

# NAME OF THE PRACTICE LIVING LAB VREDERUST



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**Short summary of the practice:** The first step was to design an accessible and democratic process that puts residents first. Their wishes, complaints and statements are documented in co-creation sessions with residents. These were translated into a vision map with a toolbox for spatial interventions in the outdoor area. The interventions are presented in a 'Digital Twin', which brings parts of the area to life in a virtual representation. This programme can be used to show all stakeholders the potential future of the area and invite them to dream. In addition, a film of the whole process has been made and is being used for discussion with the housing association, the local council and residents.

**Goal of the practice:** This project is aiming to create a more just living environment in a socio-economically vulnerable social housing area of Vrederust in The Hague.

**Target group:** Residents of a neighbourhood.

**Number of participants:** up to 50-100

**Age of participants:** Children, Youth and Adults, 4-99

#### **Materials:**

3D model (physical and digital)

VR

Cards with functions that were mapped manually in the physical model

Computer engine to visualise functions

**Method Settings:** So far, the project has only been realised in Den Haag, where it remains a benchmark project. It should be possible to adapt this project for other cities on the basis of this case study.

**Duration of the practice:** The project is lengthy and takes months to complete.

**Preparation:** The preparation phase takes a lot of time.

**Step-by-step guide:** The project was divided into 2 major phases: visual implementation and realisation.

The visualisation part includes:

Participation phase with co-creation workshops taking into account the ladder of participation.

Intervention phase with democratic forms of decision making - "Digital twin"

Filming to document the whole process

The most important phase of the project was the use of digital tools and film techniques to document and reflect on the process, to visualise the selected interventions and to effectively communicate the vision for the Living Lab to the community and potential funders.

**Expected output:** The result is a visual plan to make the neighbourhood more just. The film that was made during this phase is intended as a prelude to the next phase, in which the project managers, together with the housing company Haag Wonen, hope to encourage action and witness the change that this will bring to the area.

### **DOs, DONTs and ethical considerations of the method**

DOs of the method:

Involve residents as designers

Record conversations to feed into the design

Focus on achievable goals

**Change the method brings to the communities:** The project promotes urban regeneration and better public spaces by creating a socially just city and increasing investment in public space.

**Adaptation/Application of the method:** The method was applied only in Den Haag.

**Credit, References, and Resources:**

Movie, Living Lab Vrederust - in search of a just city - <https://vimeo.com/711318263>

The link to the project description (NL) - <https://www.pinarbalat.com/living-lab-vrederust>