

# Graduation Plan

Master of Science Architecture, Urbanism & Building Sciences



## Graduation Plan: All tracks

Submit your Graduation Plan to the Board of Examiners ([Examencommissie-BK@tudelft.nl](mailto:Examencommissie-BK@tudelft.nl)), Mentors and Delegate of the Board of Examiners one week before P2 at the latest.

The graduation plan consists of at least the following data/segments:

<b>Personal information</b>	
Name	<b>Lize Merlijn Oldenkamp</b>
Student number	4215184
Telephone number	
Private e-mail address	<a href="mailto:Lize.oldenkamp@gmail.com">Lize.oldenkamp@gmail.com</a>

<b>Studio</b>	
Name / Theme	Urbanism - Planning Complex Cities / Imagining (European) Regions
Teachers / tutors	Arie Romein / Maurice Hartevelde
Argumentation of choice of the studio	<p>This project is about the balance between the use of public spaces in the city and the use of digital devices, like smartphones and tablets, in these public spaces. It is believed that an increased use of these digital devices is changing the way public space is used. Therefore, this project is looking how to adapt to these changes and accommodate this new use of public space, by proposing different (spatial design) in</p> <p>However, the aim of this project is not a new design for locations in Amsterdam, but has a more strategic approach. From the start policies are integrated in the process and the outcome will be design strategies, how to accommodate the new use of public space in the city. This means that the interventions will be evaluated and translated into recommendations for stakeholders, like municipalities, on how to deal with this issue. The project is trying to find a balance between strategic planning elements, design interventions, and stakeholder and policy involvement. I therefore choose the planning complex cities studio, since I feel like this is the studio I can combine all these elements.</p>

<b>Graduation project</b>	
Title of the graduation project	Online People, Offline Cities
<b>Goal</b>	
Location:	Amsterdam
The posed problem,	<b>Problem statement:</b>

The introduction of personal, mobile, digital devices has an increased impact on the physical use of public space in cities. Although the exact (spatial) consequences are still unknown, it is important to discover these consequences. In order to maintain and improve the quality of public space, interventions are needed to accommodate the new and changing use of public space.

**Hypothesis:**

As the problem statement already suggests, the way people are making use of public space is changing due to the introduction of personal and mobile digital devices, like smartphones, tablets, and laptops. It is believed that this changing use has a lot of impact on the city, both spatially as well as governmental. In order for cities to maintain and improve the quality of their public spaces, these spaces should accommodate the needs this new and changing use asks for. It is believed that interventions in public space are needed to facilitate this anticipation and adaptation to new and changed use.

A more explicit goal for the spatial interventions should be defined in the future. However, this is not completely possible yet, since the interventions depend on the consequences, which are not yet fully discovered. It is expected that the consequences, especially the spatial, will be discovered based on empirical research that will be done.

Several policies and stakeholders are needed to realize the proposed interventions and thus integrated into the process. In the end, a spatial design strategy per chosen location will be presented, showing how to deal with the consequences of increased use of digital devices in public space. These strategies will consist of proposed interventions, how these interventions are related (or not) to each other, and how these

	<p>interventions could be realized, through for example policies and stakeholders.</p>
<p>research questions and</p>	<p><b>Main research question:</b></p> <p>How to adapt to the new and changed use of public space, caused by increased use of mobile, personal, digital devices, by developing a spatial design strategy for several locations in Amsterdam?</p> <p><b>Sub research questions</b></p> <p>RQ 1: How is public space defined in this thesis?</p> <p>RQ 2: How is public space used in the chosen locations in Amsterdam and how is this use changing here, due to the introduction of personal, mobile, digital devices?</p> <p>RQ 3: What are the spatial consequences of this changed use in these locations and in what ways can interventions adapt these spaces to the new and changing use?</p> <p>RQ 4: How do these solutions fit into the current policies and strategies of Amsterdam and how can this be translated into a spatial design strategy?</p> <p>RQ 5: How can the conclusions of the spatial design strategies be translated into recommendations for municipalities anywhere in the Netherlands, on how to adapt public spaces to the new and changed use?</p>
<p>design assignment in which these result.</p>	<p>The main outcome of this graduation project will be a spatial design strategy for the chosen locations in Amsterdam, showing possible interventions on how to adapt to a new and changed use of public space. These interventions can be both spatial but might also be more policy-based. Since it is a</p>

strategy that is developed, not only the possible interventions are shown, but also what is needed for realizing these interventions and how they are realized. It thus combines design and policy interventions into one feasible spatial design strategy

With reflecting on the proposed strategies and interventions, the second outcome of this graduation will be recommendations for municipalities on how to deal with the consequences of the use of personal digital devices in public space. As said before, the challenges addressed in this project are quite universal and thus not place-bound. Therefore, Amsterdam and the specific locations in the will be used as case study locations, of which the conclusions will be translated into broader, more general, recommendations and possible solutions.

[This should be formulated in such a way that the graduation project can answer these questions.

The definition of the problem has to be significant to a clearly defined area of research and design.]

## Process

### Method description

There are several methods that will be used during this graduation project.

- **Literature research and media study**

These information sources are mainly used to define the foundation of the project and to get an understanding of the main topics: digitalization processes, public space, and planning processes. Also the relationships between these topics is researched. Not only academically, but also in other media, like news articles, blog posts, TED talks, documentaries, interviews, etc. Where academic literature is mostly based on other academic theories, these other media are often based on personal experiences. Both source types are important and interesting and especially together they provide a great overview of the existing knowledge.

- **Policy analysis**

Different policy and development documents of Amsterdam and the area around it will be used to get an understanding of the current state of the city. It aims to identify the governance structures, but also the gaps in relation to the topic of this graduation project. These documents are used to get to know if, and how, decision-makers and planners are now dealing with the topic addressed in this project. In the end, knowing these documents will help create a more feasible project, since the limitations and rules are known (to a certain point) and will help develop recommendations, that have taken these into consideration, for the municipality on how to deal with the consequences of digitalization processes.

- **Empirical research**

*Observations*

### *Street interviews*

This method is one of the main methods that will be used to gather a lot of local information. Since this thesis focuses for a big part on human behavior, this behavior should also be observed and understood. Thus the empirical research will have both observations and street interviews. The empirical research will start after the P2, since first some time is needed to define what the aspects are that are important in the locations and theme of this graduation project.

- **Mapping**

Mapping is one of the classic analysis methods in the field of urbanism. This method will be used to get an understanding of the city and the chosen locations, both spatially and demographically. In the beginning, this method will be one of the core methods for choosing specific intervention locations. Later on, the mapping will also be used to get a better understanding of the (spatial) structures of these chosen locations and showing the results of the empirical research. It will focus on the land-use, functions, demographics, infrastructure and socio-economic structures.

- **Stakeholder assessment**

To make the project as feasible as possible, it is important to understand the interests of involved stakeholders in the area. These can be users of public space, like residents or visitors, but also parties that maintain public spaces, like municipalities, shop owners, public transport companies, and so on. It thus needs to be assessed which stakeholders are involved in the different locations and what their interests are. Having an overview of the different interests and wishes of the stakeholders can help with understanding the locations and can help with defining recommendations that will be given as one of the final outcomes of this project.

- **Research by design**

The previously mentioned methods are mainly used to get an understanding of the problem field, the location and the (spatial) consequences. To come up with a spatial design strategy, interventions are needed to anticipate these consequences. This is where this last method comes into play. This method aims to identify which interventions are needed, how many are needed, and where they are needed, by spatially testing several options. Sketching interventions and reflecting on these interventions is key to come to solutions that might be right for the specific locations.

## **Literature and general practical preference**

For this graduation project literature in different fields is used:

Defining Public Space (Jane Jacobs, Richard Sennett, Ted Kilian, Hajer and Reijndorp, Manual de Solà -Morales, Carr)

Defining Digitalization (Paul Goldberger)

Digitalization and public space (Eva Eriksson and colleagues, De Souza e Silva and Frith, Hatuka and Toch)

Placemaking theory (Based on Jan Gehl, Jane Jacobs, William Whyte) (Project for Public Spaces)

Also a lot of policy documents, mainly provided by the municipality of Amsterdam, are used as sources for information

Data that is used or intended to be used come from:

Municipality of Amsterdam

Centraal Bureau voor de Statistiek

Planbureau voor de Leefomgeving

## **Reflection**

## **Relevance**

## S c i e n t i f i c   r e l e v a n c e

Both public space and digitalization have been topics of research for many years, by different researchers, in different research fields. However, there seems to be a lack of research on both topics together. Meaning, there is a lack of research on how digital devices, that have taken over the world, are changing how people behave in the city, changing the use of public spaces in the city, especially focused on the spatial consequences of this change.

The field of digitalization and development of digital technologies a very fast developing field, that does not make predicting future developments easier. However, understanding how these developments happened over time, how people responded to these developments, and how this translated into changed behaviour in the city, especially public spaces, might be the essential element in adapting to changes in the future. Doing empirical research, in this case, is a key element in understanding how the city and her public spaces are used and why. Though this empirical research has been done many times on general behaviour in public space, the focus should go more to specific elements or reasons why behaviour might change. Precisely this is what is being done during this graduation project.

Combining empirical research with urban design challenges is something that has been done, but again not specifically on this topic. There is, once again, a knowledge gap visible, that needs to be addressed. Knowing and understanding the spatial consequences on public space, caused by a global trend that is not easy to predict, is necessary if we want to keep our cities relevant and liveable. Understanding the spatial effects of current changes might be very useful to adapt to new changes in the future quicker. This way, the quality of public space in the city can be maintained or even improved, which is something that should be one of the drivers for urban development, and thus in the field of urbanism.

## S o c i e t a l   r e l e v a n c e

New technological innovations in cities have always enabled citizens to organize themselves spatially and socially into new and different publics (de Waal, 2014). Understanding how this works and how the new, fast digital developments affect us as human beings and our use of public space is important to understand how we have to deal with these changes. For instance, Amsterdam is planning on providing a free Wi-Fi connection in the city (AD, 2016), making it for us citizens and visitors even more attractive to use digital devices.

Public spaces in cities are necessary for a society to survive. It enables us to move from one place to another, meet and interact with people, or just do something recreational. Thus it will never be that the need for public spaces disappears. We, as humans, need physical contact every once in a while. However, the fast developing digital technologies that have been introduced into our lives in the past decades, has changed our perception of public spaces and the way we use it. Understanding the impact public space has on our lives, and how these new technologies are changing our use of public space, is a key element if we want to keep on living in our cities.

Digitalization has created new needs, and thus a new use of public space by society. Understanding these changing needs is the first step to come up with solutions to facilitate these new needs. Being aware of the impact digitalization has on our lives and our use of the

city should grow, since it will probably help in accepting certain spatial problems or consequences that are caused by these new needs.

## Time planning

