Place It: A new Hi-Touch Community Engagement and Visioning tool
Place Hi-Touch Workshops and Interactive Models:

• Targets new constituents
• Promotes Collaboration
• Generates Solutions

Makes Planning Come Alive
Hi Touch Theory:
Everybody is a Planner

• Lived Experiences
• Remove all Barriers
• Equalize Participation
Hi-Touch Method: Art-Making as City Planning

• Imagine
• Investigate
• Construct
• Reflect

Art Making Transforms Lives
Hi-Touch Venue: Play

• Safe Space for experimentation
• Collaboration/negotiation
• Inspires
Workshop:
Two Step Process

Step One:
Individual Activity
• Reflection
• Empathy
• Validation
• 15-30 minutes

Step Two:
Group Activity
• Collaboration
• Consensus building
• Generate ideas
• 20-35 minutes
Task 1: Set Up
Task 2: Ask a simple question?

• EXAMPLES
• Build your favorite childhood memory
• Improve your street
Task 3. Build for 15 Minutes

• Inquiry
• Memories/Experiences
• Needs/Desires

Details that matter
Task 3. What do you like to do in the City?
Task 3. Build your favorite Childhood Memory
Task 4. One minute presentation
Problem Solving
Breaking down barriers
Mother and Daughters bonding through planning
Bonding through story telling
Validation

Who we are
Where we come from
What we value
Step Two: Collaboration

Detroit improving access
Hi-Touch Collaboration:

- Rewarding
- Innovative
- Based on personality type and working style

*It’s important to understand how our ideas impact others!*
Taking it to the Streets
Step Two:
Group Activity Challenges

Tangible
- Mobility
- Urban design
- Bike
- Pedestrian
- TOD

Fuzzy
- Health
- Economic Development
- Social Equity
- Sustainability
1-2 minute team presentations
CONCORD: Vision Zero
CALGARY: Senior Citizens redesign a highway
Collaboration
Group Reflection

• What did we learn from each other?
• How did we work together?
• What did we learn about yourself?
Woman transforming Pershing Square
Document: Pictures, Notes, Video
Next Steps: Moving Forward

• Collect date
• One time activity to educate Participants
• Increase Social and Planning Capital
• Inspire Participation
• Kick off to Long Term Engagement
Visioning Communities through Interactive Models
Mexico: Planning in the Rancho
ELA Station Area Planning
San Francisco: Reimage Columbus Avenue
Re-Imagine Raleigh
A Creative Urban Planning Project
Free and Open to the Public

Re-Imagine Raleigh invites the public (kids welcome) to reflect upon, explore, participate in, and craft the look and feel of the city. This project will engage the public in the urban planning process through a series of two interactive activities:

- Interactive model/map
- Workshops

Schedule

- Thursday, September 15: 6-7pm (Workshop)
- Friday, September 16: Open House
- Saturday, September 17: 15-4pm (Open House)
- Sunday, September 18: 10am-2pm (Open House)

Get full schedule

Sparkcon
September 16-18, 2011
www.sparkcon.com
Twister or urban planning? The LA River
Client List Includes: Non-Profits, Art, Education and Municipalities

Urban Planning Agencies
Parks and Recreation
Transportation
Health Departments
Youth Groups
Latino Organizations
Elected Officials
Museums
Art Galleries
Festivals
400 Workshops
75 Interactive Models
6,000 participants

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"We do not quit playing because we grow old; we grow old because we quit playing."

Oliver Wendell Holmes, Jr