01
HOW TO LEAD A DIGITAL PLACEMAKING HACKATHON?

Background

In recent years remote seminars, conferences and workshops became part of the academic reality. Uncertainty and restrictions imposed by the global pandemic, in some way, also impacted approach and tools used for communication and cooperation.

Today new alternative approaches to urban planning are emerging, driven by the need for flexibility, usability and openness of urban space, often in the context of urban renewal. Parallel to societal and environmental changes, the influence of emerging information technologies cannot be overestimated.

Hackathon can generally be described as an event at which participants solve problems in a limited time frame (i.e. 24–48 h). The topic of the hackathon is usually predefined, while creative approach to problem solving is the main element of all activities. Urban hackathon uses similar approach as civic hackathon in harnessing the potential of information technologies and stakeholders' involvement in the field of urban development and renewal.

This factsheet addresses hackathon organisers: academia, governmental instituions, NGOs or other interested stakeholders.

How to prepare for the hackathon?

The urban hackathon approach rests on two pillars: 1). the art of participation and collaboration; 2). the access to information. Due to a variety of involved actors and information sources, access to data is often difficult, thus, to gain better results, certain preparation is required:

- Identify key actors – invite them to participate as speakers or consultants;

- Check availability of online information;

- Cooperate with local community – ask for advice to define the key challenges.

Image 1. Visual information on Jugla neighbourhood (Riga) collected and shared with participants via ArcGIS Stody maps (developed by authors).

Image 2. Visual information on Dadaocheng district (Taipei).

How to cooperate remotely?

Choose the platform:

There are variety of platforms that allow cooperation online: Miro, ClickUp, Microsoft Whiteboard or others.

There are various ways to remotely investigate the current urban situation:

Check if local municipality uses a mapping service integrated with official data from municipal records and data on inhabitants' preferences, eg. Memory Maps, Sociotope Maps, or GIS integrated official demographic and other data.

Define the main tasks:

Share ideas with group members, discuss; decide which urban regeneration challenge/challenges is going to be your priority; understanding potential and defining the gaps in currently applied tools while solving particular urban regeneration issues.

Discuss and choose the strategy:

Come up with proposals / ideas on how digital tool or a combination of various tools can be used to solve a particular urban regeneration challenge, promote identity of a place, support inclusive urban development, local community, etc.

Learn more

Useful links:

https://uisur.ktu.edu/#workshop

https://www.interregeurope.eu/search?keywords=hackathon&op=Search

https://www.citytoolbox.net/tools/urban-hackathon/

https://sanciubendruomene.lt/en/zemelapiai/atmintis/

http://locate.investingothenburg.com/mapping.html?icTool=mapping&geoId=r1158&geoEntId=1158

References:

Pogačar, K., Žižek, A. Urban Hackathon – Alternative Information Based and Participatory Approach to Urban Development**.** *Procedia Engineering*, Vol. 161, 2016, pp. 1971-1976.

Figueiredo, Y.D., Prim, M.A. Urban regeneration in the light of social innovation: A systematic integrative literature review . *Land Use Policy*, 113, 2022, 105873.

Hamdan, H.A.M., Andersen, P.H., de Boer, L. Stakeholder collaboration in sustainable neighborhood projects—A review and research agenda. *Sustainable cities and society*, 68, 2021, 102776.
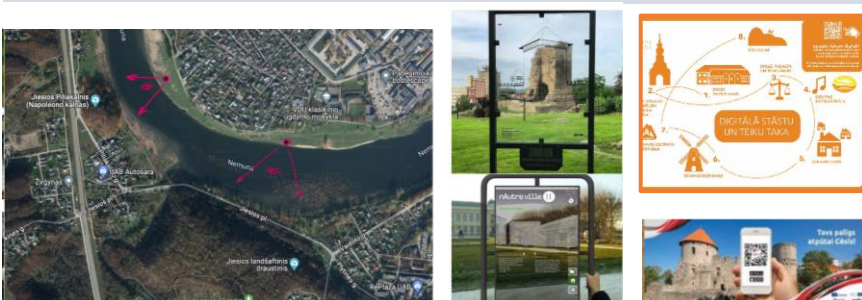
Image 3. Hackathon process, Kaunas case group working on Šančiai area urban regeneration proposal (Lithuania).

Developed by:
S.Treija, Riga Technical University, Faculty of Architecture
A.Koroļova, Riga Technical University, Faculty of Architecture
U.Bratuškins, Riga Technical University, Faculty of Architecture
A.Lektauers, Riga Technical University,
Faculty of Computer Science and Information Technology

Joint Research Project between Lithuania, Latvia and Taiwan

Up-to-date Information Systems in Urban Regeneration
2020/01/01–2022/12/31