



TECHNOPOLITICS IN URBAN REGENERATION CO-CREATING PUBLIC SPACE

INTERNATIONAL CONFERENCE + SUMMER SCHOOL 2019

JUNE 24th to 25th, 2019

ISCTE-IUL + Cascais Municipality

In twenty-first century, urbanization and ecosystems deterioration are affecting cities and their peripheries making them the nexus of mankind's challenges and opportunities. Conventional top-down master planning and municipality policymaking are not delivering the systemic changes needed to improve urban space living conditions for city citizens. **International Conference and Summer School'2019 Technopolitics in Urban Regeneration: Co-creating Public Spaces** will tackle several questions with an argument that cities are a melting pot of new forms of sociability and collective action founded on an association between humans and digital technologies. The democratization of technology and its ever-increasing influence in our everyday life have amplified new ways in which citizens can access information and make decisions of all kinds. Anyone, anywhere, can design, share, download, adapt and digitally print products. Digital participatory platforms are blurring the boundary lines between short-time design and long-term planning. Geolocation technologies and real-time automated data capture are changing the models of participation and design. In addition, for a space to be authentically public, it must be open, democratic and engageable. Users of public spaces should have the opportunity to activate themselves as agents of change in the contemporary city. All over the world, community-based initiatives indicate the ability of city citizens to present solutions. In this context, is fundamental to discuss the progressive emergence of spatialised intelligence. Digital participatory methods have been developed and experimented in public space design, giving birth to a wide set of opportunities and challenges in cross-disciplinary collaboration. So, what is at the current cutting edge of public spaces design?



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To answer these questions, during two weeks participants will discuss ways to develop urban solutions based on co-creation processes, giving voice to different stakeholders who can play an important role in the rebuilding of public space on a local scale. Co-Creation to be successful it is important to identify networks and involve different types of participants that can take advantage of effective collaborative partnership. This event opens up opportunities to share international best practice and research, to pinpoint fields of opportunity for actions, and to highlight their importance to the construction of a city. The two days conference aims to contribute to enrich the debate around the use of digital technologies in bottom-up urban public space design strategies. The conference is structured in four thematic sessions: (1) Collaboration in digital condition; (2) Civic laboratories; (3) Community Participation and Toolkits; and (4) Digital Collective Mapping. Each session will start with keynote speaker lecture followed by paper presentations sessions.

The design studio takes place in a real scenario in order to integrate technological knowledge with strategic design concerns. The four days master classes are designed to engage all the participants in an integrated collaborative learning approach to develop an urban design solution in Cascais. The scope is to establish inclusive strategies that link students, researchers, citizens, and municipality with different expertise and increase their ability to deal with the Urban Regeneration and Co-creating design methods for Public Spaces.



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PROGRAMME

MONDAY, JUNE 24

ISCTE-IUL, BUILDING 1, MÁRIO MURTEIRA AUDITORIUM

08:30 – 08:45

Credentials

08:45 – 9:00

Welcome

Alexandra Paio, Conference Chair

Filipa Roseta, City Councillor of Cascais Municipality

Paulo Tormenta Pinto, Vice-Director of the School of Technologies and Architecture

Pedro Luz Pinto, Director Integrated Master in Architecture

09:00 – 13:15

Session 1. Community Participation and public spaces co-creating through toolkits

GUEST SPEAKER: Belinda Tato, Ecosistema Urbano

MODERADORES: Filipa Roseta, City Councillor of Cascais Municipality and Ana Catarina Graça, Phd student in Cities and Territories, at ISCTE-Instituto Universitário de Lisboa

|| Coffee break

Presentations



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Community network design and the potential for co-creation in urban innovation

Ariane de Almeida Mendes, Universidade Federal do Ceará, Fortaleza, Brasil

Cultural and creative collaborative spaces in the revitalization of urban neighborhoods

Elisabete Tomaz, Research at DINÂMIA-CET

Cooperation Tools - what are they and how they can democratize Public Spaces

Laura Sobral, Instituto A Cidade Precisa de Você

Academic experiences in participatory urban analysis and co-design of public space

Viviana Fernández Prajoux, Facultad de Arquitectura y Urbanismo, Universidad de Chile

|| Lunch

14:30 – 18:30

Session 2. How civic laboratories can improve urbanity through collaboration and digital tools?

GUEST SPEAKER: José Carlos Mota, director of the Master's Degree in Regional and Urban Planning at the University of Aveiro

MODERATOR: Ana Carolina Cardoso, student in Digital Architecture, at ISCTE-Instituto Universitário de Lisboa

|| Coffee break



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Presentations

The Market as a Public Space inserted in the urban environment

Camila Climaco Willy, UNIFIL - Universidade Filadélfia

Network Society and bottom-up urbanism: Facebook as an analysis tool

José Eduardo Calijuri Hamra, Independent Research

Mass Customization applied to the Minha Casa Minha Vida Program

Luiz Alberto Fresl Backheuser, Universidade de São Paulo

Analysis of Urban Regeneration in unused urban area, characterized by degradation of the public space: the case of abandonment of an old edification of the city of Franca, São Paulo, Brazil

Lara Rodrigues and Maximiliano Lemos, Laboratório de Urbanismo, Arquitetura e Urbanismo, Universidade de Franca

18:30 – 22:00

SUNSET PARTY

ISCTE-IUL, ALA AUTONOMA TERRACE, 4th Level



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TUESDAY, JUNE 25

ISCTE-IUL, BUILDING 1, MÁRIO MURTEIRA AUDITORIUM

09:00 – 13:15

Session 3. *Collaboration in digital condition*

GUEST SPEAKER: Felix Stalder, professor of digital culture and network theories at the Zurich University of the Arts, and independent researcher at the Institute for New Cultural Technologies and the Technopolitics Work Group, in Vienna

MODERADORES: Alexandra Paio, ISTAR-IUL, DINÂMIA-CET and Carol Farias, PhD student in Digital Architecture, at ISCTE-Instituto Universitário de Lisboa

|| Coffee break

Presentations

Contemporary cities and the perspective of City Information Modeling

lasmin de Sousa Jaime, Universidade Federal de Goiás, Goiânia, Brasil

Are smart cities' activities driven by local government promoting citizen's participation? A comparative study between Bristol and Porto.

Rui Dias, Independent Research

Ergonomics and usability: How mobile applications have changed the social, the consumption and the way of working in the information society

Aleson Polizello Matoso, Universidade Anhembi Morumbi



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Challenges of the use of Virtual Reality in Participatory Processes

Viviana Fernández Prajoux, Facultad de Arquitectura y Urbanismo, Universidad de Chile

|| Lunch

14:30 – 18:30

Session 4. Digital collective mapping through public participation's processes, toward a new territoriality in contemporaneity

GUEST SPEAKER: Isabel Cristina Carvalho holds a PhD in Digital Media-Art from the Universidade do Algarve and Universidade Aberta

MODERATOR: Laura Pomesano, Phd student in Digital Architecture, at ISCTE-Instituto Universitário de Lisboa

|| Coffee break

Presentations

Technical Assistance in Social Cartography for the Right to the City

Natália Maria Moura Medeiros, TARAMELA - Assessoria Técnica em Arquitetura e Cidade

A Proposition for Bottom-up Local Community Participation through Digital Mapping

Anđelina Svirčić Gotovac, Senior Research Associate, Institute for Social Research in Zagreb, Croatia

São Bené Park: a study of VGI and geodesign as methods for the representation and co-creation of urban territory in Santa Luzia, MG, Brazil



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Ana Carolina Mascarenhas

The Map as a technopolitical tool and its role in the cartographic method of the Indisciplinary Group between 2013 and 2018

Ana Isabel Junho Anastasia de Sá, PHD student at UFMG - Universidade Federal de Minas Gerais, Belo Horizonte, Brasil

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Session 1

Community Participation and public spaces co-creation through toolkits

A participatory toolkit represents a set of tools that allow anyone of any age to collaborate in the process of creating or transforming a creative process by manipulating 2D or 3D elements. The tools and instructions that integrate the toolkit depend on the purpose and context of the participation goal. These tools provide a creative approach that integrates people throughout the creation process, revealing their needs, experiences, knowledge and desires. The visual approaches enable participants to demonstrate their ideas. In this session, we will discuss a set of topics and tools that can be used in participatory public space design processes.

Keywords: *Participatory Models; Toolkits; Placemaking; Democratizing Public Space; Micro Planning.*

Guest speaker:



Belinda Tato, Ecosistema Urbano, Madrid

Ecosistema Urbano is a design and consulting company operating within the fields of urbanism, architecture, engineering and sociology (<https://ecosistemaurbano.com>).



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Belinda Tato and Jose Luis Vallejo are founding members of **ecosistema urbano**, a Madrid based group of architects and urban designers operating within the fields of urbanism, architecture, engineering and sociology. Vallejo and Tato define their approach as urban social design, by which they understand the design of environments, spaces and dynamics in order to improve the self-organization of citizens, social interaction within communities and their relationship with the environment. Ecosistema urbano has used this philosophy to design and implement projects in Norway, Denmark, Spain, Italy, France and China.

Ecosistema urbano's principal members were educated in several different European universities and come from many diverse urban environments (Madrid, London, Brussels, Rome, Paris). They have taught as visiting professors and have given workshops and lectures at the most prestigious institutions worldwide (Harvard, Yale, UCLA, Cornell, Iberoamericana, RIBA, Copenhagen, Munich, Paris, Milan, Shanghai, to list a few). They did this while implementing urban action and intervention in cities in Europe, the Americas and Asia.

Since 2000, their work has been nationally and internationally awarded on more than 30 occasions. In 2005 **ecosistema urbano** received the European Acknowledgement Award from the Holcim Foundation for Sustainable Construction. In 2006, they were awarded the Architectural Association and the Environments, Ecology and Sustainability Research Cluster award. In 2007 they were nominated for the European Union Prize for Contemporary Architecture / Mies van der Rohe Award for emerging European architects. They were also selected out of more than 400 teams from around the world to receive an AR Award for Emerging Architecture in London, 2007. In 2008 **ecosistema urbano** won the Arquia/Próxima prize, awarded by the Caja de Arquitectos Foundation to the best project drawn up by young architects from 2006-2007. In 2009, they were



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nominated from more than 500 teams to be a worldwide finalist and recipient of the Holcim Award for Sustainable Construction, Silver Award.

PRESENTATIONS

#1 *Community network design and the potential for co-creation in urban innovation*

Ariane de Almeida Mendes, Universidade Federal do Ceará, Fortaleza, Brasil

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Keywords: *Innovation, Co-creation, Design, Network*

Technology has sped up the growth of cities and transformed the relations in it. The urban resident now moves guided by routes that are pre-defined by algorithms reading big datas in order make the city's flow more efficient and automatized. Time and space have blended and fused while the online life creates new contact networks that shorten the distances while also geotagging our behavioral patterns. The city starts to industrialize its human processes and at the same time urban loneliness becomes a tangible reality expressed in numbers but also in arts and both collective and personal responses.

Design can provide tools to strategically enhance the construction of new urban dynamics with the possibility of directioning planning towards innovations on urban management. When user-oriented, or better yet resident-focused, the design of a collaborative social network has the power to influence conscient use and occupation of the city's physical space as well as integrating and bring new meanings to areas built from the continuous feeding of a rational ecosystem that is co-creative and leads the collective actions of local matters.

Having as fundament the importance of researching basic planning premises based in real and diverse needs, we propose the modelling, prototyping and testing of a community network



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focused on innovation and aided by both digital technologies and human productive process in order to develop and promote multidisciplinary social ambiental projects. Therefore, popular engagement is a main requirement in understanding the common, public and private. Besides organizing all activities design can add to coordinating different groups united by a unifying goal while helping solve more complex challenges.

Nowadays the speedy urbanization and industrialization for urban areas make it urgent and necessary to create networks that go beyond the digital barriers. The city was always an expression of the interrelations of the human system and its falling victim of the wear and tear caused by the virtual life and the lack of time and disposition for understanding with empathy the necessary changes brought by the passage from analog to virtual. By testing new ways of organizing people we're able to bring about sensorial exchanges that have been lost in between technological advances and stimulate cooperation in commercial and productive processes.

By the belief that the city needs to be designed by people for people we affirm the network structure as a trend in space occupation of the built space. It's important that the groups reclaim their parts as leaders in the making of a city thus being potential the communication and dissemination of methodologies embedded in the urban fabric and the information gathered from collective experimentation and participation. The future arrived looking for new social arrangements and change can now be called disruptive as in the change that separates or interrupts. Creating new approximation webs is a requirement for the future and an urgent need of the present.

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#2 Cultural and creative collaborative spaces in the revitalization of urban neighborhoods

Elisabete Tomaz, Research at DINÂMIA-CET

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Keywords: *urban regeneration; cultural and creative activities; collaboration spaces; community*

In recent decades, our cities have been facing profound challenges arising from technological innovations and the intensification of global dynamics; the transition to a service economy and rise of flexible forms of work; the emergence of cognitive-cultural capitalism (Scott 2008) due to the importance of knowledge, creativity and innovation; and the reformulation of urban governance involved in new forms of power and politics.

Since the 1980s, governments have actively promoted the integration of cultural policies and urban policies into regeneration programs to create distinctive urban identities and images, enhance the competitiveness of cities and promote the sustainable socio-economic development of territories.

Over time, urban renewal strategies - supported by local authorities, private investors and/or public-private partnerships - have integrated not only the allocation of deactivated spaces for cultural activities to focus increasingly on the potential of creative industries as levers for the socioeconomic renewal of disadvantaged or neglected areas.

In addition, there is an increasing interest in people working in cultural and creative activities as catalysts of change and innovation and promoters of socioeconomic revitalization.

Many of them have non-standard forms of work and search for collaborative spaces (incubators, coworking, fablabs, makerspaces, etc.) that provide flexible and inspiring work experiences, sharing



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knowledge and leisure opportunities, valuing lifestyles which provide work-life balance, as well as involvement in non-profit cultural and social activities with disadvantaged communities.

Several studies underlined that these dynamics bring new users, behaviors, and investments that can contribute to the improve public space, (re) vitalization socio-economic activities, heritage conservation as well as the empowerment and well-being of the community. However, they can also promote art washing, real estate speculation, gentrification processes, and other problems.

This working paper is part of ongoing research that tries to identify and understand these dynamics used in the regeneration of the territories through the creation of cultural and creative spaces of collaboration and co-creation as innovative ecosystems which are mobilized and shaped by the complex intertwining relations of production, social life, and the urban environment.

After reviewing some of the main issues discussed in the literature, we purpose a methodological approach and some illustrative case studies that will be explored in the research and that can contribute for a better understanding of the complexity of these dynamics.

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#3 Cooperation Tools - what are they and how they can democratize Public Spaces

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Keywords: *creative bureaucracy, cooperation, public spaces, common spaces co-production*

Many groups and governments across the globe now want to promote effective cooperation between bottom-up and top-down urban practices in order to co-manage urban commons and test new forms of governance. In particular, there have been frequent experiences with the temporary use of open public spaces, such as parks, streets and squares, in which the idea of urban experimentation is to counteract the lack of flexibility of traditional urban planning and design of public spaces – a rigidity that often leads to failure due to the misunderstanding of the needs of users. It involves promoting proximity in urban planning and governance, fostering social planning around small projects, and analyzing the evolution of the territory performance, of its contradictions and conflicts that are not always visible.

Considering how different urban actors can cooperate to improve the quality of life in large cities is certainly one of today's biggest challenges. The search for models that foster symmetrical cooperation and partnerships between citizens, institutions and public authorities is a topic increasingly discussed by practitioners and researchers, how co-production of place and knowledge is being executed by local groups (Mitlin,2018; Watson,2014; Albrechts,2013) which means of legitimacy are used to get their voice heard (Santos & Rodríguez-Garavito,2005; Fung & Wright,2001) and how is the process of conquering the co-governance of local urban commons (Iacono,2012; Appadurai,2001).



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There are cities that have advanced in the theme, like Lisbon (BIP/ZIP), Bologna (Bologna Regulation) and Madrid (Decide/Coopera Madrid). Those policies have a different operation, some are rooted in regulations, like Bologna, or combine regulations with online platforms, like Madrid, and others are municipal programs, like Lisbon. What they have in common that they recognize the agency of the aforementioned creative urban practices and all enable cooperation agreements between the local public administration and citizens resulting in formal co-governance local processes of neighbourhoods' qualification, care and regeneration. Through active participation of various actors within the public administration and among citizens, these experiments co-produce the space in which they are developed, socially and/or physically.

These three aforementioned public policies will be briefly presented in this paper, as well as some reflections about how each of them make evident the cities' co-production potential as the 'cooperative tools for the city co-production and co-governance' are conceptualized. The intention is that it could collaborate with the collective building of viable organizational models of scalable impact that envision the active role of citizens in city-making, bringing new knowledge and reflection to urban scholars interested or involved in public policies development and evaluation.

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#4 Academic experiences in participatory urban analysis and co-design of public space

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Keywords: *university teaching, citizen participation, urban planning, local urban management*

Citizen participation is today a key element in urban planning and urban planning, its importance and the benefits of its incorporation in the different areas and scales of urban planning is no longer in dispute.

In October 2016, in Habitat III, United Nations Conference on Housing and Sustainable Development, a New Urban Agenda was approved, NUA, which reaffirms the global commitment to sustainable urban development and contributes to the implementation and integrated localization of the 2030 Agenda for Sustainable Development and the achievement of the Sustainable Development Goals. "A city in which the free participation of all its inhabitants is promoted, generating a sense of non-exclusive belonging that improves social cohesion and cultural interactions as the basis of plural, multicultural and living societies" NAU ...

At the national level, one of the 12 principles of the National Urban Development Policy enacted in Chile in 2014 is Participation: "decisions must be made with the help of citizens, on the basis of formal and organized participatory processes, in all scales. "Specifically, the institutional and governance chapter of the PNDU, states that" the current institutionality, fragmented, reactive, centralist and informative, must move towards an integrated, planned, decentralized and participatory. "



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In the area of public management and urban local development, participation is also imperative. The Law on Associations and Citizen Participation in Public Management, promulgated in Chile in 2011, imposes on all state services, including municipalities, the development of a participatory management that is express in various actions. Although experiences have been develop at the local and ministerial level, there is still a long way to go before these actions can be considered real participatory management.

Within the framework of these international and national references, as academics and researchers our main objective is to install in the practices of our students a notion of shared responsibility in urban design, in order to contribute to the challenges of our country within the framework of the New Urban Agenda. It is necessary to contribute with reflection, research and practice to promote and increase citizen awareness and reinforce the right to the city, the right to think and decide about the city that is inhabit, where I work, move and enjoy myself.

The university plays a fundamental role in serving as a space for meeting and dialogue and putting the emerging issues on the table, inviting actors, public, private and academic.

This paper aims to share experiences, in various communes of the Metropolitan Area of Santiago (Recoleta, Independencia, Santiago), processes of mobilization and involvement of citizens to modify or protect their habitat. These experiences are the result of exercises carried out by students of two Urban Planning Courses during the period 2014/2018.

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Session 2

How civic laboratories can improve urbanity through collaboration and digital tools?

How civic labs can improve urbanity through digital tools and experimental collaborative processes? Digital technologies are facilitating the development of open projects and participation of the local community on solving urban problems. This is leading architects to rethink the processes of how we design, built, maintain and inhabit our cities. Many of the citizen initiatives emerge from technological civic laboratories - experimental spaces articulated in networks, called fablabs, makerspaces, hackerspaces, living labs, media labs, among others. This reality is playing an important role in the democratization of digital tools and engagement of networks of collaboration in the search for common solutions to citizens.

Keywords: *Civic Laboratories; Digital tools; FABLAB; Makerspaces; DIY; Open Society*

Guest speaker:



José Carlos Mota, Director of the Master's Degree in Regional and Urban Planning at the University of Aveiro. PhD on Methodologies to promote participation in Spatial Planning, has



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been involved in several spatial planning research's with a focus on collaborative planning and civic engagement and cycling mobility (<https://www.linkedin.com/in/josecarlosmota/>)

PRESENTATIONS

#1 *The Market as a Public Space inserted in the urban environment*

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Keywords: *Public Space; Public Market; Free Spaces; Leisure*

This article is about the types of public and private markets in Londrina – PR, Brazil. It explores a vision of this theme, including its evolution, concept, functions, and addresses the ways in which public spaces can be integrated into a consolidated urban environment and the connections established with their surroundings and local society. Through the concept, public market is the one that deals with the sale of foodstuffs and handcrafts, it is where producers and consumers are brought close together, as well as it is a meeting place, which facilitates significant social interactions. It provides many benefits, such as making fresh and healthy foods available, helping the economy to grow, and generating positive impacts on local business in various aspects. Public markets also serve as a space for leisure activities and recreation where communities of different ethnic, cultural and socioeconomic backgrounds can meet and interact with each other. In the case of Londrina, there are some inadequate free public spaces dedicated to leisure, creating a lack of opportunities for the city's inhabitants to interact with other and the urban environment.

This article is justified by the qualification of the public spaces that would help to enhance urban vitality, boost multi-ethnic interactions, and break down socio-economic barriers, as well as to



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improve the relations of the public and private sectors, the permeability and the fluid access between these spaces. The objective of this article is to analyze the aspects that define the concept of public market and to understand how public spaces can serve to promote the interconnection between the public and the private sectors, making access easier and prioritizing how to better improve interactions among its users. In the city of Londrina, this will be analyzed through field, theoretical researches and photographic reports, as a brief reality's diagnosis: existent street fairs, public and private markets, how they provide the well-being, hygiene and security of its users, as well as their insertion and role in the urban environment. For this, identifying the types of markets within the concept of public is fundamental to realize an analysis of the urban context and how do people relate with each other. Ultimately, this study contributes to garner subsidies and generate guidelines, aiming attribution and urban and social interactions, that will lead to the design a market suitable to meet the needs of the local population, inserted in the urban environment, as well as to emphasize the importance of spaces that promotes leisure.

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#2 Network Society and bottom-up urbanism: Facebook as an analysis tool

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Keywords: *Network Society, Bottom-up Urbanism, Facebook, Collaborative practices.*

Currently, we no longer need the physical environment to establish dialogues, or to share knowledge. The relationships between individuals and cities have changed. Different from what is predicted in some dystopias (GIBSON, 2016) (BLADE RUNNER, 1982), it has never been easier to find people with common interests and to promote collective action (SHIRKY, 2011). The cibridism (BEIGUELMAN, 2004) did not take us out of the public spaces, indeed it brought us other possibilities on how to live in the cities.

By increasing the connection capacity between individuals (CASTELLS, 2013), the practices of urbanism bottom-up were popularized in the second decade of the twenty-first century. In many cases the connection structure between individuals participating at a bottom-up urbanization process is established in a communication space built on social networks. Through these platforms the actions of these groups gain visibility and popularity, increasing the volume of data and information. This article aims to present the findings of an academic research, where I investigate the process of bottom-up urbanism that occurs in Largo da Batata, in the city of São Paulo, through the analysis of the information traffic of the Facebook page of this Group.

As a starting point for the methodology, a previous research identified that the Facebook Group "A Batata Precisa de Você" with 6,526 members would be the best hub for data extraction. From this study choice, information was extracted on the page between March 2014 to December 2017, through the Netvizz Application Programming Interface and the "Group Data" method.



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In total, the content and detailed information (number of likes, comments, etc.) of 6,108 posts were extracted. The analysis of these interactions indicated that the bottom up urbanism movement was not carried out exclusively by only one group, but instead was driven by diverse and often divergent groups that used the virtual network as a space of communication.

The second methodological step was to understand who were the actors that were promoting the activities in the space itself. During the analyzed period, 276 events of diverse themes were arranged, promoted by 125 different organizers, with different proposals and characteristics.

Regarding the conclusions, the research pointed out very interesting information about the dynamics of relations and uses of this urban space. Among the discoveries, 45% of the promoted events were carried out by organizers who were responsible only for one event throughout all the studied period. On the other hand, the groups committed to constant activities on the space, could not organize activities so often, even though some of them had resources available for it.

The discussions that emerge from the results of the research, open space to reflect on the perennial use of the urban space by certain actors. In addition to questioning the possible formats for community appropriation, as well as the role of Public Power in these relations and the influence of services monetization as an incentive for bottom-up urban planning processes.

As an important issue for this article, we discuss whether bottom-up urbanism groups are projecting constant improvements in the possibilities of community urban appropriation or whether they are seeking, through collaborative practices, to construct proposals for the static and rigid use of the space.

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#3 Mass Customization applied to the Minha Casa Minha Vida Program

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Keywords: *mass customization; Programa Minha Casa Minha Vida; digital architecture, algorithmic architecture*

This article intends to make a critical reflection and a practical experiment on the possibility of applying the concept of mass customization in the Brazilian housing program called My House My Life (PMCMV). Through participatory processes enabled by digital tools. Through a review of a selected literature on PMCM, the concept of mass customization and the application of digital resources in participatory processes, we developed an experiment where digitally processed algorithms transform controlled demands into architectural results. We hope to contribute not only to the discussion about the application of digital tools in architecture, but also to the PMCMV itself and to the way we produce social housing in Brazil.

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#4 Analysis of Urban Regeneration in unused urban area, characterized by degradation of the public space: the case of abandonment of an old edification of the city of Franca, São Paulo, Brazil

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KEYWORDS: *Urban Regeneration; Unused Urban Area; Public Space.*

The great majority of Brazilian cities, especially those of small and medium size, have been consolidating and irradiating in a disorderly way, mainly with the increasing urbanization that



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occurred in the 1950's, as a consequence of the need to supply, quickly, emergencies in housing and in basic infrastructure for an urban population that increasingly spread and expanded considerably fast, so that the urban mesh of cities development in an indefinite and unplanned way, in an attempt to withstand this demand has resulted in a series of urban phenomena, among which the present article aims to study, in a more specific way, the unused urban area.

The present paper aims to understand some basic considerations and concepts about the Urban Regeneration process in unused urban areas, as well as to analyze the disregard for the public space of the city of Franca, located in the interior of the state of São Paulo, Brazil, is characterized by your sporadic urban growth, that is to say, by "jumps", in a way that entails the disorderly and often unnecessary irradiation of its urban mesh and the emergence of unused urban areas, in which areas that are not exercising their social function are accumulated in several alternating points of the municipality, in a way to cause the devaluation of your surroundings, besides contributing to the insecurity of the place, in particular, the case of abandonment and degeneration of the theoretical construction of the Regional Treasury Department of the State of São Paulo. The old enterprise has been unfinished and underutilized for more than two decades, presenting itself as an unused urban institucional area in a noble neighborhood of the city, denominated "Jardim Lima", valued and of notorious flow of individuals, the use of a public area of great potential in the municipality.

In addition, through research, bibliographic surveys and qualitative analysis, through consultations with the local population, it was intended to address, with this article, possible forms of urban regeneration for the building in question, with the purpose of proposing, in this way, its use and the consequent improvement in the urban landscape of the city, besides contributing to a greater appreciation of its surroundings and to the reduction of the insecurity and the marginalization existing in the place. In line with this problem, it was tried to understand the importance of the use of the urban space, whether public or private, whether or not built, to carry



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out their social functions, seeking to improve their surroundings, making a more inhabited, inviting and productive urban space, aiming to attend to the wishes of your population and to effect a city full of diverse functionalities and potentialities for that the people that inhabit in it enjoy them.

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Session 3

Collaboration in digital condition

In this session, we will discuss participation and collaboration in digital era. Participation is understood as essential tool for the democratization of design processes, and has been assumed in many cities as citizen's right. Since World Wide Web transformed our everyday life, several innovative tools and organizational forms have contributed to increase the ways of 'doing together', enabling co-design, co-creation, co-production, co-governance and co-operation. The main question is: What are the opportunities and the challenges that the current digital condition brings to us so that processes in design, architecture and urbanism would be more inclusive, autonomous and democratized?

Keyboards: *Digital Culture; Participatory / Collaborative Processes; Digital Age in Design Disciplines; Mapping Collaborative Practices; Technopolitics.*

GUEST SPEAKER:



Felix Stalder, professor of digital culture and network theories at the Zurich University of the Arts, and independent researcher at the Institute for New Cultural Technologies and the Technopolitics Work Group, in Vienna (<http://felix.openflows.com/node/4>)



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PRESENTATIONS

#1 *Contemporary cities and the perspective of City Information Modeling*

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Keywords: *City Information Modeling, Technologies, Urban Management and Contemporary Cities.*

Many changes in the cities' planning can be observed as a result of their growth and population increase as well. A society with unexpected new paths can be perceived having its way of comprehending and giving meaning to things frequently modified. Facing this new demand, it is seen a significant change in the architectural and urban plans related to the complex needs of a city. Many studies have been conducted to find a solution for those problems – it can be highlighted the use of technology in the urban project context as well as in the city planning and management. The objective of this paper is to present the *City Information Modeling* (CIM) applied to the contemporary cities as a technology to ease urban management. From the methodologic point of view the research has an exploratory scope based on a literature review aiming at gathering information about the subject and enabling the construction of a conceptual framework to identify the possible application of a CIM model. This is a wide and complex discussion mainly because there are many different concepts related to CIM – from the diverse number of listed authors there is no consensus on an ideal concept. It's been determined that this new paradigm is under constant development and it can doubtless be an extreme relevant tool for the city management and for the urban projects developers as well. The conceptual framework for using the CIM models provided for a more systemic view about the process that involves the city and the number of actors, and also the great challenge CIM has to face. CIM is an incipient technology



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and as a City Information Modeling there still has a range of changes to happen for the process appropriate operation mainly in the public management. To embrace all complexity of a determined city in one model will demand a long-term way to be traveled, mostly due to the major political, legal and operational barriers.

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#2 Are smart cities' activities driven by local government promoting citizen's participation? A comparative study between Bristol and Porto.

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Keywords: *Smart Cities, Citizens participation, Citizen-centric policies.*

Sustained by new information communication technology tools and by the development of innovative digital solutions, smart cities are investing their resources in “citizen-centric” policies and enhancing new dynamics of citizen’s participation. This approach allows to tackle urban issues with innovative methods and create policies tailored to citizens and cities’ needs, and at the same time, empower the local community to participate in the shaping of their future and in the design of local services and projects. However, what cities’ governments proclaim in their smart city activities and in citizen-centric projects is not necessarily consistent with the reality. This research analysed citizens’ participation in smart city projects triggered and developed by the local government in Porto (PT) and Bristol (UK), in order to discern if these activities are enhancing the engagement of the local community and at which level. A previously described scaffold of citizens participation in smart city projects was used to analyse and determine the level of citizens’ participation in projects held in Porto and Bristol. Results suggest projects in both cities are not providing leadership roles to citizens in local smart city activities, which are still framed by models of non-participation, consumerism and tokenism. Evidence also shows that projects and activities with high-tech profiles represent less engagement with citizens and have the propensity to difficult the people involvement and to generate co-creation opportunities, given the complexity of their missions. Moreover, both cities have invested in innovation ecosystems to attract private players and start-up companies, transforming the cities into living labs and test-beds for new market solutions, reducing the citizen’s influence throughout the process, giving the local communities a consumer role in a market of choices.



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#3 Ergonomics and usability: How mobile applications have changed the social, the consumption and the way of working in the information society

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Keywords: *Usability, Ergonomics, Social Behavior.*

Since the first industrial revolution, technologies have emerged to accompany the commercial model of production, that is, as consumer relations have emerged more intensely, production models have been modified to meet this social demand.



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In a way, people were already doing what is now called User Experience, but the use of new technologies in users' everyday life has potentiated the development of the theme, with the word "user" being the focus to be studied.

He, the user, is who can or can not direct the future of digital products. Thus, it is possible to affirm that there is a dual relationship in which digital products, mobile applications infer in a change of social behavior, whereas those who determine their existence and development are the public that uses it.

As examples of the impact of new technologies on user behavior, it is possible to cite social networks such as Facebook, which promoted radical changes in social and work behavior, as the number of people using this communication tool as a means of seek and publicize their work, or even enlist consumers through marketing actions, is infinitely large and has been growing wildly.

As Walter Cybis et al explains,

since functionality and usability are assured, the system can be designed to meet the psychological and sociological needs of the user, making interaction a pleasurable experience (...) incorporating customization principles that will allow each individual to adapt the system to the your personal preferences. (CYBIS et al, 2010).

In this way it is possible to perceive the importance of the ergonomic study of usability in the current mobile applications in the areas of communication, economics and labor relations.

In order to understand what behavioral relations related to ergonomics and usability can be established to the user of mobile applications, during the development of this research were



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collected the concepts applied to the world of design and cyberculture as a basis to answer the main question of this study: how have mobile applications changed social behavior, consumption, and how to work in the information society? Understanding human behavior and its relations with its environment not only allows us to better understand the world and its relations of complexity based on technologies, but also opens the way to the translation and understanding of the lifeline of a mobile application in the present day and how the human relationship is affected.

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#4 Challenges of the use of Virtual Reality in Participatory Processes

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Keywords: *Virtual Reality / Participatory processes / scale of projects / stage of processes*

Citizen participation is today a key element in urban planning, its importance and the benefits of its incorporation in the different areas and scales of urban planning is no longer in dispute. The New Urban Agenda (Habitat III) points out that cities are expected to "Encourage participation, promote civic collaboration, generate a sense of belonging and property among all its inhabitants ...". At the national level, the National Urban Development Policy, approved in Chile in 2014 refers explicitly to participatory management in the institutional and governance chapters. Objective 5.4 of the Policy states that it must: "Consider citizen participation as the right of people to get involved in the construction of the place they inhabit or aspire to inhabit."

This paper is derived from the Research Project "Towards a comprehensive and inclusive urban planning and design: Use of virtual reality in processes of early citizen participation" The research problem arises from various experiences and studies that suggest as one of the difficulties of the participatory processes is the lack of a common technical language, mainly in terms of the



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planimetric and graphic representation used in urban and architectural projects. While it is recognized that progress and innovation has been made in this, it is no less true that the full incorporation of the community in participatory design, due to this language issue, is not yet fully solved.

In this context, the project aimed to explore the use of virtual reality as a tool that allows a better visualization of the project that ensures better understanding and inclusion of the community.

Initially the project had the intention of applying or testing this tool in the entire process of an urban project (diagnosis and participatory design of alternatives and validation of the final project) for different reasons we could only applied it in the final stage. The case study was the Villa Alessandri of the Pedro Aguirre Cerda Commune, Neighbourhood part of the Neighbourhood Regeneration Programme, that has been developing since 2006 with an important participatory component.

In this paper we hope to share the reflections and challenges imposed by the use of this type of tool in programmes for the regeneration of neighborhoods or public spaces. The dynamics and timing of the teams that develop both parts of the project (virtual reality and participatory design) do not always coincide, which does not make it easy to incorporate new methodologies and technologies, although they clearly support citizen inclusion. At the same time the scale and stage of projects imposed that this tool also need to be adapted to specific conditions.

The paper is structured in three points: a) general concepts of participation, virtual reality and description of the neighborhood, b) description and analysis of the virtual reality tool, methodology applied and its comparison with usual planimetric representations and c) conclusions, lessons learned and general recommendations.



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Session 4

Digital collective mapping through public participation's processes, toward a new territoriality in contemporaneity

How bottom-up web 2.0 cartography can define a collaborative digital space in the processes of urban regeneration? With the growth of technology for storing and sharing maps, collaborative maps enable modeling and interplay a number of complex socio-economic and cultural data. This has been applied to promote design strategies in urban studies research based on GPS location data shared in real time among users that can edit and integrate contents. The physical space is translated digitally and enriched with local information. Digital technologies have restored the importance of space. Digital maps produced by collectives may be a prelude to a radical revolution in urban representation and in the relationship between cities and citizens.

Keywords: *Digital Cartographies; Participatory Mapping, Intangible Heritage, Urban regeneration, Open data*

GUEST SPEAKER:



Isabel Cristina Carvalho PhD in Digital Media-Art from the Universidade do Algarve and Universidade Aberta. She is researcher at the Centro de Investigação em Artes e Comunicação.



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Her research interests focus on locative media art, collaborative mapping processes (through the application of digital tools), dynamic maps in urban analyses, digital art and augmented reality.

PRESENTATIONS

#1 *Technical Assistance in Social Cartography for the Right to the City*

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Keywords: SOCIAL CARTOGRAPHY. SOCIAL MAP. POWER MAPPING. COLLECTIVE MAPPING.

Social cartography is a relatively recent technique that opposes to traditional cartography, while this last one's purpose is to control the territory, social maps serves as instruments of counter-power, that is, it brings the tolls closer to the ones that normally wouldn't have access to it. Social mapping is an important mean in the defense of threatened territories, such as urban occupations, rural, indigenous and other traditional types of communities. Recently, in the face of the frequent threats of removal suffered by fragile communities, social cartography can be used as an instrument of resistance and strengthening by those living under such threats. From a problem that one wishes to solve, the community must come together and work in partnership with the technicians to build a social map that reflects their own reality. From a social cartography perspective, participation implies going above and beyond the local level of consultation, ensuring the involvement of social actors in the broader formal and informal decision-making process. This includes broadening the representativeness, strengthening it so that the residents of the community claim their rights in the decisions that affect their territory and their own lives. This article seeks to discuss the practice of social cartography, which was built mainly in the field of geography, and to dialogue with the practical experience of technical advisory in architecture and



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urbanism to communities at risk. The social cartography practice is here presented as an alternative instrument in the search of dialogue and representativeness in territorial decision-making, and it is here used especially by those who are often pushed aside and taken advantage of.

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#2 A Proposition for Bottom-up Local Community Participation through Digital Mapping

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Keywords: *Bottom-up participation model, on-line networking of residents, community (neighbourhood), Croatia*

Europeization and European urbanistic standards (urban sustainability) have been present in Croatia, as the youngest member, for only a few years, and more declaratively than in practice. Urban renewal, cities' centres revitalization and gentrification are therefore intensive processes, primarily economic in nature (with an increased real-estate value), and mostly beneficial for urban policy makers and economic power holders (investors). Such renewal is often very partial and inconsiderate towards the quality of urban living for citizens, who are mostly excluded from participation without a possibility to influence the future appearance and purpose of space. This is also especially problematic in other city parts, smaller local communities or neighbourhoods, which fulfil residents' everyday needs inadequately. Inadequate infrastructural equipment or reduced public or green areas become threatened while threatening the basic citizens' right to well-being. It is therefore possible to strengthen urbanity, as a fundamental measure of a more or less achieved urban living, only through citizens' greater influence in a bottom-up participation process. Models of bottom-up urban public space design strategies should be adjusted to enter directly into



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the community and strive towards assisting its residents to make their space more acceptable on everyday level. In Croatian spatial system participation is weak, because commercialization and privatization are at the forefront of directing post-socialist countries' urban development. In this context the value of public spaces and interests is often destroyed. The examples of civic laboratories as possible models of local community action through applying digital technology would therefore be useful and could serve as examples of good bottom-up practice. Given the massive presence of the Internet and social networks, the main idea is to involve citizens in digital platforms and to design, with urban sociologists' and architects' assistance, preliminary research of the situation in every particular neighbourhood. The results would be presented, with citizens' consent, to urban policy and administration representatives to facilitate collaboration. On-line networking of residents and then on-line questionnaires or interviews would initiate the next inevitable phase of bringing residents closer. Such collaboration would motivate residents, but also make city authorities aware of the need to 'leave the office' and respond more openly to citizens' demands, e.g. for improved waste removal and sorting, built or repaired parks and playgrounds, expanded green areas, increased citizens' traffic safety, etc. Such digital mapping of community and citizens' principal needs would mean an attempt to improve participation and extend its duration through phases (problem detection, collaboration and realization). It would be useful to compare the existing positive examples of European participation models, such as the Portuguese, Spanish and Slovenian, to enable their application in the Croatian local space. The institutional city authorities' to date ambivalence towards citizens can surely be challenged more easily through digital technology because it implies the possibility of greater democratisation. This is why it is important and long-term useful to develop models of civic laboratories, as fundamental participation models upon which the future appearance and development of cities will depend.



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#3 São Bené Park: a study of VGI and geodesign as methods for the representation and co-creation of urban territory in Santa Luzia, MG, Brazil

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Keywords: *Codesign; Geodesign; Urban Technopolitics; IndAtlas platform*

This paper aims to analyze Geodesign (STEINITZ, 2012) as a technopolitical tool for territorial planning, based on a workshop held at the public school Raúl Teixeira da Costa Sobrinho in Santa Luzia, a municipality in the metropolitan region of Belo Horizonte, Minas Gerais, Brazil. The workshop was the product of an undergraduate module of the Architecture and Urbanism's course at IFMG – Instituto Federal de Educação, Ciência e Tecnologia de Minas Gerais –, Campus Santa Luzia, and sought the collective development of proposals for an area known as Mata do Raul, aiming to produce material for the future construction of a public park - *São Bené Park*.

Mata do Raul, although rich in fauna and flora, is degraded environmentally. In 2004, local population started mobilizing itself in favor of the Urban Park, but the movement was soon disorganized. This network was reactivated in 2017, with the beginning of IFMG's extension project *Network of Social Actors for the Implementation of a Public Park in São Benedito*, in partnership with the community, local associations and City Hall. This project has been contributing significantly to the process through Public Calls: meetings with the local community aiming to promote talks, social mobilization and visits to the area. The workshop proposal arises from the linkage between such actions and the Research Project *Rede Participa*, aimed at investigating methods for collective decision with support of digital platforms, through the module: *Codesign and Collaborative Mapping with Support of Digital Technologies*.



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This article, therefore, will address both this history of social articulation and the process of collective creation - codesign - of proposals for the park, in addition to the development of the work method. This consisted of an adaptation of Carl Steinitz's Geodesign Framework for the co-creation of alternative futures.

The steps, questions and models of Steinitz's Framework were investigated by the students and adapted to the reality of the place, the public expected, and the technology used. The proposed codesign exercise used the online mapping platform IndAtlas, under development by UFMG's research group Indisciplinar. The experiment with the platform, potentialities and obstacles observed will also be addressed.

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#4 The Map as a technopolitical tool and its role in the cartographic method of the Indisciplinary Group between 2013 and 2018

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This paper proposes to investigate the role of maps as technopolitical devices (TORET, 2013) in the urban research projects developed by UFMG's – Federal University of Minas Gerais – Indisciplinar research group, between 2012 and 2018. Several projects will be addressed for which the development of collective mappings, through digital interfaces or not, played a fundamental role as devices of territorial interpretation and transformation, as well as for the articulation of social actors. It will also be examined how the conduct of such processes led to a research method that connects the territorial, temporal, social and communicational dimensions of the investigated phenomena (RENA *et al.*, 2016), culminating, finally, in the production of the digital platform IndAtlas (SÁ *et al.*, 2018), currently in development by Indisciplinar.

Indisciplinar is a multidisciplinary research group whose actions are focused on the investigation of contemporary space production, working together with various actors involved in urban dynamics, such as: social movements, other research and extension groups, members of organized civil society, public power etc. The aim is to demonstrate how the production of collective cartographies in its projects had an impact both for their academic results – contributing to the maturation of the group and its method of work –, as well as for the articulation of social actors entangled in the mentioned processes and the activation of new territorial dynamics

The article will be divided into two parts. The first one, with a more conceptual approach, will address the historical relationship between cartographic representation, territorial production and exercise of power. It is understood that the knowledge involved in elaborating and reading cartographic information was a resource intensely explored by dominant sectors at different times, leading to the construction of successive world images consonant with their interests (SÁ *in* RENA *et al.*, 2018, p.405). However, new possibilities open up in the contemporary world, with the



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emergence of concepts and practices such as *cartographic activism* (SANTOS, 2011), or *cartography in an extended field* (SPERLING, 2016). The advance and widespread dissemination of digital communication technologies contributes to the complexity of this controversy field (LATOUR, 2005), with an immense volume of spatial data being produced, accessed and shared by networked citizens, as well as feeding the production of easy-to-understand visualizations and manipulation by communities previously excluded from the cartographic language domain. While on the one hand such transformations have fostered intense debate about their democratizing potential, on the other hand there is also growing concern about the increasingly pervasive state and corporate surveillance mechanisms that can be supplied through the same technologies and databases (SÁ, *op. cit.*, pp. 10-11).

The second part of the article will be devoted to analyzing the importance and role of maps as a technopolitical tool in Indisciplinar's projects, be they physical or online mappings.

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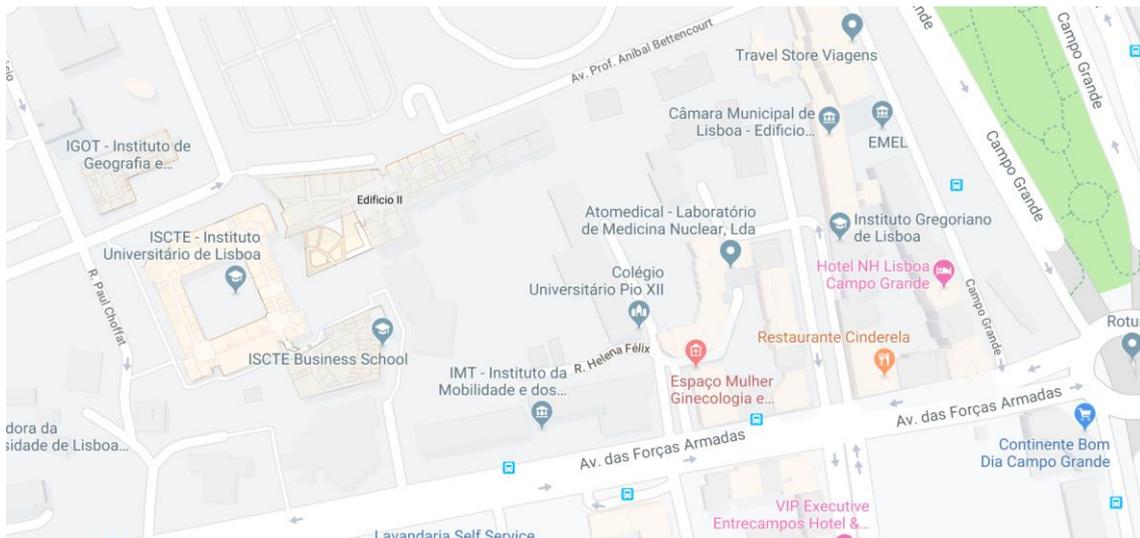
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- Exit the station Entrecampos on Av. da República;
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- At the roundabout, turn left (Av. das Forças Armadas), go up approximately 150m in the Sete Rios direction and you will find the entrance to the ISCTE – University Institute of Lisbon on your right.

By Carris Bus

- Take the bus number 32, 54 or 55;
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- Descend the avenue approximately 50m. The entrance to the ISCTE-IUL is located on your left.

By Subway

- Exit the station Entrecampos on Av. da República;
- Walk approximately 150m towards the Entre Campos roundabout;
- At the roundabout, turn left (Av. das Forças Armadas), go up approximately 150m in the Sete Rios direction and you will find the entrance to the ISCTE – University Institute of Lisbon on your right.