



Radical Placemaking

Public spaces are intended to represent a community's vision and needs, but city designs exclude many. However, those who are excluded and marginalised engage in subtle tactics of resistance to produce the city they want.

Presenter Kavita Gonsalves proposes Radical Placemaking as one such tactic.

Inspired by the mobile game Pokémon Go, Radical Placemaking aims to enable marginalised communities to stake claim to public spaces through use of stories and digital play, with the city as the backdrop.

To explore and develop the framework of Radical Placemaking, Kavita is collaborating with community organisations in Australia. Through this, she hopes to tackle social issues from the ground up.

This promises to be a fascinating and interactive presentation and discussion.

About Kavita Gonsalves

An architect by profession, Kavita is a PhD Candidate in the Urban Informatics unit at QUT's Design Lab. For more information, see:

<https://www.linkedin.com/in/kavitagonsalves/>

When: Thursday, 12 March 2020, 5.30–8.00 pm

Where: The Village at Yeronga, Parkview Restaurant (western end)

Parking

Cost: This is a free event but participants are asked to BYO drinks and a plate to share

RSVP RSVPs are essential for planning purposes.

Please RSVP no later than Sunday, 8 March, to Judith Anderson: judith4802@gmail.com

Join us for this second in the 2020 Series of ALAR (Action Learning and Action Research) conversations at the Village in Yeronga. All are welcome!



KAVITA GONSALVES – Research Topic and Abstract

RADICAL PLACEMAKING: Designing an Experiential Placemaking Toolkit For Social Justice

Abstract

While public spaces are meant to represent a community's vision of polity, liveability and inclusivity, a city's environment and consciousness are designed with and for a few, excluding many. This signifies who is permitted to have presence and representation in space and who does not. This manifests in the excluded being left with deteriorated places of living, working and playing. However, within the system that dominates them, the excluded engage in subtle tactics of resistance and thereby, disrupt and produce the city they envision. The aim of this study is to assess the role of radical placemaking as one such tactic of resistance. It proposes a conceptual hybrid digital-physical framework of turning the cityscape into an ephemeral 'museum of histories' through affective, experiential and memor(y)able placemaking. In doing so, the excluded stake claim to presence in public spaces and 'conquer' digital space. Led by the excluded, Radical Placemaking involves the creation of a place-based digital artefact that combines digital storytelling, interactive (non/)fiction and geo-location. It tackles place-based social issues from the ground up within the domain of *slow* activism,. Using Ethnographic Action Research (EAR) methodology, the study will involve two action cycles of developing artefacts in collaboration with community organisations in Australia and India. The experience, data and knowledge gained from these action cycles will lead to the development of an open-source 'Radical Placemaking' online toolkit aimed at non-governmental and civic organisations.

Keywords

AR; Interaction Design; Augmented Reality; Urban Informatics; Oppression; Marginalised people; Storytelling; Digital Storytelling; Interactive Fiction; Twine; geolocation; locative technology; Ethnographic Action Research; EAR; accomplice; Urban Public Space: Public Space