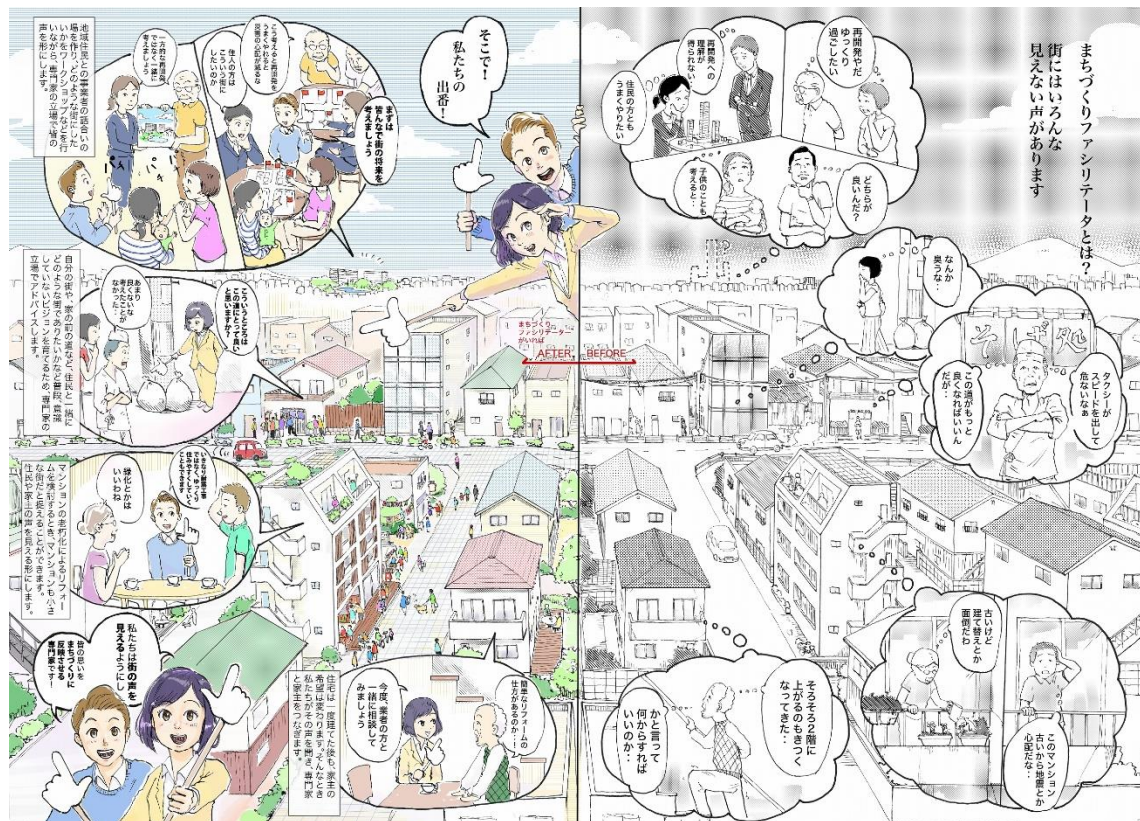


[Conservation Urbanism and Facilitation for Residents' Participation]

Reference Materials for Conservation Urbanism in Egypt



Takeo MURAJI

Architect, Chairman of Japan Commission for Appropriate
Architecture and the Built Environment

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Reference Materials for Conservation Urbanism in Egypt ※1

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■ Why the residents' participation is necessary for Conservation Urbanism?

The meaning of "Conservation Urbanism" in this context is "Urbanism with the consideration of conservation." Urbanism includes not only the hardware, such as roads and buildings, but also the software, such as community activities. These require the perspective of public welfare, an environment that is good for people in various positions, such as residents, workers, and visitors. On top of that, it is necessary to develop the city in a way that considers preservation.

In order to preserve and pass on historical buildings and streetscapes to the next generation, it is necessary to repair buildings to prevent weathering, to make them earthquake-proof and non-combustible, and to modernize them in the sense of preserving their use. In a city, there is a mixture of buildings from various periods. In the Historic Cairo, in addition to historical buildings and buildings that have been repeatedly expanded and reconstructed, there are also many illegal buildings. In this context, decisions are required on which buildings need to be retained, which buildings need to be demolished, and how they should be retained, as well as policies on preservation and rules for expansion, renovation, and new construction (*2). It is necessary to take into account the values of the residents as well as those of the experts including architects. Even if a building has no architectural value, it may become an important building or place for residents because it has existed there for a long time. In some cases, buildings that should be preserved are not recognized for their value and are demolished without being noticed. In some cases, this could have been prevented if the owners and residents had been aware of the value of the buildings. For this reason, it is necessary for residents to participate in the preservation and urban planning activities. It is possible for residents to be involved in the development of policies and rules for conservation and urban planning, as well as in the proposal of specific uses and renovation designs. By sharing the process with the experts, the residents will understand the value of their own city and architecture, as well as develop a sense of attachment and care for it. In the mixed situation of the Historic Cairo, demolition, repair, renovation, and modernization will be repeated sequentially with the participation of the residents under the policies and rules of conservation and urban development, so that the conservation urbanism can be sustainable and active manner.

1. Participatory Design and Facilitators in Architecture and Urbanism

There are two aspects to the design of participation: (1) community participation in urban planning and (2) user participation in architectural design. (1) In the case of urban planning with the participation of residents, a system of participation and a method suited to each region are required, based on the active principle that people can create their own towns. In the case of user participation in architectural design, users are required to be involved in the design process in an appropriate manner to make the building user-friendly. In the first place, the both urban planning and architectural design can be carried out only by specialists including architects, so unless the specialists involved feel the need to involve the public and create opportunities to do so, participatory design will not be possible. By involving the residents and the people who use them, a livable city and usable architecture will be created, loved, and used with care. In other words, it is important to recognize the importance of sustainable cities and buildings.

In order to make the most of the voices of residents and users, the role of a facilitator is necessary. A facilitator is a "facilitator and mediator" who blends various opinions to create a certain direction. What is important here is that the residents are the main actors in urban planning, and the urban planning facilitator plays the role of "black player" and connects people. The urban planning facilitator required here is not a person with no expertise who connects experts, but a T-shaped expert who has expertise in architecture, collaborates with other experts, and connects different positions such as residents and government. In other words, they have a communication hand that connects them horizontally on top of their single specialty of architecture. This makes it possible to have creative connections with other specialties in a flat relationship.

Create a win-win relationship between different positions.

Residents are the main actors in sustainable urban development, and experts including architects are there to support them. Residents have various backgrounds and varying levels of understanding, but sharing is important in order to judge things. Therefore, a city planning facilitator can explain complex stories in an easy-to-understand manner, find meaning in the unspoken mumblings of the residents, rephrase them in simple terms, and assist in the discussion. In a city, there are people from all walks of life: residents, workers, shopkeepers, and visitors. A community development facilitator is a



The role of facilitator is to hear participants' various opinions and then to create positive direction.

person who helps people understand each other's differences and creates a win-win relationship between the different positions.

Attitude of a community development facilitator → Flat perspective rather than looking from the top



Walking around the city to find Takara(Good) and Ara(Bad)

In "the support for urban planning councils with the residents(*3)," the role of the facilitator is to explain the bylaw of urban planning (*4) in an easy-to-understand manner and to support the creation of urban planning visions and rules. There, they sometimes ask questions and provide explanations to the explanations given by the administrative side (urban planning promotion division, urban planning division, etc.) to help the residents understand. In order to create a vision for the town, we walk around the town and hold workshops to find out what is good

about the town and what is bad about the town. I walk around the town with the participants, asking questions such as, "Is this a good point, or is this a bad point? Sometimes it is difficult to decide which one to choose, and I will give the participants a chance to think (a hook).

One of the roles of the facilitator is to create a positive atmosphere.

If the participants feel that the workshop is boring or have a negative impression, they may not come back next time. Creating a positive atmosphere by telling jokes to soften the atmosphere is an important role of the facilitator. Although the facilitator is specialist, it is not expected to teach from the top, but to be supportive at all times. In other words, it is a dialogue, not an enlightenment. Of course, there are times when I respond to questions in a professional manner, but in this case, the good thing is that I am responding to questions from the residents, who are the main actors, and they properly listen to me. In other words, for the residents, this is not imposed wisdom, but rather wisdom that they are convinced of.



Creating a positive atmosphere in the workshop is important.

Facilitators Finding Residents' Mutterings

In a consensus-creating workshop, there are situations where the intentions of the residents are taken into account and meaning is found in their tweets. There is a method called the KJ method in which participants are asked to express their opinions, which are then written on sticky notes and grouped together to reach consensus. It is a pleasant discovery for the residents themselves when their words are given meaning by the facilitator. In other words, the facilitator is a good listener and a good communicator. In consensus creating, the facilitator create a story from the various



Facilitator summarize and present the words of the residents

conversations. In other words, they find a direction. Otherwise, the discussion will be scattered and unorganized, leaving the participants frustrated. In other words, the role of the facilitator is to find the meaning in the murmurings of the residents and create a story.

The role of explaining the words of the government and experts in an easy-to-understand manner



Explain the words of the government in an easy-to-understand manner
Share the process of creation with others

Pre-recovery urban planning training (*5) is now being conducted in many places. This is a simulation workshop on how to cope with a disaster when it occurs. It is a workshop where everyone can think about what is dangerous and what are the most useful recovery resources in the event of a disaster. At the workshop, the government will explain its disaster policy and subsidy system, but the facilitator will ask questions as needed to encourage residents to understand and dig deeper into the discussion. When disaster experts give a lecture, they can use other examples to help deepen the understanding from the residents' perspective.

Using the words of the residents as a guide, the community development facilitators provide information and ideas, and share their understanding with others.

The joy of creating together, the pleasure of sharing, and the satisfaction of solving problems

The role of the facilitator is to share problems and issues and create solutions together, and there is a joy in sharing the sense of accomplishment with everyone. There is a sense of joy in sharing a sense of accomplishment with others, even more so when one has overcome difficulties and troubles. When you start from the premise that people have different backgrounds and are different, there is no frustration. Once common ground and consensus is reached, everything becomes positive. Throughout the workshop, the facilitator guides the participants to understand this and to move in a positive direction. Discussions can sometimes become emotional and trouble can arise. The facilitator will calmly unravel it and explain objectively what the problem is, so that everyone will share the problem. By setting that stage, we can move on to the next step. In many cases, it is quite common to find that people who cause trouble, such as those who are very opposed or make big speeches, become more understanding and turn into reliable promoters during the course of the workshop. Solving such problems is one of the most rewarding aspects of being a facilitator.



Architect as facilitator doing design workshop for new development

The fun of putting it all together and the great taste of live performance

It is often said that a workshop is a living organism. Even with a plan in place, many things can happen on the spot, and things can go in unexpected directions. However, these changes are due to the circumstances of the participants, and it is the important role of the facilitator to make sure that these changes are carried out in a constructive direction. A schedule is just that, a schedule, and there is no point in having a workshop if you have to prepare a conclusion. Rather, it is interesting to create a more meaningful direction by responding flexibly and valuing the sense of live performance. The point is to take the constructive meanings from the participants' words and focus on them, so that cohesion will naturally emerge. The fun of blending the various opinions and finding a certain direction is one of the most interesting aspects of being a facilitator.



Drinking sessions are also important for the intimate communication

※1: This reference material is an adaptation of a part of the report on the "Town Planning Facilitator Training Course Project" commissioned by JCAABE from the Ministry of Education, Culture, Sports, Science and Technology -Japan 2019-20.

※2: There are legal regulations and voluntary rules set by the residents. Legal regulations are obligatory, while voluntary rules are based on morals to protect each other.

※3: There are registered city planning councils and non-registered voluntary city planning councils, but here we are referring to registered city planning councils.

※4: Regulations on urban development decided by local governments. Although the Building Standards Law and the City Planning Law are common throughout Japan, they cannot reflect the characteristics of each region, so local governments are required to make rules and regulations. In this case, the registered town planning council is positioned in the town planning ordinance.

※5: This is an exercise to simulate what would happen in the event of a disaster during normal times, and to examine and share what issues need to be addressed and what preparations should be made. It is also referred to as a pre-disaster reconstruction workshop, as it involves community development activities in advance of a disaster.

2, Architectural design and user participatory design

There are many ways to build a house. One of the more common methods is that a carpenter build the house according to the floor plan drawing by the client. In this case, since the client is thinking about the floor plan, it can be called participatory design in the sense that the client is participating in the design process. However, with the modernization of building production, there is a trend to "buy" a house rather than "build" a house. In this case, the client is not involved in the design or construction, and the client's ideas are not reflected in the architectural design. The same is true for public buildings such as libraries and school facilities. It is common for the local government to entrust the construction to architects and builders, without the users being involved in the design, and then the building is used. In this case, the municipality, as the owner, entrusts the design to the architect, who design the building with the user's use in mind, but there is a limit to this. At sometimes, buildings were built that were difficult to use. In order to solve this problem, a form of design that reflects the ideas of the users has come to be implemented in design process. This is called "participatory design. This corresponds to the trend of community participation in urban planning. User-participatory design is a form of design in which users are involved in the design of their own homes, allowing the essential subject to be involved in the architecture and urban development.

1. Two meanings of participatory design

Participatory design has two meanings: one is that users are involved in the design process. The other meaning is to "design the opportunity" for users to be involved in the design process. In the case of housing, the user is most often the client, so it is also called client participation. The client not only communicates his/her needs to the architect, but also draws a floor plan and designs the house based on the plan, which is a participatory design and results in the house he/she wants. However, since the client is not a professional designer, the architect, who is a specialist, designs the house based on the floor plan and design drawn by the client, taking into consideration the building code, structure, facilities, and budget. This process results in a house with a design that blends the client's ideas with those of the architect as the experts. Another form of participatory design is when the architect takes into account the client's requests and comes up with multiple design proposals, from which the client chooses the one he or she likes. In other words, the act of "choice" is participation in the design process, and choosing from among multiple proposals is a design of opportunity. Therefore, how can we create opportunities for users to participate in the design process? How can we create a better architecture through their participation? is the key point.

2. What are the advantages of participatory design?

There are five major advantages to having users involved in the design process.

- 1) Users' ideas can be utilized in the design.
- (2) Communication between users and the architect is deepened through collaborative work.
- (3) Users will become attached to the completed building and will use it with care.
- (4) Users become more active and start to do maintenance and renovation after the completion.
- 5) Fewer complaints after the completion.

Isn't there any downside? It is often said that it takes long time. In general, it takes less time to leave it to the architect as the experts. However, this can be solved with various innovations. In addition, it can reduce the number of complaints that arise after completion, so if we view it as taking on the time to deal with complaints in advance, it cannot be said in general that the total time has increased. The reason for the decrease in complaints is that the users and the architect communicate well, so that the users have a clear understanding of the contents of the design, which prevents them from saying that the completed building was not designed this way.

3. Method of participatory design

There are two ways to design participation: participation in design process and participation in construction process. The timing of participation and the method of participation can also be categorized. It is also possible to classify the timing of participation and the method of participation. There is also a discussion of the scope of the project, such as whether the entire building will be involved or just a part of it. It is necessary to consider how to create opportunities for participation based on the size of the building, its use, and the number and attributes of the users.

■Participation in the design and planning stages

(1) Participation for setting design conditions and concepts

Participation in the early stages of design, such as setting design conditions and concepts, is important for building a relationship of trust between users and architect in the course of design. In other words, setting the theme and the concept of the design object through user participation will be the basis for decision making in the later design stages. At this stage, the users and architect must share the concept so that they can understand each other's ideas on what to discuss. It is easier to understand if these are itemized.

(2) Site selection, participation for layout planning and zoning.

These are important to capture the relationship of the site to its surroundings. It is natural for professional architects to consider the building layout in relation to the surroundings, but

those without design experience tend to think within the site. By applying a model to the site and having the architect explain its characteristics, it becomes easier to understand the characteristics of the site. For site selection, it is essential to visit the actual site. By experiencing and understanding the size, direction, and relationship of the site to its surroundings, decision criteria can be obtained. If the site has already been decided, clues on how to use the site can be obtained.



Zooming study of the site with the client participation

(3) Participation for planning

In terms of the floor planning, architect as the expert in their field can see it as a three-dimensional architectural space, but those who have no experience in design tend to see it as a flat floor plan. However, if you have no design experience, you tend to think in terms of a flat layout. It is important to understand what kind of space is needed for the act of doing. To do this, it is best to use models and illustrations that are easy to understand. The process of showing multiple proposals, explaining the characteristics of each, and then selecting from them is an easy way for the layperson to get involved.

■Participation in the construction stage

1) User (client) construction

In order for users (clients) to participate in construction, it is necessary to select appropriate construction work that they can participate in even if they do not have skills. For example, it is possible to put charcoal under the floor for preservative, random arrangement of tiles in the entrance floor, paint the wooden floor, paint the walls and plasterer of diatomaceous earth, and make covers for light fixtures, etc., without any special skills, as long as the method is explained well. Even if the work is not beautifully finished, it has the quality of being done by an amateur, and after the work is completed, it can be talked about, such as "I did this part. As for painting the wood, a stain type paint such as Ribos-oil or Paulownia -oil is suitable because it does not show unevenness in color. For the entrance floor tiles, it is better to have the client freely place the tiles on the floor during the preparation



Painting works by the users



Plaster works by the users

of the mortar, take pictures of them, and hand them to the plasterer to put up. A good lighting effect can be obtained by wrapping a bare light (lamp) with a translucent PVC sheet and fastening it with pushpins or staples.

For the exterior, it is possible to build a wooden deck. It is difficult to get the level right, so it is better to have a professional do the foundation works and the work on the beams, and have the users (owners) participate in the work from the time the boards are put up. Since painting is a fun work, it is necessary to make sure that everyone can participate so that no one is left alone.

(2) User (client) supply

This is a method in which the user (client) supplies the materials and equipment to be used. At the stage of arranging construction materials, it is recommended to purchase alternative items by referring to the amount of the construction breakdown and searching the web site. However, this may affect the construction process if prior arrangements are not made with the contractor. Also, when ordering equipment, if you do not have a clear understanding of the contents of the order, you may receive the product but not be able to install it because the mounting hardware is sold separately. The architect is required to provide advice to prevent this from happening.

■Participation at the time of completion

This is a method of simulating how the building will be used by holding a usage workshop at the time of completion. This is a way to simulate the use of the building by holding a usage workshop at the time of completion, where users can discuss how they will use the completed building. Things that were not known at the time of design are added or changed in the finished architectural space. In this way, in addition to finding issues and solutions to the assumed usage, there are also workshops where everyone can discuss other ways of using the space than the assumed usage. This is an action that maximizes the potential of architectural space.

4. Significant examples of user participatory design.

In Japanese urban planning, public participation became a full-fledged issue with the new City Planning Law of 1992. Citizen participation was encouraged in urban planning, and urban master plans were created in many areas. On the other hand, it was cooperative housing movement that began to draw attention to the design of participation in architectural design. In general, apartment



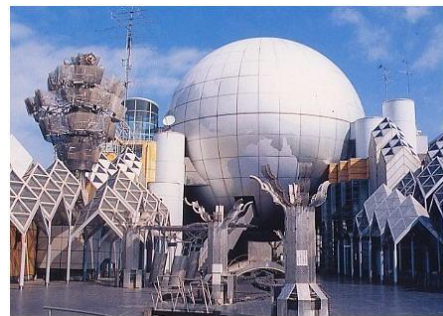
Second Shiraishi Elementary School designed by Taro Ashihara and Koh Kitayama(1996)

complexes are built and sold by condominium developers and people buy them, but cooperative houses are now being built by a group of people who want to build a house they like, select an architect, and participate in the design process.

In Japan, however, it has been built by the private sector, such as the "Cooperative Sendagaya" (1968) and "OHP No. 1" (1974), and later by the third sector, such as the Housing Corporation. While it is common for architects' works to be designed without the involvement of the users, it is noteworthy that they design through interactive communication with the users. Overseas, Lucien Kroll's Brussel School of Medicine student housing complex (1969) and Ralph Erskine's Biker Redevelopment (1980) attracted attention. In Japan, he attracted attention for his workshop for children's participation in the basic design stage of The Second Shiraishi Elementary School (1996) by Taro Ashihara and Koh Kitayama. In response to the design proposal by Itsuko Hasegawa, which was selected for the Shonandai



The students as the user participated the design process



Shonandai Cultural Center was designed by Itsuko Hasegawa with the user participation process (1987)

Cultural Center competition (1987), a workshop with the participation of users was held to coordinate with local residents, which attracted attention. Since then, user participation has come to be used in many public buildings.

The characteristic of user participation is that the architect plays the role of facilitator in the design process. Yasuyoshi Hayashi and Yasuhiro Endo have theoretically developed this method through the studies of the design process of planning of public parks and cooperative houses.

In the theoretical depth of user participation in urban development and architecture the role of facilitators and experts were explored, that are leading to horizontal development in Japan.

■New Housing Design Case Study

Next, let's take a concrete look at the design of user participation through the design cases in which the author was involved.

【House having a Bridge】

This is a rebuilding project of a two-story wooden house for a family of four in a

residential area of Narashino City, Chiba Prefecture. The important thing in rebuilding is to understand the problems of the existing building. The existing drawings showed that the layout of the building was inefficient and wasteful in relation to the irregular shape of the site, and the entrance was located out of sight from the street, which posed a security problem. According to the client, the kitchen is located on the north side of the house and is dark and narrow. It is important to improve these problems by rebuilding.

○The collage of the client's participation and the 10 associations



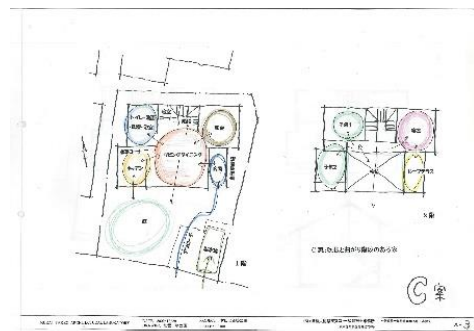
Collage by client for new house

In the client participation, we asked the client to create a collage of 10 associations. The wife created a collage for new house and the husband created 10 associations. That is a method of participation in which the design process begins with the client's output. The wife's collage was characterized by nature, such as sunlight, landscape, greenery, and wind, while the husband's 10 associations were characterized by contrasting words, such as wide space and dark corners.

From there, the basic design theme was a house with contrasts in various places, with the living room and dining room with an atrium as the center.

○Selecting from three zoning plans

We used a menu system to select from three different zoning plans: Plan A, with the living/dining room at the center and a conservatory (sunroom) on the garden side; Plan B, with the entire building arranged in an L-shape and surrounded by terraces; and Plan C, with the living/dining room at the center and the kitchen on the south side. Plan C was to place the kitchen on the south side of the building. The client preferred plan C, so we decided to proceed in that direction. The point here is that we didn't design every detail, and by showing the possible plans in the zoning, the characteristics of each plan became clear and it became easier to get the client's opinion.



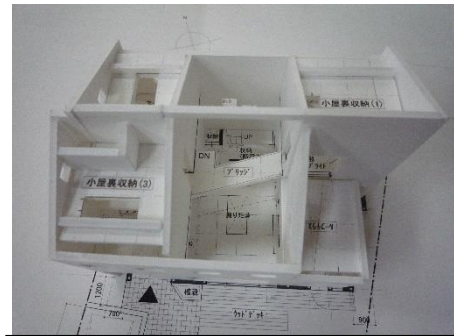
Layout plan and zoning diagram



Clay model for study

○Sharing the shape with a model

In order to share the shape as the volume of the house, I made a clay model of the house. Because the clay model can be easily changed by clients needs. The important thing in client participation is to elicit the client's opinion at each design stage. In this communication, it is important to have the attitude of "exchanging opinions on the study plan" rather than "showing the design result. In this sense, it is easy to feel that the client's opinion is reflected in the plastic



Concrete model showing inside

clay model because the shape can be changed freely on the spot. In this case, the shape of the roof was decided together with the client while making it. Then we made a more concrete model using styrene paper and shared it with the client. At this stage, the title "House with a Bridge" was given to the corridor that runs above the atrium living and dining rooms.

○Participation in Cost Control

After the completion of the design drawings, we obtained quotes from several construction companies. The important thing here is to get quotes from some contractors under the same conditions in the design documents, including detailed drawings. If the conditions are different, it will not be a fair estimate. In many cases, the estimated cost will exceed the budget. It is inevitable to go over the initial budget in order to incorporate the client's requests during the design stage. If the budget is too tight and this and that are not allowed, it will be difficult for the client to express their requests. Therefore, it is better to inform the client at the beginning of the project that it is normal to exceed the estimated cost to avoid problems later on. From the cost estimate, make a cost reduction list, and based on the list, discuss with the client which items should be dropped (given up) to reduce the cost. In other words, it is the client's participation in cost control. Then, the cost reduction items are decided and re-quotes are made. Since the principle of competition works twice, once with the first estimate and again with the second estimate, the cost reduction can be expected. Through this process, the client understands that the construction cost is not just a figure from the area but rather an estimate. In this case, we were able to reduce the cost by 14% from the initial estimate and stay within the budget.

○Rituals ,Jichinsai and Jotoshiki

Rituals such as the ground-breaking ceremony and the building raising ceremony are important opportunities for the client to participate in the construction process. This is an opportunity for the client and the construction workers to meet face to



Clients' speech in Jotoshiki ritual

face and build a connection. Although these ceremonies are often omitted in the modernization of construction, they should be held if possible. At the ground-breaking ceremony, the owner, architect, and construction workers pray together to the gods for the safety of the construction. At the raising ceremony, the owner thanks the construction workers and gives them an opportunity to convey the owner's wishes to them. The communication can create good house.



Client visiting the construction site

○Client Participation in Construction

The client's participation in the construction phase is to participate in the regular meetings with the construction team. The client will be able to understand the progress of the work, and will be able to ask questions and approve anything that needs to be decided by the client. The results of each meeting should be recorded so that there will be no "I said, I didn't say" problems later. There are many things that can be understood in the actual space when the client visits the site. In this case, a regular meeting was held once every two weeks. Since the client and the craftsmen met each other at the raising ceremony, they could communicate through greetings and conversations at the site. As part of the client's participation in the construction, they designed the pattern for the entrance tiles. I gave the client a drawing of the tile layout and asked him to color pattern using the two types of tiles, and then the plasterer applied the tiles based on the drawing.



The completion of the house



Living and dining in the house



Clients enjoy drinks at living room

The client was highly satisfied with the project because he participated in both the design and the construction, and he could understand and share the difficulties of the design and the construction while experiencing the entire process. The client invited me, architect and the builders to a dinner party. We sat around a table in the living room. The client was very happy with the living room, as he had wanted it to look like a pub from the beginning. Having fun together! This is one of the real joys of participation in design.

■Examples of Expanded and Renovated Share Houses

【Denentoshi Life Share House】

This is a case study of a 40-year-old wooden house at Aobadai, Yokohama City, which was extended and renovated to become a share house. What I felt about the existing house in the first visiting was the good atmosphere of the garden seen from a Japanese room, and a study room used by the owner's father.



Existing house, 40-years old

○Participation in the design phase: 10 associations

In order to get hints for the design, we asked the client to make 10 associations.

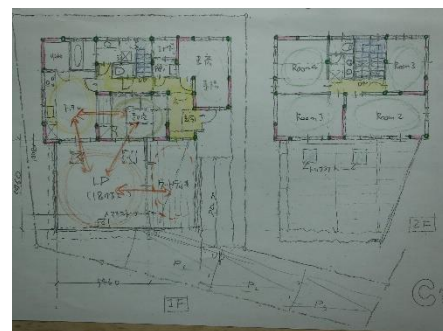
<10 associations>

House at Moegino → 1, Green → 2, Rice field → 3, Earth (Mud) → 4, Fever → 5, Smile → 6, Good food 7, Simple meal + Drink → 8, Relax → 9, Get sleepy → 10, Snooze

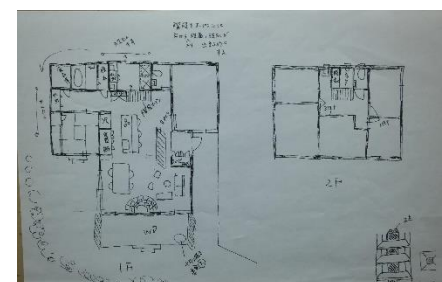
There are characteristic contents: nature, people, and food. Nature also has a muddy image, and people and sweat are paired with smiles. The atmosphere of nature is that food is also simple. Based on the above, the design policy was to create a house where people can enjoy nature, spend time relaxing, and at times enjoy eating and drinking together. Specifically, the LDK was designed to be a large shared space. The LDK is a shared space, and we wanted it to be filled with sunlight.

○Three zoning proposals

Since the house will be expanded and renovated to become a share house, we will consider the zoning of the existing and the expansion space. We considered the location and the size of the extension space, and how to use the garden. As a result, we decided to use the second floor of the existing house as a private zoon with private rooms, the first floor as a shared space, and the extension space as a shared zoon with a living room connected to it. In addition, since the wooden deck can be used as an external living room where residents can relax. I proposed three zoning plans for the client to chose. This is the menu method of participation design. After that discussion, the client came up with a sketch



Zooning study plan by architect



Zooning study plan by the client

as the fourth proposal. This was a more drastic idea than the first three plans. This way, we can enjoy the view of the garden from the LDK, and if the wooden deck is placed on the south side, it can be used in conjunction with the living room. In other words, through the three proposals, the client's understanding was deepened and a more drastic extension and renovation plan came out, which was truly a design with the client's participation.

The client works in the welfare field and has long experienced the positive impact of agricultural work on the mentally handicapped, and through his activities, he has built relationships with local people, which has led to community development. Let's make this place a base for that! So the concept was "agriculture + welfare + community development".

In the cross-sectional plan, the top light was installed above the second floor hall of the existing house, and the roof of part of the extension was raised to create high windows to let in natural light. The existing house was built before a new architectural regulation. So the structure is not good enough looking at the new architectural regulation. I designed it to be earthquake-proof. The main points were to balance the bracing throughout the building, and to separate the structure between the existing house and the extension area.



Children put in charcoal under floor

○Participation in the construction phase

As part of the client's participation in the construction phase, they participated in regular meetings, put charcoal under the floor, put stones on the approach, built a wooden deck, and made mailboxes. Putting charcoal under the floor is effective in preventing moisture and odor from the wood under the floor. The client's family participated in this project. The stone for the approach was procured by the client through a web search. The wood deck was constructed with materials from an acquaintance of the client and his friends in welfare activities. For the mailboxes, the owner's daughter, who studied architectural design at university, drew up the



Supporter made
Wood-deck



Daughter made
Post box



plans and procured the materials from a construction company. In this way, through the participation and involvement of various people, a sense of having built the house together was created, and a share house was started as a base for agriculture, welfare, and community development.

【Sakura House at Ama Town, Oki Island】

This is an extension project of a public facility for the mentally handicapped people, a processing center for agricultural, forestry, and marine products in Shimane Prefecture. First, we conducted a workshop for the staff of the facility, asking them what they thought of the existing building, and using the KJ method, we categorized it into good points and problems, software and hardware, and found that there were many problems with the hardware. We also conducted an observation survey of the current building. We



Staff analyzed the current situation using KJ method

obtained some problems such as workers passing through the control room, members sleeping in the work area, and no place to receive visitors. These problems need to be improved through the extension.

○Collage making event

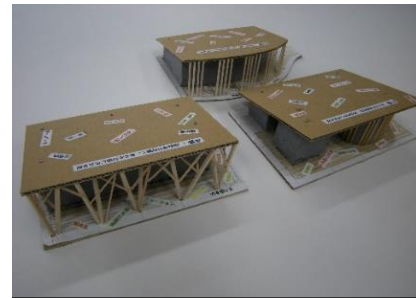


The members made the collage for new facility

A workshop for making collage was held with the workers, staff, and administration on the theme of the future Sakura House. Since there were a lot of participants, two sheets of papers were joined together to make a large size. Everyone had a lot of fun making the collage. The staff prepared magazines in advance, and the participants cut out their favorite images from them with scissors and pasted them freely on the paper. The result was a dense collage. The collages were full of human connections, strength, and the joy of making herbal tea. The theme of the

project became "a place where people can enjoy making things by hand, and where dreams and hopes can be felt."

A concept model is a model that expresses a way of thinking. I made three concept models for the vote : Proposal A: a building that expresses an herbal tea tree, Proposal B: a building that expresses the smooth flow of work, and Proposal C: a building that consists of three blocks with three entrances. We voted on three proposals. The mayor, government officials, staff, and workers voted on the results, and the announcement of the results was very exciting. The most votes were for proposal C. Based on this, a concrete model was made and shared with everyone.



Concept models for selection

○Participation in the construction phase

I made some opportunities for the members participate in the construction phase. They were planning the color scheme of the entire building, deciding the color of the interior tiles, designing the floor tiles, filling the walls with old newspapers instead of insulation, painting the walls and floors with paulownia oil, and building the wooden deck and roof. For the color plan, we drew a perspective drawing and voted on three colors: red, blue, and green, and decided on blue. Interior tiles were chosen from actual samples. The newspaper stuffing workshop was a big event. The participants were divided into three groups: one was to roll up the newspapers, one was to carry them, and one was to stuff them into the walls. The children of the staff also participated and worked very hard. It was very exciting when children participate. The good thing about the newspaper stuffing workshop is that even if you don't come to the workshop, you can participate by donating your old newspapers. In the tile design workshop, participants were asked to freely design a 15 cm square frame on a piece of paper and had a ceramic artist made tiles out of it. The good thing about this was that your drawing became a tile, which was then put on the floor as a memorial. Many people participated in the workshop.



The head participated the vote ,too.



Design by members for tiles



The members fill in old news paper into the wall for the insulation .

In the painting workshop, friends and acquaintances of the participants helped out, and even

more people participated. For the wood deck and roofing workshop, we drew plans so that we could make them using only bolts and nuts, and the carpenters taught us how to make them based on these plans. The workshop was a great success, and we felt that it became a familiar public building for the residents to use.



The members painted the wall

○Workshop for Usage

A workshop for usage was held with the staff and workers to simulate how the building would be used as a simulation. By doing so, we were able to learn where to place chairs and tables for ease of use. What do I need to prepare? When I saw the faces of the workers pointing to the tiles on the floor of the common space and saying happily, "This is the tiles I designed," I was convinced that they had become familiar with them.



3. Methods of Urbanism with Resident Participation

1. Specific methods of urbanism

There are no rules for methods, and it is important to use the method that best suits the purpose, and to arrange it flexibly according to the situation of the participants, the location, and the time. It is important to consider the method based on a clear understanding of what the workshop is for and what the outcome will be, and this should be explained and shared with the participants when the workshop is held.

The main methods are listed below, but it is also good to arrange new methods based on these. If the facilitator enjoys doing it, the participants will enjoy it as well.

(1) Self-introduction

■ **Mapping self-introductions:** This is a method of self-introduction using a map that the participants live.

It is easy to mark with colored stickers. Since the self-introduction begins with a description of one's own place of residence, anyone can speak without hesitation. You can also find out who lives near you, which can be a good opportunity to connect with other people.



Mapping self-introduction map

■ **Automobile parts self-introduction:** This is a way to introduce yourself by comparing yourself to the parts of an automobile such as the steering wheel and brakes. For example, "I am the accelerator pedal. I can't stop once I get going, and I'm a good-tempered person, so I'd appreciate it if someone would help me brake. And so on. This will give you an idea of a person's personality, which can be helpful when working in a group.

■ **One-minute self-introductions:** By setting a time for self-introductions, you will be able to organize what to say about yourself in advance. And by setting a time, you will be able to avoid talking too long. It is important to have a timer ready so that the facilitator can say, "Yes, it's time!"

It is good to use a bell, too. If the time keeper is not good, the participants may have frustration.

(2) Sharing and consensus building

■ KJ method

The KJ method is a method for organizing and analyzing disparate issues by writing words on post-it notes and categorizing them. It was developed by Jiro Kawakita as a method in cultural anthropology and is called the KJ method from the initials of his name. This makes it possible to classify. There are two ways to categorize: one is to collect similar or related items as each group and give them the title, and the other is to set up a frame for categorization in advance and paste the items that correspond to the frame. The latter way is easier because there is no titling. For



KJ method, divided into four flames

example, you can set up a vertical side with hardware (roads, buildings, facilities, etc.) and a horizontal side with software (people, money, systems, etc.), and a horizontal side with good points and bad points.

■ Collage work

A cut-and-paste method of expressing the image of what you want by cutting out photos and illustrations from magazines, posters, etc. and pasting them on a paper. It is easy, even children can participate, and there is a sense of accomplishment when it is completed. Also, since it is an image, there is no room for disagreement. There are two ways to do this: one is to have the organizer prepare materials such as magazines for cutting and pasting, and



Making collage together

the other is to have the participants bring their own materials. One thing to keep in mind is that if you explain to the participants that they can put up pictures of what they like or what they want to do, they will be able to create a wider range of images. In a sense, collage can be said to have the effect of bringing out what is in the unconscious of the participants, in other words, a method of utilizing the creativity of the users.

■ Design games

a method established by Henry Sanoff, a practitioner of urban planning, as a method of building facilities with the participation of users. There are various design games. In a game, block models are placed on the site map and the facilitator explained to the participants so that they can understand and share the characteristics of the site and its relationship to the



Design game for discussion

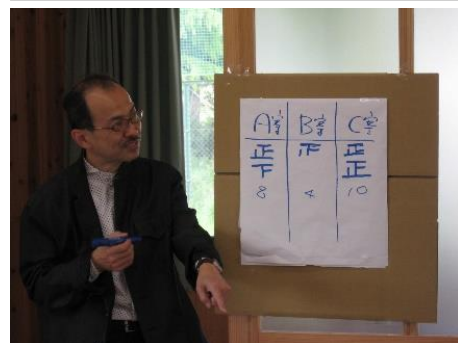
buildings. With the site plan and block models prepared, the facilitator shows several placement patterns and explains the characteristics, good points and challenges of each, so that even those without design experience can understand through the process. They will be able to understand and share the important points of the layout plan, such as where the building should be placed on the site, where the open space will be created by that, and how people and cars will flow.

■ Menu method

A method in which several candidates are presented and participants are asked to choose one. Each of the aforementioned methods can also take the form of presenting candidates and asking participants to choose. The good thing about the menu method is that even if you do not have specialized knowledge, you can participate in the act of "choosing as long as you know the aspects. In order to make it difficult to know who made the choice, you can prepare a ballot box and ask people to vote. The presentations are quite lively. One thing to keep in mind is that when the facilitator makes a list of candidates, it is important to make sure that there is no problem with any of them. If there is a bias in preference, the explanation tends to be guided, and the feeling of having made a choice (independence) may be diminished.



Voting by selecting from the candidate ideas: Menu method



■ Flag-raising method

This method is suitable for workshops with a large number of people, in which three types of flags (A, B, C, etc.) are prepared, and the facilitator asks questions and the participants respond by raising the flags. The facilitator asks questions and the participants raise their flags. This can also be used in the introduction. Since all participants are involved, it has the advantage of giving a sense of fairness. It is a kind of menu system in the sense that candidates are presented and selected.

2. Town planning workshop through case studies

【Town planning council under the City Planning Ordinance】

In municipalities that promote citizen participation, city planning ordinances are created to support the town planning activities by the residents. The town planning process under the ordinance is as follows: (1) voluntary town planning activities → (2) registration as a town planning council → (3) creation of a town planning vision → (3) creation of town planning rules → (4) approval as a district plan. The content of this process varies depending on the ordinance, but one of the features of the district plan is that it allows residents to participate in making legally binding rules. In other words, it is a system of community development in which residents can participate in making their own town. Let's take a look at the methods of city planning through a case study in which I am involved.

■Workshop of Takara and Ara" (Akasaka-dori Town planning council)

This is a workshop to find and sort out "Takara" (good points) and "Ara" (bad points or problems) by walking around the town. The author's position is to provide support as a town planning consultant for Minato District. I made a flyer announcing the workshop in advance and solicited participants through neighborhood associations. First, I will explain the purpose and schedule of the workshop. For the walking tour, we divided the participants into two groups of 10~15 people each, and set up two courses. The groups were given number cards at the registration desk, and the numbers were used as clues to divide them into teams A and B. As a tool, we prepared a pointer, which is a stick with an arrow mark on the end, to point out "this is Takara" while walking around the town. Since there were two groups, I made two sticks in advance. The following are the main items to prepare.

<What to prepare>

- Pointers (with styrene paper arrows on the end of the sticks)
- Sticky notes; 7.5 cm square post-its in various colors.
- Colored markers (ink that does not stain the back of the paper)
- Drawing pins or tape (for attaching to the wall)

○Walking around the town

It is a good idea for each group to decide who will be in charge of the pointer, camera, and notes before starting, and to take turns during the walk. The facilitator's role is to stop at appropriate times and encourage participants by saying, "Is this Takara? However, it is important not to make definitive judgments, but to always ask questions so



Workshop findingTakara(Good) and Ara(Bad)

that the participants can think about it and decide whether it is Takara or Ara. Also, if there is something that you want the participants to discuss later, it is important to just point it out, rather than explaining the reason at the time, as in, "This may look like Takara, but it may actually be Ara. Otherwise, the facilitator may end up giving a one-sided lecture. It is important to keep the discussion to the residents.



Pointing out Takara (Good) and Ara (Bad) with a pointer

○Analysis by KJ method

After walking around the town, we returned to the venue and divided groups A and B into two groups. It would be easier to divide them by the number cards given at the reception desk. Each group should have about 5 to 8 people. If there are too many people, some people may not be able to participate in the discussion. if there are more than that, you can adjust the number of groups to be 5~8 people.



Group discussion for analysis

If you know the number of participants beforehand, you can prepare for it, but in many cases, you won't know until the day of the event, so it's important to think about the table arrangement beforehand so that you know what to do if the number of participants increases (or decreases). Tables should be arranged in an island shape with chairs around them, but it is better to arrange the tables randomly rather than neatly to create a relaxed atmosphere. Facilitators should wear relaxed clothes such as polo shirts or sweatshirts, not formal ones. Each table should be lined with post-its, markers, etc.



Presentation by each group

(1)Group discussion; each group should appoint a leader at the beginning and the leader should moderate the discussion. First, we discussed about their impressions of the town walking with self-introductions.

(2) Fill in sticky notes: We wrote down what you noticed on the sticky notes. The important thing is to write one word or one sentence on each sticky note. The facilitator needs to

announce the notice. Sometimes it is important to encourage participants to write at least 10 stickies.

(3) Categorize the stickies; write the four flame of "Takara", "Ara", "Hard", and "Soft" on the paper in advance. We pasted the stickies that apply to them. Hardware is related to roads, buildings, and facilities, and software is related to people, money, and systems. The leader reads out the stickies and puts them in the corresponding flame. Stickies that do not belong to either category should be placed in the middle.

(4) Prioritizing: Discuss which of the groupings are important and which are prioritized, and write the priority number and underline the important ones. If more key words come up in the discussion, write them down as notes.

5) Group presentations; We choose a presenter from among those other than the leader. The leader may nominate proper 2 presenters, one as the main presenter and one as the support presenter. The facilitator should manage the time and try to make it easy for the audience to understand the presentation by asking questions and giving explanations as necessary.

(6) Summary: The facilitator listens to each presentation and sometimes summarizes the main points in bullet points. By summarizing, the participants can understand the results of what they have gained from the workshop. In this case, the problems of graffiti, signboards, and safety issues due to the lack of sidewalks were pointed out, and it was decided that everyone should discuss how to solve these problems in the future.

The good thing about holding a workshop on "Takara" and "Ara" is that the participants can share the "Ara" (problems), discuss what should be done to solve them in the future, and set a direction for their activities. In addition, sharing the "Takara" will lead to the establishment of a vision for urban development and deepen the attachment to the town. Based on the characteristics of Akasaka, "Japanese modern" became the keyword of the town, and we decided to connect it to our vision for urban development. It was decided to hold a collage workshop to share the image.

Arrangement of a drinking party; It is important to arrange a drinking party in advance of the workshop, as the participants' true feelings will come out when they are drinking. There are people who come to the workshop to enjoy drinking. In any case, drinking is indispensable to deepen communication among participants.

○Collage Workshop

A collage of images of the future of Akasaka. The purpose of the workshop was to create a collage of images of the future of Akasaka. The images to be pasted in the collage were photographs and drawings from magazines, etc. We asked participants to bring their own images to be pasted in the collage, and prepared about 10 magazines for those who did not bring their own. We divided into groups to make collages. There were about 30 participants, so we divided into 4 groups. The important thing in collage making is to share your impressions with the group after you have finished. The facilitator would write down key words and comments in some points. The participants seemed to be satisfied with the collage because it was a work created by all of them and it was a coherent image.



Making collages to share images

○Remove graffiti workshop

In the Takara and Ara workshop, we decided to organize a workshop to remove graffiti from the walls. The paint was supplied by a construction company that was working nearby. It is important to try to avoid incurring costs. If costs are incurred, there will be a situation where we cannot take action because we cannot agree on what to use for filling. It would be a win-win situation if the construction companies that supplied the materials were introduced to the participants as cooperating companies, as this would improve their reputation. The first half was for the children to participate and freely draw graffiti on the wall. The second half of the workshop was to paint the entire wall to remove the graffiti. It was a very fun experience for the children to be able to freely draw on the wall. Both parents and children participated in the workshop. The parents and children worked together and had a lot of fun doodling. They took pictures and sent them by e-mail as a souvenir of their participation. In the afternoon, the entire wall was painted by the volunteers who were gathered from the previous workshop participants. It turned out well, and we took a commemorative photo together. It is necessary for the facilitators to remember to take pictures at each workshop as it is a record and a memorial. Also, since painting workshops are fun, it is the facilitator's role to make announcements such as taking turns at certain times so that no one person monopolizes the workshop. Of course, the workshop was followed by a drinking party.



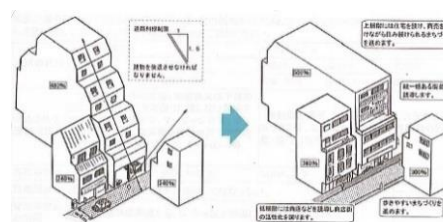
Graffiti removal workshop

○Visiting to Motomachi Town

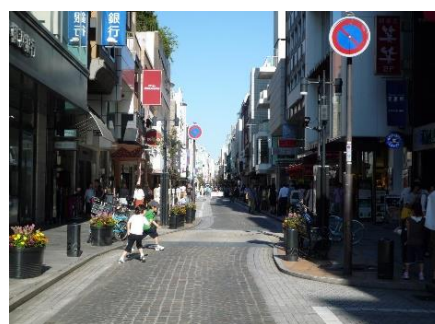
It is important to observe precedent cases for town planning. When you see them in person, you can visualize them and discuss them by giving examples such as "that was good there. The visiting was planned with the cooperation of the Motomachi Town Development Council. There were about 20 participants, including the officers of Asakaka council, accompanied by the Town Planning Promotion Division. We rented a meeting room and asked the Motomachi council members to give us a briefing. The streetscape of Motomachi has been improved through the establishment of a streetscape-guided district plan, which allows for wider sidewalks and easing of diagonal restrictions so that buildings can be built to the full floor-area ratio. In order to make the area a lively shopping district, we have improved it by the street meandering, installed bollards, and unified the design of signs and billboards. He talked about how it took a long time to decide on the width of the sidewalks, which could be widened by making it a one-way street, due to various opinions. After that, we actually walked around the town, took pictures, and shared our opinions about each of them. Of course, we had a dinner party afterwards, where we discussed many things honestly. These were compiled into a news paper and shared with Akasaka council members.



The chairman of the council talk with the town development



District planning with streetscape guidance



Motomachi shopping street with various designs

■Ikuta Green Park Future Planning Workshop

This workshop was organized by Kawasaki Parks and Green Space Division, and I was involved as a chairman. Initially, we held a workshop on the reconstruction of the Ikuta Green Park Golf Club, but during the plenary session, the participants suggested that we should think about the Ikuta Green Park as a whole, and the workshop became the Ikuta Green Park Future Planning Workshop.



Ikuta Green Park Golf Clubhouse

(1) Ikuta Green Park Golf Club Reconstruction Workshop

The participants from various organizations involved in Ikuta Green Park were invited to participate in this workshop. First, everyone walked around the park together, and then divided into groups to analyze their impressions using the KJ method and discuss the role of the golf course and the current state of the clubhouse. When the results were presented in the plenary session, one of the participants said, "The workshop started with the reconstruction of the clubhouse, but we should first discuss the future of Ikuta Green Park as a whole, and then think about what to do with the clubhouse. As the chairman of the meeting, I decided to have a discussion with the participants based on their opinions, and to do a workshop to think about the entire Ikuta Green Space. The key point here is that if the participants have important opinions, it is important to discuss them thoroughly without leaving any leftover. In this case, the schedule was changed significantly, but a flexible response was necessary.



Walking around Ikuta Green Park



Analysis using KJ method



Discussion in the plenary session



Walking around the whole park



Analysis with the whole park

(2) Workshop for Future Plan of Ikuta Green Park

Using media such as Citizen's News, we solicited participants from the public, and about 40 people participated. Then the workshop was held to walk around the Ikuta Green Park and think about Takara(Good) and Ara(Bad). What we learned was that the park is home to a wide variety of living things, and there are many different types of plants. We decided that it was important for everyone to learn about them first. In other words, by holding a workshop, we will be able to see what we need to do next.

(2) Study sessions with experts

In urban planning, It is important to invite experts for study sessions depending on the theme of urban

development. Discussions by amateurs alone are limited by their limited knowledge and experience. Experts know about various cases and can provide information on what is needed in the future. Study sessions were held by inviting experts on biology and plants.

4) Presentation

including the knowledge gained from the study session, the participants were divided into groups and summarized using the KJ method. The summary will be divided into two major parts: "analysis of the current situation" and "suggestions". Based on these results, a presentation was held in public. The lecturer of the study group was invited to the presentation as a commentator so that he could give his impressions and comments on the content of the presentation. This allows the presenter to view his or her presentation objectively. The public hall was reserved and the event was announced on the Citizen News and the government website. The presentations, comments by commentators, and questions/discussions were conducted.



The participants presented their suggestion about the future Ikuta Green Park including the club house

It is important to send a leaflet summarizing each workshop to the participants, so that those who could not attend can know what was discussed and can participate without anxiety in the next workshop. Keeping a record of the workshop as well as a report as a summary will be a useful material for future town planning. It will also provide information for other community development projects in other areas. It is important to decide how the workshop will be recorded. The results of the workshop were summarized in the "Ikuta Green Park Future Plan," which provided the basis for the future development of Ikuta Green Park, including the reconstruction of the clubhouse, with the participation of the residents.

□Takao MURAJI: Architect, Chairman of Japan Commission for Appropriate Architecture and the Built Environment,

Born in Kyoto in 1956, graduated Tama Art University, The graduate school of Tokyo Metropolitan University, worked at a general construction company, move to UK in 1991. Studied and obtained AA Graduate Honors Diploma, then taught at Architectural Association School of Architecture, worked at Embassy Japan. Back to Japan in 1996. Set up Takeo Muraji Architectural Laboratory. Dealing with Architectural design and Urban planning. Teaching at Waseda University and Shibaura Institute of Technology.