Un espacio para todos.

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Aknowledgements.
The whole community of Villa Carín, children, youth and adults who took part in the realization of this project.

Promoter(s).
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Context.

Villa Clarín almost 15 years ago an informal settlement where people, mostly kids, doesn't have any space to play or share with the other people of the community, because the irregularity of the land and the amount of waste become part of local landscape.
The project.
"Villa Clarín, a space for all" is a project that is generated by community desire to have a more suitable public space to carry out their leisure activities, especially for children. With this space intended for people to generate better relationships between them, share and enjoy in group; and to positively impact the future growth and development of the community.
The design process.
0. Deep Hanging Out
1. Participative problems and potential assessment
2. Identification of spaces.
3. Validation with the community
4. Participative Design
5. Construction of space
6. Inauguration
From the beginning the project was conceived in a participative way with the community, sharing their desires, needs and potential to be an active agent into the process of change. It became clear that the inclusion of the community in the design process and project generation, is the only way to ensure the relevance thereof.
The project “Un espacio para todos” aims to motivate the integration of families and strengthening the social fabric of the neighborhood to create an organized, cooperative and responsible community to act collectively when conflict situations arise. Likewise it is an opportunity to encourage awareness of the use and care of public spaces as everyone’s responsibility.
The park is the first and only formal place for recreation and socialization for people from these neighborhood, which makes it a strong instrument to measure the degree of social integration and the meaning of belonging and appropriation of the public space. Its relevance extends to the community’s recognition of the potential of organize, create and maintain other spaces themselves.
Two activities at the beginning of the workshop were performed: the development of an individual portfolio that allowed internally explore the skills and attitudes of each; and the portfolio of group where each contributed their skills to support others and work collectively. This was a significant experience in working methods, since that in spite of the differences, get the project on going, leaving aside individual egos and making a bigger impact in the community.

Skill Training and Design Education

Collective work
Exploring skills
Within the projects activities, the field work and co-creation sessions began a skill and knowledge transfer around reused material assessment and transformation into products such as benches and playgrounds, although these did not create a direct job, it facilitated the acknowledge of a commercial potential of these products and the park maintenance as well.
The use of communication tools such as mind mapping, project boards and video, were a great help for community participation in the diagnosis of problems, potentials and actors, also in the generation of ideas and project evaluation. Besides performing a live map of the neighborhood was also valuable to know the places, people and how they are affected by the proposed solutions.