

Universidad del Norte DISCA Lab Laboratorio Experimental de Diseño para la innovación social del Caribe

Barranquilla – Colômbia Grupo Cambium

Un espacio para todos. Park placemaking.

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

Promoter(s). Universidad del Norte, Design Dept.

Funder(s). Cambium Group

Context. Villa Clarín almost 15 years ago is an informal settlement with open spaces 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.

The project. "Villa Clarín, a space for all" is a project that is generated by community desire to have a more suitable to carry out their leisure activities, especially for children. With this space it is intended that people can generate better links between them, share and enjoy in group; and to positively impact the future growth and development of the community.

The design process

1. Identification of spaces
2. Validation with the community
3. Participatory Design
4. Construction of space
5. Inauguration

Activism and Civic Participation

- Participatory design
- Inclusion

From the beginning the project was conceived in a participatory way with the community, at share with them the desires, needs and potential of each one to be an active agent into the process of change. It is clear that the inclusion of the community in the design process and project generation is the only way to ensure the relevance thereof.

## Social Interactions and Relations

- Social fabric
- Community integration

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.

## City and Environmental Planning

- Measure social integration
- Appropriation

The park is the first and only formal place for recreation and socialization of people from the neighborhood, which makes it a strong thermometer to measure the degree of social integration and the meaning of belonging and appropriation of the public. This is important to the extent that the community recognizes the potential to organize themselves, create and maintain other spaces.

## Skill Training and Design Education

- Collective work
- Exploring skills

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 was achieved get the project leaving aside individual egos and making a bigger impact in the community.

## Job Creation

- New creative techniques appropriation
- Maintenance and gardening collaborative efforts

New iteration of the park creation have become initiatives to create new games and to maintain the park.

## Storytelling and Visualisation

- envisioning in co-design sessions
- ideas sharing
- vision of the place.

The use of communication tools was a great help for community participation in the diagnosis of potentials and actors, the generation of ideas and evaluation thereof. Besides performing a live map of the neighborhood was also valuable to know the places, people and have a clearer vision of the place.

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