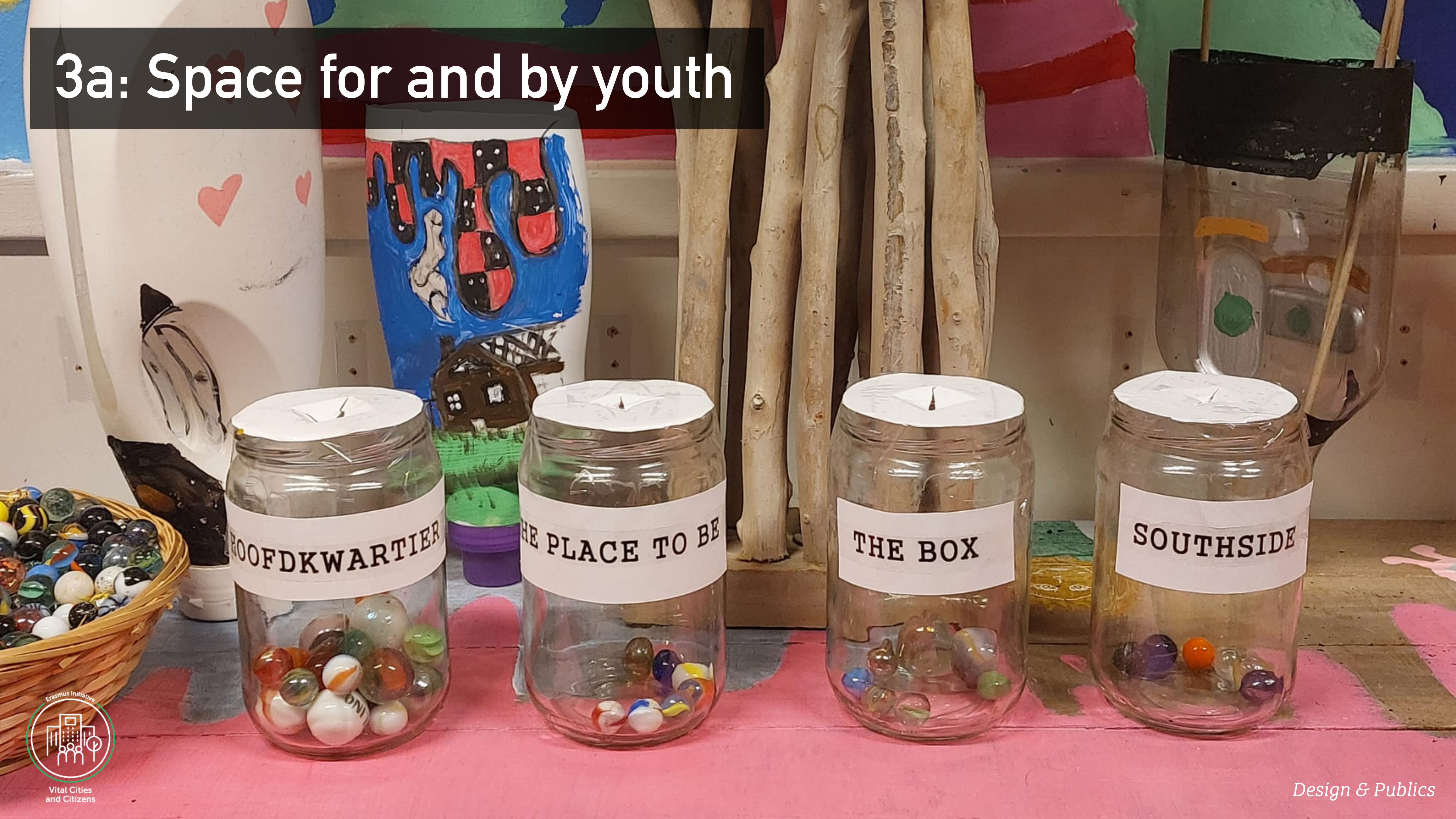


# 3a: Space for and by youth





# 3a: Space for and by youth





# 3a: Space for and by youth





# 3a: Space for and by youth

Neighbourhood alliance



# 3a: Space for and by youth

Youth council



# 3b: Feeling welcome & at home in neighbourhood

Podcast series



# 3c: Feeling represented



Public debate with highly ranked civil servants  
(During an event during which youth  
performed (photo, video, DJ, dance, music))





# Take-aways



Designing publics =

- Urgency vs. problem
- Process vs. project
- Reciprocity
- Spanning boundaries/  
changing roles