

# Open Source Urbanism: adaptation of open source principles for citizens' urban initiatives



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## MOTIVATION

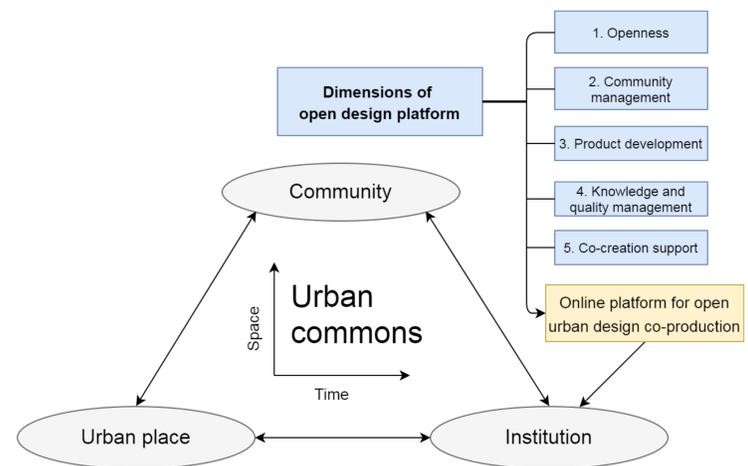
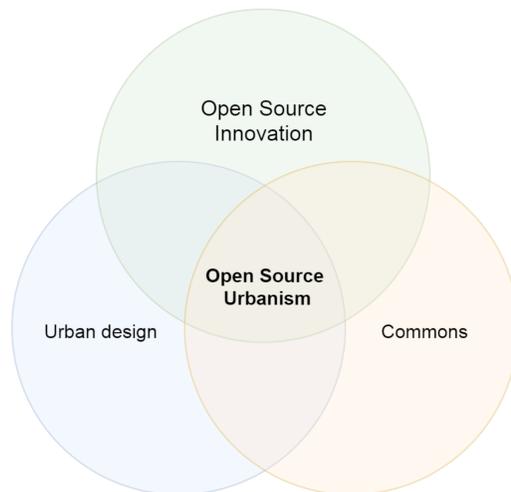
Citizens interested in the democratization of urban development processes have been experimenting with the collection, improvement and sharing of urban design blueprints on the Internet with the help of open source tools and in the spirit of co-creation. Such attempts at opening up urban design processes, however, are still uncoordinated, atomized and dispersed. A concerted effort would create more value. Therefore, we focus on the design of a sociotechnical platform that can help to consolidate and strengthen this new movement.

## BACKGROUND

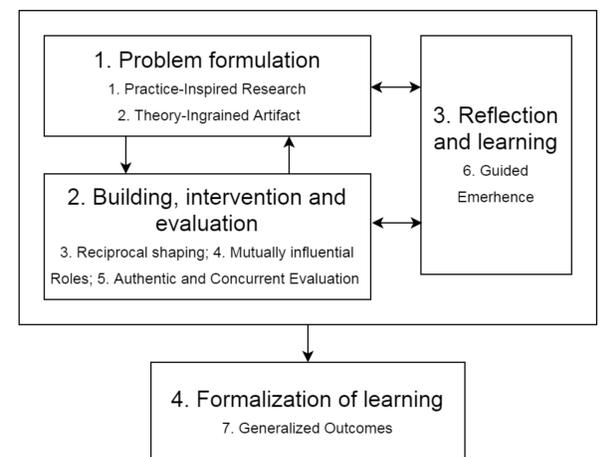
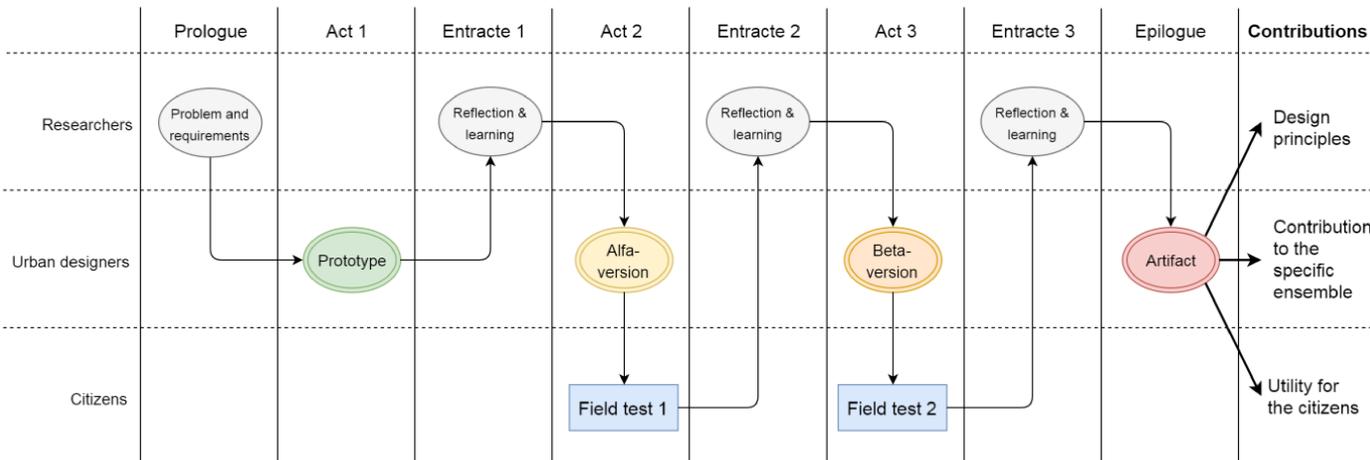
**Open Source Urbanism** is citizen-driven commons-based peer production of open source urban design aiming urban transformation and innovation.

Characteristics:

- Based on contributions
- Transparent 'code'
- Motivated by fulfilling needs or desires
- Conducted as peers
- Based on an ethic of sharing.



## ACTION DESIGN RESEARCH



## PRELIMINARY RESULTS

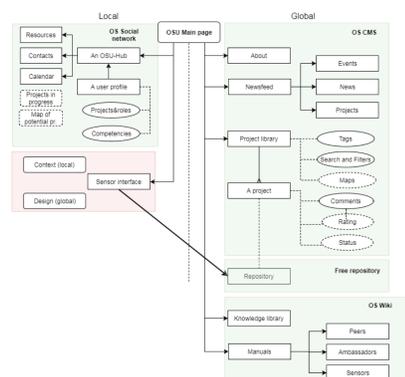
### Prologue: Platform requirements

- Openness: open source license, based on F/OSS
- Community management: social network functionality, project showcasing
- Product development: user roles, tasks, design repositories
- Knowledge transfer and management: knowledge base, methods for knowledge transformation for recipient context
- Supporting co-creation: channels for communication

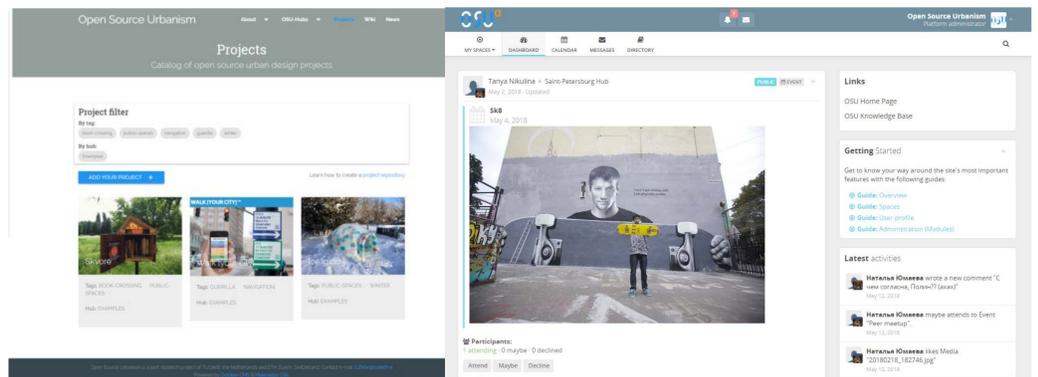
### Act 1: Platform prototyping workshop



Co-design workshop in Saint Petersburg, Russia



Information system architecture



The interface of the platform (projects catalog and social network) <http://opensourceurbanism.io>