

The Digital City in the Next Five Years

“Futur en Seine” International Festival

Paris 5/6<sup>th</sup> June 2009

# Report

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## Introduction

Cap Digital's main event within the International Futur en Seine Festival "The Digital City in the Next Five Years" brought together international guests (senior politicians and political advisors, urban planners, thinkers, digital creatives, designers, business, research) and their Paris City/Region equivalents to collaborate in discussing and designing the new paradigm of the digital city. Guests had been invited from international cities in Europe and North America, renowned for their creativity in urban design and innovative digital applications.

The program and methodology was ambitious, targeting practical results in addition to the presentation and brainstorming of ideas:

On the first day, the participants should come together to define fundamental values and best practices, leading towards a collaborative vision and scenarios around such key areas as trust, mobility, sustainability, care and collaborative urban design. On the second day of the event, the focus should then turn from presentation and debate to a "hands-on" creative lab to design and build prototype "blue-prints" for the digital city of the future on the basis of the values, visions and scenarios generated on the first day.

In order to prepare for the scenario building, participants were asked in advance to reflect on certainties and uncertainties with regard to the development of the "digital city" over the next five years e.g. will the greater access to information really lead to more individual data control, will social digital networks create socially responsible communities, will e-government tools really facilitate democratic participation?



## I. Day 1: Conference and Brainstorming

Moderator Andrew Bullen started the event with the presentation of the aims of the two-day event program, describing a planned progression:

- From individual values and vision
- Through collective brainstorm
- To collective Vision
- & Collective Design
- & Collective Prototype
- & Collective Future Development

In other words:

- Define common visions and values
- Create scenarios based on these shared values and visions
- Design and Prototype urban environments and services, based on these scenarios
- Further prototype, refine and pilot these solutions in continuing collaborative projects



### a. Retrospective: World Information City

As the Digital City in the Next Five Years also aimed to look back over the whole international aspect of the festival, particularly with regard to the significant World Information City Conference. In this context, Christophe Aguiton from Orange Labs talked on the subject of Living Maps.

Christophe dealt with such aspects as real-time presence, geo-localisation, mobile localisation and the map as an artifact of presence. The politics of maps was a central issue. In this context, he also explored the concept of “Living Maps” with such aspects as territory and mental maps, collective representation, the visualisation of urban mobs, and addressed such issues as state surveillance, segmentation and stereotyping of social groups, and lateral control of close relations and friends.

## **b. Socratic Discourse**

Philosopher Humberto Schwab then led a Socratic Discourse on the burning questions around the future digital city, focusing on the form and experience of life in the city of the future.

Because of the format, the number of participants in the Socratic Discourse was limited, although members the audience were encouraged to write comments, which were then pinned into surrounding screens for later inclusion. The discourse group comprised a diverse and articulate selection of international experts from politics, urban planning and promotion, the arts, research and digital media:

**Rick Batelaan** (Senior Advisor, Infrastructure, Traffic & Transport, Municipality of Amsterdam)

**Murielle Gagnon** (Director Strategic programs and Joint Initiatives, Social Sciences and Humanities Research Council of Canada, Ottawa).

**Marleen Stikker** (Founder and Director, Waag Society for Old and New Media, Amsterdam)

**Lia Ghilardi** (Founder and Director of Noema Research and Planning Ltd, London)

**Leonard Wright** (Co-organiser Convergence Chicago)

**Pouline Middleton** (Director, Crossroads Copenhagen)

**Brendan Moffat** (Director Strategic Marketing, Creative Sheffield)

**Phil Jones** (Managing Director, Wired Sussex, Brighton)

**Mr Lari Lohikoski** (Program Director, Culminatum Innovation, Helsinki);

**Miriam Bahia Lopes** (Architecture Professor, Belo Horizonte, BR)

**Catherine Barbé** (Director of Urbanism, Mairie de Paris, Paris, F)

**Christophe Aguitan** (Researcher, Orange Labs, Paris)

**Stephan Distinguin** (Entrepreneur and Innovator, Paris)

The discourse immediately focused on central social factors concerning life in the digital city: How can freedom and ethics exist in an increasingly imposed and competitive society? What is the basis or fabric of the civic or urban community in the digital age? What is home? Is the “tribe” the binding factor, or should we strive for less tribalism and a more cohesive society.

In fact the question of “cohesiveness” took an increasingly central role: What makes a cohesive society? Can technology help to create a cohesive society? Do we even want a cohesive society? Are people really happy in a cohesive society? It would seem that politicians strive for a cohesive society, because it is safe, and can be controlled and regulated.



It was agreed that a degree of cohesion, in the form of a basic level of trust between peers and neighbours, brings benefits: trust, helps individuals develop and collaborate.

But the participants also felt that we need conflict to be creative, to change and move forward. A society which is averse to risk has no conflict, no movement, and therefore no change. The discourse increasingly focused on this dilemma: cohesion (for security and trust) and conflict (for creativity and change). Whilst a degree of “creative” conflict is necessary for change, this type of friction is not wanted, or perhaps even understood by policy makers and civil servants, who strive to maintain a “cohesive” and controllable status quo.

The discourse addressed the social role and impact of digital technology within this context. It became clear that technologies are more than mere “tools”; rather they create rules and standards, and ways of organizing society. If policy makers want to understand the driving forces behind social change, it follows that they must also understand the new impact of new digital technologies. Equally, digital technology innovators must be aware of the significant social impact of their innovative products or services.



### c. Presentations

The conceptual brainstorming of the Socratic Discourse was followed by the presentations of several participants, who showed their work or experience with digital prototypes or projects, which are already being developed to shape life in the city of the future:

#### **Rick Batelaan, Amsterdam: Personal Traffic Assistant**

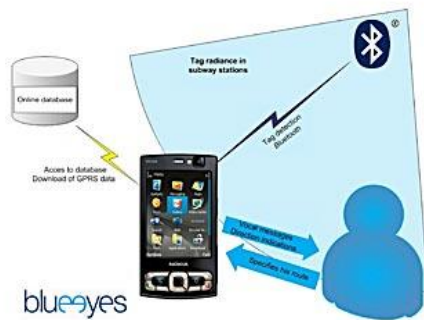
Rick introduced the “Personal Traffic Assistant (PTA), a system and device which are already being prototyped in Amsterdam with the aim of giving transport users the means to “control” their use of public transport and to increase their mobility whilst decreasing damage to the environment. As Rick demonstrated, the creation and development of such a visionary application was a significant and bold step for a local authority and involved a radically new approach, with the involvement of all stakeholders in the whole process from initial brainstorming to design and development. The success of the PTA development to date is very positive: the application was recently show-cased at the Connected Urban Development (CUD) conference in Seoul.



## Stéphane Distinguin, Paris: Blue Eyes

Stéphane introduced Blue Eyes, a fine example of a future-oriented digital application, which meets real citizen needs within the urban environment – the legally required “accessibility of handicapped” in the Parisian underground system, and the present absence of guidance for visually impaired underground users. Blue Eyes uses a complex combination of GPRS data, database access, and Bluetooth tag detection to present a user friendly, vocal message based guidance system for visually impaired underground users. The knowledge gained in the development of Blue-Eyes is also of great value in developing urban applications for other groups such as the elderly and tourists or visitors, unfamiliar with the city.

### How does it work ?



02/06/2009 • BlueEyes • © Futur/Novel 2009 5

### Key numbers of the 2<sup>nd</sup> bench test

3 days of test.	30 testers representing the different categories of visually impaired persons : - Persons using a guide dog . - Persons using a white stick . - Persons with partial visual abilities.
2 locomotion instructors from the APAM (Association for the visually impaired persons).	5 stations : Alma, Bastille, Charles de Gaulle Etoile, Franklin D. Roosevelt, Iéna.

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## Frank Kresin, Amsterdam: Ecomap

Frank introduced the Ecomap, a project which draws upon the excellent experience and progress made with such an application in San Francisco to involve the local population actively in the monitoring and improvement of the quality of the urban environment. The Amsterdam Ecomap aims to add real-time and dynamic data entry and visualization, personal profiles and goals, and the concept of people as environmental “sensors”. The benefits are clear: increasing overall health and quality of life for the citizens, cost reduction and increased efficiency, and an increased sense of belonging and empowerment in one’s own community, in addition to a sense of personal achievement and even “fun”.



## Brendan Moffat: SHEFFIELD// UK Digital City

Brendan talked of the challenges of making the city of Sheffield one of the hubs of digital innovation in the UK, as a city and region where the digital and new media industries are now growing faster than anywhere else in the UK. The basis for economic and social regeneration in the area rests firmly with the growth and impact of digital industries, both with regard to infrastructure and services – the focus has to be on a multi-layer concept of investment, differentiating network, and collaborative digital hub.

**THE HUB OF DIGITAL INNOVATION**

The digital and new media industries in the Sheffield region are growing at a faster rate than anywhere else in the UK in terms of specialist companies and new jobs. Quite simply, Sheffield is an incubator for the digital industries. It is a city packed full of intelligent minds, exciting ideas and successful new media businesses.

**Did you know?**  
Sheffield is one of the **most connected cities in the UK**, offering **100% high-speed broadband ADSL coverage**

**Sheffield - a global digital hub?**

- level 3**: Collaboration will create a global digital hub in Sheffield
- level 2**: South Yorkshire Digital Region network significantly differentiates the region
- level 1**: All regions have investments in digital strategies

## Phil Jones, Brighton: Digital City Brighton?

Phil talked about the role which digital industries – primarily SME-based, but also with major international players – play in such a small, student, creative and visible city as Brighton. In this context, he raised the question as to how dynamic, growing, connected, networked and innovative digital industries can have a significant impact on the wider agenda of the city. Can digital industries make urban development more open, participatory, distributed, organic and decentralized or can they also create a technology divide and insecurity? In this sense, he ended with three ideas for urban development:

- Slack space: giving empty space free to geeks to create socially useful applications
- Use open innovation technologies to rethink traffic flow in the city
- Turn a dull, office working environment into an open, interesting and interactive working environment, “because offices are good for politics, flirting and gossip...but creativity needs a social milieu like that of a bustling city neighbourhood...”

**WiredSussex**

Can you use a digital sector to create a city in its image?

Should you use a digital sector to create a city in its image?

How do you use a digital sector create a city in its own image?

**Some Brighton Based Companies**

- Disney's Only European games studio: **Black Rock**
- World HQ of major TV producers: **RICOCHET**
- European HQ of Second Life / Linden Lab
- European HQ of USA's largest independent digital agency: **iCrossing**
- Location of Sony Playstation top 5 games developer **Relentless**
- European HQ of NCsoft: worlds No.1 MMOG company
- European HQ of Disney's virtual world for kids: **Club Penguin**
- UK's largest dedicated social media agency: **Nixon McInnes**

**WiredSussex** | **Black Rock** | **RICOCHET** | **Second Life** | **iCrossing** | **Relentless Software** | **Club Penguin** | **NixonMcInnes**

### Murielle Gagnon, Ottawa: Digital Nomadism

Murielle brought presentations on her own “nomadic dress” prototype, in addition to “research creation in fine arts” projects “The post-carbon highway” and “speaking a new language: fabric-formed architecture” in order to add thought-provoking perspectives on the potential of artistic creativity on every day life in the urban environment of the future.



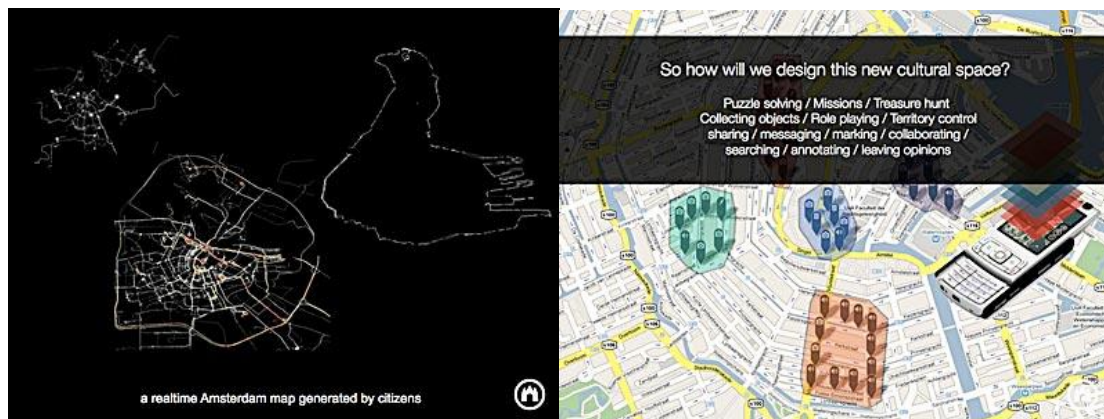
nomadic dress prototype 000



### Marleen Stikker, Amsterdam: From First European “Digital City” to the Present

Marleen, the “mayor” of the world’s first “digital city” in Amsterdam talked about the start of the internet, and how citizens naturally participated, finding new ways of representing themselves, meeting each other and discussing topics. The citizens of the first Digital started to create their environment themselves. This can be contrasted with the way local governments now recreate/copy their services online: Digital City Berlin, Amsterdam, Paris, London, instead of using the virtual space to create a 'different' form of city and citizenship.

Marleen discussed the digital city, like the physical city, as a combination of content (cultural meaning, historic, events etc.), physical landmarks (buildings, paths structures etc.) and personal stories (memories, associations, social connections etc.). In this sense, designing the digital city of the future as a “new cultural space” must also reflect the need to represent the city as a new stage and exhibition space, for narrative, gameplay, suspense, social interaction, drama and emotion, and represent a complementary relationship between physical and digitally augmented urban reality.



## Lia Ghilardi, London: Cultural Mapping, Identity, Cities

Lia introduced the idea of “Urban and Cultural DNA Mapping for the Creative City”. She started by criticising the focus on urban regeneration as a tool for repositioning cities, with a concentration on BIG iconic statements, consumption and bland branding. As opposed to this approach, a real cultural understanding of local communities’ diverse components and resources is needed, with real collaboration between all stakeholders, locals and professionals in joint decision-making on the future of the city, and a “criss-cross” process which will lead to policy initiatives. This integrated approach to future city planning and making is holistic, with a focus on local, distinctive cultural resources, and the creation of urban human, social and cultural capital, with collaboration between different levels of government, disciplines, and professionals and shared leadership. In this context, the method of Urban and Cultural DNA Mapping maps place (landscape, history, architecture, urban texture etc.), with institutions (cultural, educational, health etc.), people (memory, social networks, informal networks, perceptions of place, affiliations, life styles etc.) and the economy (traditional skills, contemporary creative industries, current dynamic, issues, potential etc.)

Urban and Cultural DNA Mapping for the Creative City

Lia Ghilardi  
The Digital City in the Next Five Years  
Paris 5-6 June 2009

noema

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So the Message is...

- ▶ Discover your distinctiveness (you don't need to be unique...)
- ▶ Challenge received assumptions about your place or city.
- ▶ Stay true to place and build creatively on your urban and cultural DNA.
- ▶ Get help from a variety of professions and disciplines (artists?)
- ▶ Ensure visions are shared, built and developed with/by local people.

## d. Value Ladder

Human, social and cultural values lie at the root of our aspirations and hopes for life in the city of the future. Participants split into couples, then into larger groups, in order to examine, define and negotiate common values within the community. The following table lists the “top” qualities to which the group aspired, in order of designated priority (which reveals some surprise high priorities, in addition to the expected “favourites”!):

1. Share
2. Passion
3. Play
4. Curiosity
5. Critical Doubt
6. Experience through the senses
7. Open-mindedness
8. Respect
9. Freedom
10. Creativity

11. Empowerment
12. Human Connectivity
13. Integrity
14. Sustainability
15. Fellowship
16. Identity
17. Family
18. Self-fulfillment
19. Transparency
20. Well-being



### **e. Appreciative Inquiry**

For the Appreciative Inquiry, the participants again worked initially in pairs, moving then into larger group interviews and discussions to define the best practice which they had experienced with regard to the design of the digital city for the future. On the basis of experience of the participants, the group made the following recommendations:

- Digital technologies should create social change
- Digital technologies should benefit health, heal, reduce stress and panic
- Ubiquitous connectivity is important, with the exterior world and with oneself (connect with your personal history)
- Different visualizations give new views and different perspectives and help to see things in a new way
- Internet of Things: digital technologies should be ubiquitous and facilitate a “programmable” city
- Augmented Reality presents great social and urban potential.



## f. Future Scenarios

On the basis of the ideas discussed in the Socratic discourse, together with salient values which had been defined as essential to the group, and the group experience of best practice in the design of the urban environment and services, axes were then defined to reflect the trends, driving forces, dilemmas and choices to be made in describing future scenarios for the city of the future. The following axes were defined:

### **Vertical Axis:**

Up: Cohesion, Trust, Security  
Down: Change, Creativity, Risk

### **Horizontal Axis**

Left: Competitiveness  
Right: Ethics / Social



Figure 1: The axes

The four groups then had the task of defining scenarios within the four “squares” of the axes: I Competitiveness / Cohesion, II Cohesion / Ethical, III. Ethical / Change, IV. Change / Competitiveness

The groups gave themselves individual names to reflect their content and approach:

- I. Digital Naturist
- II. Digital Nomadic Turnip (from DeLeuze's 'Rhizome' concept)
- III. Human Mesh
- IV. Jazz

They then set about describing their future scenarios in detail.



The groups finally presented their scenarios in the following way:

### **I. Digital Naturist**

- Visual Platforms
- Virtual intercities
- Shared intelligence
- Public data availability
- Real time cartography: shared and open data
- To be competitive, you need to be fast
- To be competitive, you need to have quality
- If you are good, then get you get the money

### **II. Digital Turnip**

- No external forces

- No possessions
- Nomadic: move from one social network to another / between communities (Migrating societies take less risks)
- Play - human contact - well-being
- Renew and live happily / always learning
- Play, Learn, Move

**III. Human Mesh**

- Open Source Infrastructure
- Human Centred Services
- Actors in Politics: I united in We
- Individuals create together
- The whole is consequence of individual behaviour
- People make and decide

**IV. Jazz**

- Every day different\*
- Learn continually
- Solo and play together
- Changing rules through experience
- Quality shows

<p>I. Digital naturist</p> <ul style="list-style-type: none"> <li>- Visual platforms</li> <li>- Virtual intercities</li> <li>- Public data available</li> <li>- Share intelligence</li> <li>- Real time cartography</li> <li>- Fast</li> <li>- Quality</li> <li>- You are good then you get money</li> </ul>	<p>II. Digital nomadic Turnip</p> <ul style="list-style-type: none"> <li>- no possession</li> <li>- no external forces</li> <li>- internal strength</li> <li>- Turnip play, learn, move</li> <li>- Nomadic between communities</li> <li>- Always learning</li> </ul>
<p>IV. Jazz</p> <ul style="list-style-type: none"> <li>- every day different</li> <li>- learn continually</li> <li>- solo and play together</li> <li>- changing rules trough experience</li> <li>- quality shows</li> </ul>	<p>III. Human Mesh</p> <ul style="list-style-type: none"> <li>- open source infra structure</li> <li>- human centered services</li> <li>- actors in politics I united in we</li> <li>- people make and decide</li> <li>- the whole is a consequence of individual behaviour</li> <li>- real air ways</li> </ul>

Figure 2: The Four Scenarios

## Day 2: Physical Design and Prototyping

Day 2 of The Digital City in the Next Five Years was all about translating shared values and scenarios into tangible solutions.

The session was opened by co-moderator Janine Huizenga, with a recap of the group values, visions and scenarios of Day 1, as a basis for the design and prototyping work of the day. Janine's link to the first day's work was followed by Astrid Lubsen, of Waag Society in Amsterdam, who introduced the concepts of physical design, using scrap and reusable materials from the city, and physical computing, "the development of prototypes with sensor equipment in combination with a microprocessor, which talks to the computer". Astrid included a few tips for the prototypers:

- Keep the prototype simple
- Prototyping is an iterative process; make variations
- Demo your prototype to as many people as possible
- Kill your darlings (learn from mistakes)

Prototyping...the shorthand of innovation

*Once you start drawing or making things, you open up new possibilities of discovery. It's the same method that has helped scientists unlock some of the greatest secrets of nature.*

Tom Kelly (IDEO), *The Art of Innovation*.

Using scrap material



City Lab

### a. Breaking the Ice and Creative Inspiration

The introduction was followed by an essential component of the physical prototyping session: the Ice Breaker, a "Do It Yourself" exercise in creating your own lamp from industrial scrap and an LED. Such an exercise is invaluable, particularly for those more used to "cerebral" creation rather than "physical" prototyping; it's essential to experience a more explorative and intuitive "hands-on" approach to creativity and design – "once you start drawing or making things, you open up new possibilities of discovery" (Tom Kelly) – to complement "intellectual" creativity.

The Ice Breaker was followed by some creative inspiration, with examples of innovative city digital projects and prototypes to provoke reflection on some of the ideas brainstormed on the first day of the conference. Students or ex-students from the ENSCI Design School in Paris - Maria Laura Mendes, Charlotte Depin, Laura Pandelle – together with Frank Kresin from Waag Society, presented imaginative and inspirational creative work.



### **b. Paris <> Amsterdam Video Link**

The creative interaction of the workshop participants was interrupted by one of the highlights of the second day, a live video link between the Paris event and the opening of the “Amsterdam Sustainability Festival: Workshops for the Citizens”. The city of Paris was represented by Jean-Louis Missika, Deputy Mayor for Innovation and Research, whilst Marijke Vos, City Councillor for the Environment, represented Amsterdam.

The two senior city representatives discussed the efforts and progress being made by both cities to involve citizens in the development of a humane and sustainable city future. The link ended with Mr. Missika’s surprise, and highly appreciated offer, on behalf of Paris, for Amsterdam to become the city’s first international partner in a soon to be opened Institute for Future City Sustainability research.

Plans are already underway for the international partnership and cooperation to be finalized and animated.

One of the central aims of Futur en Seine is to make the results of the festival collaboration sustainable, and Mr. Missika should be thanked for seizing the initiative of the event to make such a future-oriented offer of partnership on a European level!

### **c. The Prototyping Session**

After a further recap and sharpening of the aims of the “physical” workshops, and a demonstration of useful physical design techniques, the participants returned to their respective teams to prototype.

As team III (Digital Nomadic Turnip) had lost several members due to early departures and time constraints, their ideas were assimilated by the other go groups, and prototyping work focused on teams I (Digital Naturalist), III (Human Mesh) and IV (Jazz).

It was agreed that there would be a prize for the best prototype, in the sense of the most successful translation of the scenario ideas into a workable design. However, the “winner” need not be the most desirable scenario; this aspect would be evaluated later.



#### **d. Final Presentations**

##### **Human Mesh**

Open Source Infrastructure / Fusion of the Physical and Digital Structure / Individuals Decide and Create Together / I united in WE as actor in politics / Human Centred Services/ Traditional assumptions & institutions rejected if and when necessary

- Share your knowledge (digital data, information, experience, expertise) and your physical space (first floor of every building is open for discussion, workshops etc.)
- Physical structure and digital information are connected
- You can decide your “levels” of connectivity and information exchange: people are either fully connected, or only to specific people (transmission through wearable)
- Get rid of traditional school system
- Learning must be goal and context oriented
- History – buildings can talk and tell their stories
- Building a car – learn from others who have the expertise
- Peer to peer learning
- Sign up as a “teacher” or “learner”
- Share your knowledge with a few or many
- Wall of knowledge – memory wall, stores the communal memory, knowledge exchange and communal knowledge creation and traces their origin

## Digital Naturalist

Visual and Poetic Platform / Shared intelligence / Public data availability / To be competitive, you need to be fast and have quality

- New type of network, way of sharing information
- You can share all the time, always connected
- Share your knowledge either with one, a group, or many by “blowing” your knowledge, or feelings and spreading the “virus”
- Beautiful and “poetic” means of expression, but also targeted means of transferring information
- Data as particles which move one from place to another
- “Slow” information
- Consequences close to the user
- Sensory presence – connectivity not just in the computer but everywhere
- Whole life platform, not just as software
- It’s competitive, because it’s my knowledge to keep, or discriminate as to with whom I share
- Exchanging knowledge is their commerce, their “value”
- Locked in the paradox as a digital person – either give everything away or keep it for oneself



## Jazz

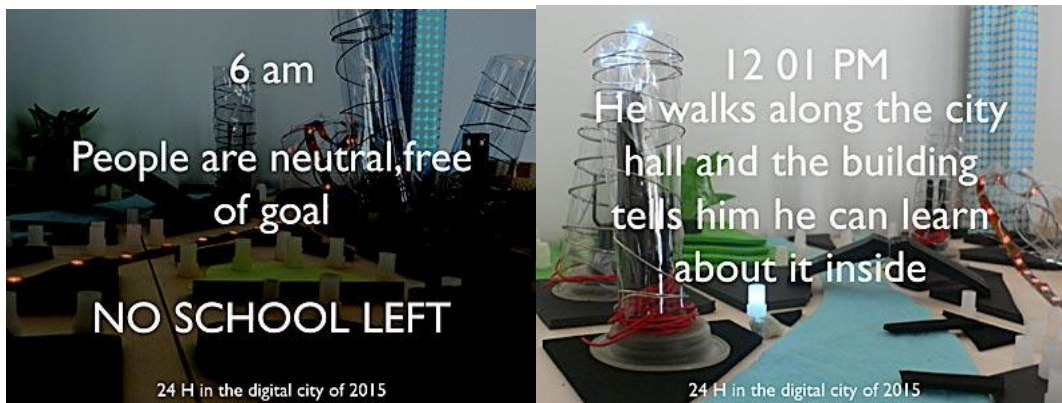
Every day different / Learn continually / Solo and play together / Individual Quality shows / Change rules through experience

- Every day is different because I am continually moving to be in the “best” place socially, professionally, personally, privately etc.
- The infrastructure supports this movement: A navigator continually shows me the “best” places to go, where most people are
- The navigator “pushes” people to the “best” places
- Too many people at one place, people start to lose interest, then new place needs to be found
- Not profile-based, but continually tag-driven



It was a difficult decision for the judges, but the prize for the best all-round prototype (such aspects as translation and design of original concept - visual impact - clarity of presentation - balance, form and functionality – feasibility) went to HUMAN MESH!

A fine bottle of champagne was awarded to the team. In the true creative spirit of the event, the prize was adorned by a personalized “guiding light” lamp, created earlier in the day by Chief Judge, Patrick Cocquet.





### **And the Social and Collaborative Conclusion...**

Futur en Seine's "Digital City in the Next Five Years" was about bringing committed people together from around the world to create a new design paradigm for the digital city of the future. However enjoyable, this was also hard work for all the participants. The quality of the final prototypes says a great deal for the level of collaboration and input from the participants over the two days.

Fortunately, this excellent level of international team work continued through the ensuing aperitif, dinner and collaborative prize celebration (and consumption...).



### III. Axes/Scenario Evaluation and Results

After the awarding of the prototype prize, the group set about the evaluation of the axes and scenarios, under the guidance of Humberto Schwab.

It was clear that the axes, based on the participants' input from the Socratic Dialogue, Value Ladder and Appreciative Inquiry, had provided an excellent representation of the decisions and dilemmas around the driving forces, impacting upon future city design.



Two questions, which are essential to the further development of the scenarios and prototypes, were addressed:

- **According to the participants, in the direction of which scenario are we moving at the moment?**

Here, the majority opinion of the conference was roughly divided between either Digital Naturalist (cohesion / competition) or Jazz (change / competition). Whilst there was some doubt as to movement on the basis of the desire for cohesion or change, there seemed to be no doubt as to the role of competition as a driving force in the present circumstances.

Some comments:

Frank (In the Jazz Circle): People are reinventing and changing society from a competitive perspective at a time when the social state is in depression

Andrew (in Digital Naturalist Circle): People need confidence, trust and cohesion at a time of crisis

- **Which scenario would the participants choose for the future?**

In this critical area, the conference had no doubt:

The (overwhelming) majority thought that the world SHOULD move towards a HUMAN MESH scenario (social/ethical and change/risk on the basis of open collaboration, trust and a sharing approach).

In this context, the following conclusion effectively defines an essential recommendation from the conference, and a central requisite for further development

**“We must create strategies for the design of the urban environment and services in which the social/ethical (e.g. sharing of space and knowledge, common ownership of value, peer to peer learning...) is central (therefore including more thinkers, artists, grass roots participation in the urban design process) and in which we need risk and change (e.g. willingness to adopt new, more suitable forming of learning or mobility...) on the basis of a level of trust required for effective collaboration.”**

## IV. Continuation

The “Digital City in the Next Five Years”, as part of the “prototype” Futur en Seine event, had a clear aim: to initiate diverse, international participation and collaboration around the digital city of the future which would yield practical and sustainable progress. For this reason, the ambitious format included not just presentations, brainstorming, scenario creation, but practical design and prototyping: a process which was geared towards the development of digitally driven urban environment design, services and products, which could, and should, be continued further for wider international benefit.

In this sense, the digital city prototypes, which were produced in this first event, provide an excellent basis for further collaborative development of the digital city design paradigm on an international level.

The foundations for this continuing work were laid by the initial participants in the form of:

- their international experience and expertise with regard to the critical issues and driving trends around future city
- their aspirations for the future
- the values behind those aspirations

The prototypes which have been created on this foundation deserve further development to realize their full potential.

Though there was an official “winner” in Human Mesh, each of the other prototypes, incorporating also extremes of competitiveness, social cohesion and security, demonstrated an original, reflective yet provocative approach to the challenge of designing the future urban environment.

**On a Paris regional level, this initiative has shown the importance of bringing together city urban representatives with digital innovators and young designers, and to foster further city development with diverse participation, including “grass-roots” citizens in “FabLab” type “hands-on” labs and workshops.**

**On an international level, we are discussing the possibility of taking the “Digital City in the Next Five Years” event to PICNIC in Amsterdam in September within the context of a city partnership to address the critical issues of future digital city design and sustainability. We hope that this will be the start of the continuation of the international, collaborative development of the ideas and prototypes for the digital city of the future initiated in Paris.**

## Appendix 1: Participants

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## **Appendix 2: Detailed Example of Scenario Building / Rationale** (Using the example of Jazz)

Once upon a time there was a guy called Jazz. He was awakened by his biosensor pillow, making sure that he has slept enough.

He looks outside the window and he sees a strange kind of orange light that was put up by the government, because it is probably better for the photo voltaic elements. They will put it up for two days to see if it is better.

While Jazz is shaving, the shaving mirror shows him that he will replace his boss in one day. His boss has failed to make the right business decision concerning baby computers that should have been out of production two weeks ago.

Jazz is amused but he knows that his new job will be very competitive. To be in better shape he should acquire three new skills including playing golf. He decides to select a teacher that will teach him to play golf this afternoon.

He phones the blimp (a zeppelin) that he shares with three of his executive friends. The blimp arrives promptly and brings him to the golf course. Meanwhile he gets an sms telling him that his wife will divorce him this evening so she can marry a slightly higher-placed executive. Jazz smiles because it enables him to go for his new secretary, if only he had place to live. But first he has to learn golf.

His personal electronic agent searches for a house for the night. It finds one in the neighbourhood of his job and sends him some pictures. Since he immediately likes the sight of his new room-mate, he decides to take the risk and accepts the offer.

He orders his furniture to be moved before the night, takes some dinner and moves to his new house, thinking about his new job and his chances on the wedding market.

Explanation for the Jazz scenario:

- A competitive scenario is also positive: if you don't know what is going to happen, you have to react fast
- It gets the best out of people
- You must quickly learn new skills
- Dialogue is important
- Having different skills, you have to learn how to dialogue together
- Like jam sessions: There are solos open to everyone, come and show what you. Collaborative but competitive at the same time.
- Changing the rules: As with jazz, at first this life-style seems to be bad, but after a while people will subscribe to it

Summary for the Jazz scenario:

According to the group members, such a scenario as Jazz, with constant competition and change, provides the best allocation of skills and resources and an excellent learning experience

