Interreg Euro-MED

Co-funded by the European Union

URWAN

ROADMAP AND TOOL KIT FOR IMPLEMENTING THE COLLABORATIVE AND DESIGN BASED METHODOLOGY

https://urwan.interreg-euro-med.eu/

***Project Full title**: URWAN – Urban Regenerative Water Avant-garde(N)*

Mission: To foster sustainable water management systems that interlink urban and rural areas across the Mediterranean, enhancing resilience, biodiversity, and circular economy practices.

Programme Priority: *Greener MED*

Specific Objective: RSO2.4: Promoting climate change adaptation and disaster risk prevention, resilience, taking into account eco-system-based approaches.

Deliverable: D.3.1.1 Roadmap and tool kit for implementing the Collaborative and design-based methodology

Work Package: WP3 - Co-designing processes for planning and investing in multifunctional NBSs for the urban regeneration

Activity: A.3.1 Collaborative and design-based methodology for designing multifunctional intervention

Partner in Charge (Author): IRIDRA

Partners Involved: SVIMED

Version n. 1

19th December 2024

Preamble

The Mediterranean region faces severe droughts and water scarcity, exacerbated by climate change, which increases vulnerability in urban areas and leads to more frequent extreme weather events. In response, decision-makers are launching urban greening projects; however, these initiatives often lack a cohesive strategy that considers resource availability, environmental impacts, and future opportunities. A harmonised approach is essential to integrate diverse knowledge, empower stakeholders, and ensure sustainable urban regeneration.

The URWAN project builds on this foundation by emphasising the crucial role of Nature-based Solutions (NbS) in bridging urban development and resource management. By promoting NbS for water management and climate adaptation, URWAN seeks to empower communities, enhance sustainability, and foster social inclusion. Additionally, URWAN addresses urgent challenges while engaging local stakeholders in co-designing solutions that promote resilience and sustainability across multiple Mediterranean countries.

At the core of URWAN is the belief that community-driven design processes can unlock the transformative potential of NbS. By uniting decision-makers, technical experts, and citizens, URWAN demonstrates how multifunctional NbS can create resilient living spaces.

This deliverable presents the English version of the guidelines and toolkit derived from the Start Park co-design process developed in Italy from 2017 to 2019. This initiative has been expanded through URWAN to include an international perspective. Along with the existing Italian version, thanks to URWAN, translations will also be available in Bosnian, Greek, Portuguese, and Slovenian to facilitate testing of the methodology in these regions. These resources support dissemination and practical application across the Mediterranean and beyond.

URWAN | Interreg Euro-MED | Co-funded by the European Union

GUIDELINES

Index

Index 2

Introduction 4

What is Start Park? 4
Start Park: the origins 4
Replicating Start Park: the guidelines 6

Implementing Start-Park 8

Transversal organizational functions 8
Project management 8
Listening and Engagement 10
Pre-event planning phase 12
Post-event analytical phase 15
Linear activities 16
Site selection 16
Area study 17
Event 1: Opening and launching 19
Event 2: Co-Design workshop 22
Event 3: Hard-to-reach target animation 29
Event 4: Co-creation workshop 33
Event 5: Animation - Final Party 38
Preparation of final project proposal 41
The Competencies of the Promoter Team 45

APPENDICES 46

Appendix 1: hints on co-design 46
Appendix 2: Green and Blue Infrastructure and Climate Change 49
Appendix 3: Visual Identity Guidelines 53
Appendix 4: Start Park toolkit 58
Appendix 5: Creative Common and Start Park replicability 60

Contact us

Email: startpark.project@gmail.com
Website: www.startpark.org

Follow us

Facebook https://www.facebook.com/startpark.project
Instagram https://www.instagram.com/startpark.project/
Youtube https://www.youtube.com/channel/UC1UQj2Gq1K9rhpsVQUiSByw

Join

Start Park Community https://www.facebook.com/groups/startparkcommunity

Authors of the Guidelines - Start Park team

In alphabetical order

Berni Marco *Codesign Toscana*
Bittini Lorenzo *Codesign Toscana*
Duina Rita *Codesign Toscana*
Menin Alessia *IRIDRA srl*
Pacchierotti Ely *Codesign Toscana*
Rinaldi Stefania *CUT - Circuito Urbano Temporaneo*
Rizzo Anacleto *IRIDRA srl*

Introduction

What is Start Park?

Start Park addresses the challenge of climate emergency through building a creative and resilient community involved in co-designing **Green-Blue Infrastructure (GBI)** for mitigation and adaptation to extreme climate change events.

Start Park represents a replicable model for co-designing green areas designed for resilience to climate change and, at the same time, enabling **citizen, household, and urban resilience**. An ecosystem rendered at the service of all citizens, where it is the users themselves, together with experts, who design both the infrastructural aspects of the ecosystem and the activities dedicated to the awareness and education of the citizens themselves, with respect to the value of water and green areas in preventing the consequences of climate change. The parks, riverine or urban, will be architecturally designed to serve as an example in terms of climate change adaptation, revolving around concepts adopted from the adaptation plans of the most virtuous cities, such as, for example, sustainable urban drainage (Sustainable Drainage Systems: SuDS), sustainable water management, and the creation of urban gardens.

Start Park: the origins

Start Park is a project idea that emerged during **Climathon 2017**[1] organized through the collaboration between GreenApes and CodesignToscana in Florence on October 27, 2017 and then developed in a co-design day held on January 19, 2019, both at Impact HUB in Florence. The two moments aimed to devise solutions to mitigate the impact of extreme weather events that cities are facing, such as water bombs, causes of flooding with often devastating consequences, and long periods of drought, the result of climate change. There are examples of European river or urban parks that are architecturally designed to help our cities adapt to climate change and to be places capable of mitigating its consequences at the urban level; they use, for example, sustainable drainage technologies (Sustainable Drainage Systems: SuDS) or water collection and recovery technologies for sustainable water management. Some famous examples are Rotterdam's Water Plaza, Portland's Tanner Spring Park, or Manhattan's Big-U.

[1] climathon.climate-kic.org

The idea that emerged during the co-design days (on the right a photo from the January 2019 event) is **Start Park**: a replicable model of a park at the service of all citizens, where it is they, the users, together with experts, who design both the infrastructural aspects and the activities dedicated to the awareness and education of the citizens themselves, with respect to the value of water and green areas to prevent the consequences of climate change. With this project IRIDRA SRL[2], with the support of Codesign Toscana[3] and CUT- Circuito urbano Temporaneo[4], won the Designscapes 2nd call Prototyping[5], a European call drafted to support virtuous projects in urban contexts, which rewards organizations that propose the use of a collaborative approach in the design of novel solutions for improving the quality of life of citizens.

The call enabled the first Start Park process at the Giardini di Prossimità[6] (Neighborhood Gardens) in the City of Prato (photo on the left), with the goal of prototyping a co-design process for green and blue infrastructure for climate change adaptation and resilient community building. The result of this prototyping is summarized in these **guidelines**, intended to indicate the minimum steps needed to replicate a Start Park in other cities.

[2] http://www.iridra.eu/it/
[3] https://codesigntoscana.org/
[4] https://cutcircuitourbanotemporaneo.com/
[5] https://designscapes.eu/funded-initiatives/
[6] https://www.facebook.com/giardinidiprossimita/

Replicating Start Park: the guidelines

Start Park is a co-design process carried out by means of three types of events:

- **Animations**: lighter and playful moments, mainly aimed at gathering information by means of listening and simple co-design activities
- **Co-design workshops**: events dedicated to the actual co-design of the park with citizens, by means of co-design tools specially designed for Start-Park (see Appendix 4: Start-Park toolkit)
- **Co-Creation workshops**: events dedicated to the co-creation with citizens of prototypes related to green and blue infrastructure, thus aimed at disseminating the concepts of climate change adaptation by means of manual play activities

The **minimum number of events** to have a successful Start Park, i.e., to achieve a minimum community building around the park, as well as to achieve the minimum design goals (i.e., a pre-feasibility study of the park) was set, following the experience of the Giardini di prossimità in Prato, at No. 5:

- Event 1: Opening and launching
- Event 2: Co-design of the multi-objective elements.
- Event 3: Start Park open community
- Event 4: Prototyping and performative actions
- Event 5: Jam on future activities

In addition to carrying out the events, a **series of transversal activities** are necessary, from precise project management to pre-event communication activities, which support the

organization of the event for the entire duration of the project, estimated at approximately 6-9 months.
The guidelines proposed here, therefore, define a **checklist** of minimum activities to be carried out to create a StartPark, organised, both for transversal activities and for events, in a graphic way as follows.

Activities	**Skills Objectives**	**Description of Expected outputs**
Activities to be carried out	*Skills and general objective of the activities, defined by means of the following classification:* • **Administration** • **Listening** • **Co-design** • **Communication** • **Design** • **Engagement** • **General Management** • **Technical design**	*Brief description of the activity and expected objectives*

The guidelines first address transversal activities, common to all events, and then indicate the minimum linear activities to be carried out, including events, with their peculiarities and objectives. It then concludes with some mention of the professionalism required by teams, for which a high degree of multidisciplinarity is required given the diverse needs of Start Park, ranging from the more strictly engineering aspects of green and blue infrastructure to the social and communication aspects.

Implementing Start-Park

Transversal organizational functions

The transversal organizational functions proposed here, cover all those activities to be carried out either throughout the duration of Start Park (e.g., project management) or before and after the events.

Project management

General description General project management first involves organizing and managing in a systematic way the operational activity so that it is geared toward achieving the set objectives, to do this it is necessary to proceed in stages. Considering applying an already established strategy, the project must include the actions of role assignment, organizational management of tasks to be performed, time planning and financial planning.

Expected outputs Planning while minimizing risk factors and maximizing effectiveness and efficiency.

Suggested tools E-mail, chat channels, Trello, excel, video conferencing platforms (e.g., Skype, Zoom, Google Meet, etc.)

Lessons learnt Choosing venues for events should be done well in advance, as environments may need to be booked and not immediately available.

Duration Entire project.

Activities	Skills Objectives	Description of Expected outputs

Strategy setting	**General Management**	Develop a working strategy aimed at achieving the objectives and meeting the timelines.
Keeping in touch with the public administration	**General Management**	Involve the institutions supporting the project in the various stages of the project process, with the aim of keeping them updated and active on the initiative.
Dividing into cooperative working groups and realign frequently	**General Management**	Optimize work management by dividing working groups according to the experience and aptitude of professionals, promote the presence of professionals in more than one working group to encourage cross-cutting in the project. Frequent realignment of working groups is essential.
Defining general timeline	**General Management**	Minimize time risk factor to avoid delays on processes. Set dates for holding events, establish a general timeline to help establish project processing timelines.
Doing a cost analysis	**General Management**	Keeping within pre-determined costs through careful cost management and an up-to-date income/expense budget.
Researching event spaces and setting dates - inspecting event space	**General Management**	Defining suitable venues, both in terms of size and equipment present, for conducting activities.

Listening and Engagement

General description Engagement of expected targets and identification of stakeholders that create mediation and awareness of Start Park issues go through a strategic planning activity, following the project concept and objectives, creating a schedule of all the basic elements and logistical content necessary (positioning, period, duration, location, schedule, resources, expected results, etc.) to put into practice the implementation of the event. Research and contact with "bridging" subjects before defining the tools to be deployed becomes a necessary condition. It is also important to make the dissemination widespread and increase the creation of interest through research and collaboration of active citizenship and sensitive mediating actors in the area.

Expected outputs Involve all stakeholders and move according to a well-defined organization to best define all activities to be managed; generate engagement through communication and promotion; activate a network of contacts that can create conditions for participation in the proposed activities. Involve "bridge" subjects such as schools and associations.

Suggested tools Preliminary in-person meeting, poster posting, calls to neighborhood committee contact persons, emails to neighborhood association contacts. Territorial involvement as Key Word:

- Involvement of Associations present in the area (Acquaintance meeting, if affinities are found involvement includes direct participation in the planning and implementation of activities)
- Involvement of Neighborhood Citizens (Acquaintance meeting, triggering of "word of mouth," activation of neighborhood contact persons to disseminate the project)
- Involvement of Professionals (activation of online content for the creation of a virtual community interested in the project, thematic meetings, involvement through direct invitation)
- Involvement of Schools (initial institutional contact, contact with reference teachers, cognitive meeting, workshop to approach the issues)

Lessons learned A judicious choice of stakeholders at the beginning of the process facilitates the success, especially in terms of attendance, of the events

Duration 3 weeks

Activities	Skills Objectives	Description of Expected outputs
List of hypothesis stakeholders	**Engagement**	Map stakeholders to be included by creating a list of potential targets to be involved. Preliminary research of territorial stakeholders becomes first moment of approach.
Contact local association(s)	**Engagement** **General Management**	Before proceeding to identify the location and mode of engagement, proceed with contacting the territorial associations.
Update communication channels - email, fb, instagram	**Communication**	Create coordinated communication that can make the project immediately recognizable. Create, if not present, and periodically update social channels with interesting content related to the project and issues.
Website integration and update	**Communication**	Create on the websites of the associations and various stakeholders involved a page or news dedicated to the project.
Setting up general online communication	**Communication**	Activate a shared reflection among the partners involved with respect to the amount and time scanning in the use of online means of communication. Create a communication strategy with output timing and targeting of content.
PA authorization to post communication materials	**Administration**	Share with the PA the content and graphics of the communication material before posting and seek the involvement of the offices in defining contents.

Pre-event planning phase

General description Apart from some specific activities, the organization of the events includes a number of previous activities common to all, aimed at optimizing preparation time and ensuring the success of the events.

Expected outputs Preparation of all activities and materials needed for the event.

Suggested tools Various

Lessons learnt Avoid as much as possible overlapping an excessive number of pre-event activities in the last week before the event itself, anticipating as much as possible the proposed activities

Duration minimum 2-3 weeks before the event

Activities	Skills Objectives	Description of Expected outputs
Planning of the co-design process of the event	**General Management** **Co-design**	Creation of a lineup of activities to be proposed to participants
Design paper communication - flyers/gadgets, poster - graphics and texts	**Communication** **Design**	Engagement of residents of the neighborhood and surrounding areas
Planning online communication - memes, fb and instagram, scheduling posts, emails, newsletter - graphics and texts for all	**Communication** **Design**	Engagement of the curious and those interested in collaborative approaches to design even outside the area context
Preparing project	**Communication**	Disseminate the concept of Start Park

presentation - slides		
Design communication tools for the event - slides, listening grids, etc.	**Communication** **Listening** **Design**	Facilitate divergence and convergence, keep track of participants' most interesting suggestions
Plan a list of materials to carry out the event - stationery and food	**General Management** **Administration**	Create moments of convivial gathering among participants
Making forms for data collection, privacy and disclaimers	**General Management** **Administration**	Facilitate the creation of a mailing list and continuity of presence of participants between events
Graphic of the invitation for the next event	**Communication** **Design**	Fostering continuity of presence of participants between events
Division of roles for holding event	**General Management**	Ensure smooth flow of activities with direction from the Start Park team Example: • 1 person for data collection • 1 person for food and beverage • 1 person for photos • ....
Contact/invite stakeholders - whatsapp, fb, instagram, email, newsletter	**Engagement** **Communication**	Recall event to participants
Poster posting - at least 10 days before the event	**Communication**	N/A
Flyer distribution - at least 1 week before the event	**Communication**	N/A

Setting up the event venue	**General Management**	N/A

Post-event analytical phase

General Description Apart from some specific activities, the post-event has a similar set of activities for all events, mainly aimed at analyzing the results of the events with a view to reaching the design proposal for the final park.

Expected outputs Identification of outcomes needed for the continuation of the co-design of the green and blue infrastructure.

Suggested tools Various

Lessons learned It is recommended to have an event analysis phase close to the end of the event.

Duration Minimum 2-3 weeks after the event

Activities	Skills Objectives	Description of Expected outputs
Process Output Analysis	**General Management** **Technical design**	Synthesis of the key concepts that emerged from the event, with a focus on the design cues that emerged for co-design of the green and blue infrastructure
Analyze the course of the process and event-things to eliminate, things to improve, things to keep	**General Management**	Obtaining a list of directions and suggestions for next steps based on the retrospective
Analyze actual costs incurred	**Administration**	Reviewing and comparing the preliminary budget with actual costs incurred
Data entry consent for publishing photos and sending newsletters	**General Management** **Administration**	Creation of shared excel sheet with consensus data. Updating contact list for newsletter
Social and web updates	**Communication**	Social update to share outputs and keep community active

Linear activities

Site selection

General Description The choice of the site will be the "focus" of the project, as a resilient, active community capable of co-designing and co-creating widespread urban parks will be built around it

Expected outputs Choice of the intervention area, i.e., the park where the green and blue infrastructure will be co-designed

Suggested tools Site inspections, Consultation of municipal planning maps, Google Earth, Google Street View

Lessons learnt Site definition may take longer than expected. Very often it is necessary to have meetings with government contacts, sift through multiple scenarios, and choose the best proposal based on several factors, both about planning and potential involvement of the neighboring community.

Duration 1 - 3 months

Activities	Skills Objectives	Description of Expected outputs
Contact/meet with government to list potential areas of focus	**General Management** **Technical design** **Co-Design**	Definition of a focus area appropriate for Start Park purposes and processes and of interest to the administration, both in terms of climate change adaptation and the need for socially beneficial activities.
Preliminary screening of potential areas	**Technical design** **Co-Design** **Communication**	By means of expeditious criteria, basic tools (e.g., Municipal planning maps, Google Earth, Google Street View) and site inspections exclude areas that are not suitable for the realization of a Start Park, i.e., areas that are not suitable for the inclusion of green and blue infrastructure or that show criticalities that are difficult to overcome over the course of the project regarding the possibility of creating contacts with the realities of the area (e.g., Absence of activators with whom to dialogue)

Choice of Start Park	**General Management** **Technical design** **Co-Design**	Choice, in agreement with the public administration, of the area in which to implement the Start Park following of the screening results

Area study

General description The study of the area makes it possible to identify the points of potential and criticality of the site

Expected outputs Cognitive framework of the intervention area.

Suggested tools Municipal, regional and national technical cartography. Climate database. Cultural probes. Interviews

Lessons learnt If not readily available online, retrieval of material from the public administration may take longer

Duration 1 month

Activities	Skills Objectives	Description of Expected outputs
Detailed site inspection of the intervention area	**Technical design**	Verify the actual state of the sites, take measurements and photographs of the area, accesses, furniture present, and greenery.
Find technical data and cartography regarding the intervention area	**Technical design**	Study of the area through measurements taken on site and comparison with technical drawings requested from the public administration following recent interventions on the area
Cognitive framework intervention area	**Technical design**	Study of the area through cartography provided by the public administration and from cartographic information on institutional websites Minimum required frameworks: • Normative • Territorial • Urbanistic • Climatic

		• Geological and hydrogeological • Landscape • Underground services
Study of the social context	**Listening**	Study of the social context of the neighborhood adjacent to the park, identifying, in particular, potential points of interest and conflict with respect to the Start Park project proposal. Identification of neighborhood needs.

Event 1: Opening and launching

General Description The first proposed Animation is aimed at residents of the neighborhood bordering the Start Park and all citizens. It is a launch event for the entire project and initially involves the dissemination of the core principles of the Start Park concept; this will be followed by a targeted activity of listening and data collection by the working team during a moment of collective sense-making among the participants with respect to the issues on which the SP project insists. It is also possible to envisage parallel activities that explore some initial project ideas for the Start Park.

Expected Outputs Encourage active involvement of participants, intercept needs, fears and expectations with respect to the consequences of climate change and opportunities regarding challenges of urban and social redevelopment of the park and its surrounding neighborhood. Gather initial project ideas.

Tools Post-it notes and paper sheets, listening grids, stickers, world café

Lessons learnt The ability to shape animation to the specifics of the targets while maintaining, for each of them, the same cognitive and engagement objective is fundamental

Duration 4 weeks total

Design/operational phase:	3 weeks
Event:	1 day
Post-event analytical phase:	3 days

Activities	Skills Objectives	Description of Expected outputs
Reception	**General Management**	Welcome at the entrance with attendance sheet and contacts. Signature is requested for release on sharing photographs and contacts.
Brainstorming	**Listening**	Moment for discussion and idea generation. Openness to interpretations related to extreme weather phenomena and consequences on cities and the environment is invited. ***→ Example Start Park Giardini di Prossimità*** *Activity carried out with children, " What happens when it rains?"*
Listening grid	**Listening**	Debrief document and key words related to

		brainstorming
Role play - performative and ideation exercise	**Listening** **Co-Design**	Performative and collaborative moment with the goal of highlighting the value of resilient behaviors ***→ Example Start Park Giardini di Prossimità*** *Activity conducted with children, "How does water get from here to here?" Children, together with facilitators, simulated water management and highlighted the value of resilient behaviors through a performative game, dropping balls representing water droplets and following their path. The role play is followed by a time of imagination and settling of the concepts conveyed through the role play. Children are invited to freely draw the experienced process.*
Project presentation and follow-up event	**Communication**	Presentation with slides of the Start Park project/process, benefits and challenges it faces, roadmap and impacts to be achieved
Ice-breaking	**Listening**	Exercise borrowed from cooperative learning methodology to foster mutual understanding among participants and expectations of the day
World Café	**Listening**	Tool for discussion and proposal of ideas and opinions with respect to the specific topic of climate change, its impacts and possible solutions to mitigate the effects
Listening grid	**Listening**	Debrief document and key words related to brainstorming
Output analysis and next event launch	**Communication**	Closing moment with summary of activities and key concepts conveyed. Communication of next steps and contacts
Aperitif	**General Management**	Informal and recreational moment with sustainable foods. Aperitif offered to participants. Objective is to still foster the exchange of knowledge and ideas

Photos from Event 1 Opening and Launch of Start Park Giardini di Prossimità in Prato.

Above: role play with children, "how does water get from here to here?"

Below: world cafè

Event 2: Co-Design workshop

General Description The co-design workshop is a significant junction of the entire process, which aims to co-design the Start Park green and blue infrastructure, seizing design opportunities through rapid and guided co-design processes.
This phase builds on the results obtained from the previous activities, particularly the involvement of stakeholders and participants, from which useful information was obtained, necessary for the identification of the potentials and fears of the population affected by the Start Park (Event 1: World Café), first design proposals (Event 1: Role play), without forgetting the constraints and potentials of the chosen park (Study of the area).

Expected outputs Park design concept including all categories of pre-defined elements - floor plan, GBI, furniture, activities.

Tools Post-it notes and sheets, personas, stakeholder map, Start Card card game, simplified floor plans for the Start Card game.

Lessons learnt Flexibility in managing the co-design phase in the working tables, allows for openness to unforeseen project scopes and concepts. For example, it is not crucial to stick only to pre-identified macro areas, leaving room for new ones to arise on the spot, especially if the number of participants is higher than expected.

Duration 5-6 weeks total
Project/operational phase: 4 weeks
Workshop event: 1 day
Post-event analytical phase: 1-2 weeks

Pre-event project phase - specific activities for event 2

Activities	Skills Objectives	Description of Expected outputs
Create planimetry of the area of intervention for co - design	Technical design Communication Design	Produce a floor plan to serve as a "game board" for co-design using the Start Park Kit template. The planimetry should make the components of the **Area Study** accessible to a non-expert user in the field, especially the current state, constraints, and the potential for incorporating green and blue infrastructure into the park. This is intended to facilitate participants in the

		convergence phase toward a design prototype.
Social research with a representative of the neighborhood committee	**Listening**	Through this user listening activity, identify macro-issues of interest for park co-design, which will be addressed by the workshop working tables. ***→ Example Start Park Giardini di Prossimità*** *For the Neighborhood Gardens, this activity was carried out by collecting cultural probes through an interview with members of CUT, an association that had worked on the Soccorso neighborhood in recent years. The interview identified the following areas of work for event 2:* • *aggregation and community building,* • *well-being and livability of the neighborhood,* • *redevelopment of the area - economic, social and cultural,* • *training and exchange of best practices.*

Course of the event

Activities	Skills Objectives	Description of Expected outputs
Welcome	**General Management**	Receive workshop participants, requesting their signature and consent/disagreement with respect to the necessary forms (privacy policy - mandatory - and any others e.g., to have the opportunity to take photos to be posted online and to subscribe to the project newsletter).
Project presentation - introduction	**Communication** **Co-Design**	Introduce the project, with a general introduction on the topic of climate change and Start Park, the location of the project, the program of workshop activities, and some tools to be used. Objectives are for participants to understand and get involved in the project..
Testimony	**Listening**	An interview with some referents of the target audience-the citizens' committee of the neighborhood association involved. People of various ages and occupations give their testimony about the characteristics, needs and opportunities of the chosen neighborhood and place, from their perspective as informed and active citizens and as a function of the co-design

		activities. ***→ Example Start Park Giardini di Prossimità*** *Testimony was given by inviting and involving in the morning some representatives, of different ages, from the neighborhood committee.*
Ice-breaking	**Listening** **Co-Design**	Ice-breaking activity, involving all participants in a playful and "lively" activity to open up for active participation and interaction. It is suggested that this activity be carried out in plenary session, that is, with all participants in the event, before dividing into working tables. ***→ Example Start Park Giardini di Prossimità*** *In event 2 at the Start Park in Prato, this activity was carried out by means of the "Game with writing on the back": everyone has a sheet of paper taped behind their back. Four times they are asked to write a reflection, each on a macro theme (see above). When the music starts they move freely, when it goes off they have to write/draw on the sheet of whoever is in front of them in the way they prefer.*
Breakdown into tables by macro-objectives	**Listening** **Co-Design**	Invitation to participants to choose the table of interest with respect to the above topics, then divide into groups. Each table is facilitated by at least one trained organizer.
Brainstorming	**Listening**	Each table conducts a collective brainstorming using large sheets of paper and post-it notes. A free expression and association phase on the topic, also fueled by the ice-breaking results that each participant brings with him or her on the sheet, is followed by clustering led by the facilitator.
Stakeholders map	**Listening**	Based on the brainstorming results, a collective stakeholder map is constructed.
Lunch	**General Management**	A buffet-style lunch represents a time for relaxation, convivial exchanges, and networking.
Intro on the morning and re-division of tables	**Communication**	Recap on what was done in the morning, to also align any participants in the afternoon-only phase and to open to the actual ideation phase. It is desirable that the participants in the

		working tables remain the same as in the morning for knowledge with respect to the material already produced.
Personas	**Listening**	Each table, with division into small groups, creates a few personas with reference to the target audience. From those produced, a small number are chosen together, comparing so that they are as different from each other as possible.
Game presentation	**Communication**	The facilitator presents the game plan and the Start Cards to his or her table, explaining the dynamics and rules found in the **Start Card User's Guide** provided by the Start Park toolkit.
Game (Co-design with gamification)	**Listening**	Activities to be carried out independently for each table, using the **Start Cards** in the Start Park toolkit. The objectives (or **rewards**) of the activity are several. The first is to obtain a park design concept that meets the table's macro-objective and climate change adaptation goals. In addition, the activity has high disseminative value with regard to climate change adaptation issues; by dressing in the shoes of planners, participants understand firsthand the issues of a water cycle threatened by climate change, allowing them to develop a proactive bent regarding green and blue infrastructure and other services to be implemented in the park to adapt to climate change. Participants at the table divide into small subgroups. Each subgroup defines **personas** and chooses one to step into its shoes and co-design an initial park concept, using simplified floor plans and guided by the facilitator. Each table then converges the park design into a single plan, guiding the choices mainly according to the efficiency of climate change adaptation. Setting the co-design as a **role-play** allows the focus to be centered on the target users and the needs of the neighborhood ("*What would the person I represent want? What would he/she think?*"). The design proposal should include a certain number of elements from the predefined categories: floor plan, GBI, furniture, activities. See the **Start Card User's Guide** for more details.

Plenary session feedback	**Listening**	In plenary session, each working table exposes to everyone the work done, in a few minutes, showing the floor plan created and focusing on the main elements of their concept. The calculation of the score that each project has obtained according to the dynamics of the game and the Start cards is also implemented. It is suggested to record the results (in audio and video) to facilitate later analysis and communication of the results.

Post-event analytical phase – event 2 specific activities

Activities	Skills Objectives	Description of Expected outputs
Output floor plans	**Technical design**	Preparation, in a graphic format accessible to all, of output floor plans for each working table. The floor plans should make clearly visible the table's design choices (green and blue infrastructure, furniture, activities) and the climate change adaptation and cost score achieved. ***➔ Example Start Park Giardini di Prossimità*** *The activity led to the development of 4 floor plans:* *1. Well-being and livability* *2. Aggregation and community* *3. Economic, social and cultural revalorization* *4. Project proposal by young artists from the "Livi Brunelleschi" art high school in Prato*

Photos from Event 2 Co-design workshop at Start Park Giardini di Prossmità in Prato.

Above: ice-breaking, the "Game with writing on the back"

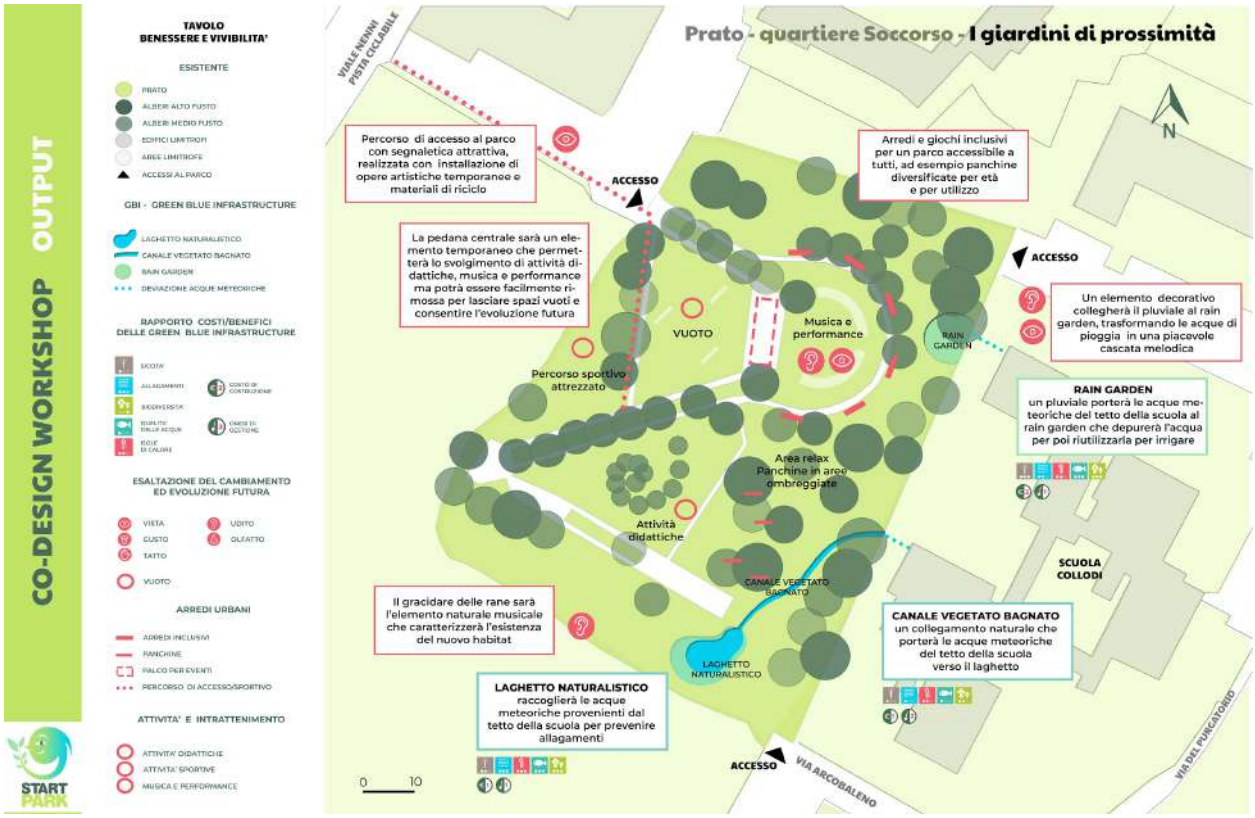
Center: the Start Cards

Below: The game, the Start Cards and the game board/planimetry

Photos from Event 2 Co-design workshop at Start Park Giardini di Prossmità in Prato.

Above: results presentation

Below: one of the 4 output floor plans
(post-event activity)



Event 3: Hard-to-reach target animation

General Description This activity aims to engage the neighborhood committee and area users, updating them on progress and possible proposed scenarios to arrive, through brainstorming and voting, all together at a single design solution

Expected outputs Move from the multiple design outputs of the co-design workshop to a single design proposal to transform the Giardini di Prossimità into a Start Park

Suggested tools Sheets, post-its, drawings, floor plans, voting, brainstorming, Google form, video on Start Park Facebook page

Lessons learnt The first attempt to translate the activity online (due to health emergency for Covid-19) and propose an activity in the form of a questionnaire to evaluate the outputs that emerged proved to be ineffective given the specificities of the target audience (little or not at all digitally literate) and to the amount of information needed to make an informed selection of the outputs of the various floor plans that emerged during the co-design workshop, which were difficult to summarize.

Duration

Design/operational phase:	4 weeks
Workshop event:	1 day
Post-event analytical phase:	1-2 weeks

Operational phase

Activities	Skills Objectives	Description of Expected outputs
Screening of project proposals	**Technical design**	Identification of design solutions that are not or poorly feasible in terms of technical and implementation cost. This activity is particularly important in terms of screening the green and blue infrastructure chosen.
Identification of selection criteria for plan proposals	**General Management**	Construction of questions from which to start in order to facilitate the selection and prioritization of certain project proposals over others.

Planning videos of design proposals for online process	**Communication** **Design**	Planning of explainer videos to be posted on social channels to keep the community active and share progress. ***→ Example Start Park Giardini di Prossimità*** *Explanatory videos of the 4 plans co-designed in Event 2 are available on StartPark's Youtube channel:* https://bit.ly/3jSmIbd
Design questionnaire to be filled out attached to videos for online process	**Communication** **Design**	Development of a questionnaire to collect users' suggestions, preferences and comments. ***→ Example Start Park Giardini di Prossimità*** *A series of online activities were prototyped for engagement given the COVID-19 emergence. A* ***Start Park Facebook Community*** *was created and* ***Start Park Quizzes*** *were prototyped: quizzes launched on the Start Park Facebook page on a weekly basis regarding Start Park topics. The quiz results were commented on in live videos and were the prerequisite for doing dissemination and environmental education. The videos were uploaded to Start Park's Youtube channel, providing dissemination material for the future as well. No. 8 Start Park quizzes were made.*
Grids of elements common to the four proposals	**Technical design** **Communication** **Design**	Development of summary grids, useful for identifying the peculiarities of different projects and common features

Proceedment

Activities	Skills Objectives	Description of Expected outputs
Dissemination of GBI and CC principles	**Communication**	Zeroing in on the minimum concepts regarding the issues of Climate Change and Green and Blue Infrastructure for the specific target audience

Exposure and comparison of different design proposals	**Communication**	Alignment regarding the 4 scenarios proposed during the previous activity by preparing the 4 floor plans. Comparison of the salient, common and key elements for each project pathway
Brainstorming to arrive at a single design proposal	**Communication** **Technical design**	Definition of a single floor plan that includes the inclusion of GBI, furniture and activities, which are considered fundamental to the livability, well-being and redevelopment of the neighborhood
Definition of a single design proposal	**Technical design**	Identification of the elements of the final design proposal based on the outputs that emerged as a result of the online and offline outputs

Photos from Event 3 Animation for hard-to-reach goals (off-line).

Event 4: Co-creation workshop

General Description The co-creation workshop is dedicated to prototyping some ideas and aspects of the Start Park concept applied to the context. The event can involve three types of **rapid prototyping**:
- Physical
- Digital
- Governance

Digital prototyping and governance is very much a function of the local context and difficult to address a priori. Therefore, it is suggested that ad hoc activities be identified locally and, therefore, no guidelines are provided in this regard.

Physical prototyping, on the other hand, is about the project proposal and Green-Blue Infrastructure (GBI), for which Start Park kit tools have been provided and is, therefore, discussed in these guidelines.

Expected outputs To make more tangible and disseminable, through prototyping activities, some aspects of the Start Park conceived in the co-design workshop and refined with the second animation.

Tools Rapid prototyping, sheets, post-it notes, drawings, floor plans, scale furniture Plans and Sections, voting, brainstorming, user journey map, service blueprint, prototyping materials, rain garden self-construction booklet, rain garden self-construction video tutorial

Lessons learned If no accident insurance is provided for participants, it is possible, by following the instruction booklet and video tutorial, to make a conceptual physical prototype with safe materials (e.g., cardboard) making the activity purely disseminative

Duration

Design/operational phase:	4 weeks
Workshop event:	1 day
Post-event analytical phase:	1 week

Operational phase

Activities	Skills Objectives	Description of Expected outputs
Plan of the design proposal to scale	**Technical design**	Prepare a basic floor plan for the construction of the model. A floor plan with a maximum scale of 1:150 is suggested in order to make the model furnishings feasible.
Development in 2d of street furniture with rough encumbrances	**Technical design**	Preparation of a manual with 2d diagrams of street furniture to be made and included in the model. The diagrams of the furnishings will be made to scale and will indicate a general footprint. Suggestions will be included in the manual so that readily available reuse materials can be used for the purpose of constructing the model. A selection of **No. 26 furnishings in scale 1:150** is already made available by the Start Park toolkit.
Recycled material for the scale model	**General Management**	Finding suitable materials to build the model. The use of recycled materials is suggested. ***→ Example Start Park Giardini di Prossimità*** *A number of suitable recycling materials were identified with the support of the association* ***Riciclidea Prato***[7].
Green and blue infrastructure prototyping instruction booklet (GBI)	**Technical design**	Prepare instructional material to self-construct a 1:1 scale GBI. Suggestions will be included in the manual so that readily available reuse materials can be used for the purpose of building the GBI. An **instruction booklet for self-building a rain garden** is already made available by the Start Park toolkit.
Materials for prototyping the GBI	**General Management**	Find suitable materials for prototyping the GBI. The use of recycled materials is suggested. ***→ Example Start Park Giardini di Prossimità***

[7] https://www.facebook.com/riciclidea.prato

		*A number of suitable recycling materials were identified with the support of the association **Riciclidea Prato**.*

Proceedment - Rapid prototyping – scale model

Activities	Skills Objectives	Description of Expected outputs
Introduction to the model	**Communication**	Communicate the main guidelines for building the model and the benefits it will bring
Division into working groups	**Technical design**	Divide the group into 4 small subgroups of 2-3 people. The 4 groups will be responsible for building the model, starting with the construction of the base, the insertion of the existing buildings and roads and the construction and placement of street furniture and GBIs The presence of a facilitator with technical expertise on GBI and NBS is required.
Plenary session	**Communication**	At the end of the realisation, the group that made the model will present their thoughts on the work realised.

Proceedment - Rapid prototyping - GBI

Activities	Skills Objectives	Description of Expected outputs
Introduction to prototyping	**Communication**	Communicate the main guidelines for building the model and the benefits it will bring
Division into working groups	**Technical design**	Divide the group into 4 small subgroups of 2-3 people. Each one will deal with specific steps, carefully following the instructions in the manual. A facilitator with technical expertise on GBI and NBS is required. The facilitator will also be in charge of technical dissemination regarding the functional components of GBIs. ***→ Example Start Park Giardini di Prossimità***

		Due to the COVID-19 emergency, the co-creation workshop did not take place and the entire budget was allocated to the creation of a real rain garden with recycled materials and an accompanying video-tutorial (link). This option remains valid, should the budget allow it, since the construction of a real GBI can be used as an initial and preliminary installation in the Start Park, giving a tangible sign in the park while waiting for the realisation of the project interventions.
Plenary session	**Communication**	At the end of the realisation, the group that made the prototype will present their thoughts on the work realised.

Photos from Event 4 Co-creation workshop.

Above: rain garden created

Below: co-creation team at work

*Thanks to **Riciclidea Prato** for hosting and participating in the activity.*

Event 5: Animation - Final Party

General description The final event aims, through a lighter and more joyful day, to return the Start Park project to the local community and to possible future stakeholders interested in replicating the Start Park process in other cities, using the event to identify the final points of the project proposal on a neighbourhood scale.

Expected Outputs The expected outputs are mainly two: (i) to identify a series of pathways in the neighbourhood hosting Start Park, to open the future park to the community and socio-cultural activities (e.g. Schools, Associations) of the neighbourhood; (ii) to identify future scenarios for Start Park with stakeholders potentially interested in replicating the approach in other cities.

Tools Neighbourhood map, post-it notes, markers, Co-design tool for future scenarios

Lessons learnt The co-design activity for imagining future scenarios focused on more generic topics related to Climate Change. While this had the advantage of avoiding the "publicity" effect of Start Park, it did not allow the focus to turn to more practical project proposals that might be of greater interest to municipalities and associations in the area. It is also possible to do the strategic activity for stakeholders separately, e.g. through web platforms, to expand the potential number of users.

Duration

Project/operational phase:	2 weeks
Workshop event:	1 day
Post-event analytical phase:	1 week

Activities	Skills Objectives	Description of Expected outputs
Process and final design proposal presentation of the Start Park	**Technical design** **Communication**	The initial presentation, especially if representatives of the municipality hosting the Start Park are present, should aim to present the involvement and co-design process, as well as the description of the final design proposal for the park.
Urban trekking in the neighbourhood	**Listening** **Engagement**	Through a walk through the neighbourhood, the aim is to highlight the neighbourhood's potentials and shortcomings with respect to the future Start Park.

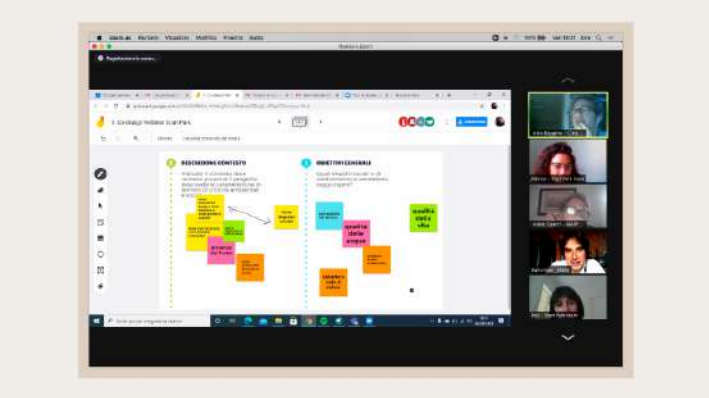
	Technical design	
Identification of socio-cultural points of interest in the neighbourhood and definition of alternative access routes to the park in the neighbourhood	**Listening** **Engagement** **Technical design**	Taking inspiration from the walk and using the experience of the citizens involved, alternative routes leading to the park will be drawn, identifying points for vertical and horizontal signage, social points and possible junctions to be upgraded. The routes should seek to involve the socio-cultural points of interest in the neighbourhood, such as schools or associations, but also theatres, squares and cinemas. The idea is to try to understand how to systematise, and activate, the social and cultural realities of the area.
Strategic table for future scenarios	**Co-design**	A small activity parallel to the urban trek is planned, aimed at possible stakeholders interested in replicating Start Park. The objective is to identify points of contact with various stakeholders with respect to Start Park, Climate Change adaptation issues and social innovation, as well as to stimulate further replication of the Start Park approach in other municipalities or research projects. ***➜ Example Start Park Giardini di Prossimità*** *Due to the COVID-19 emergency, the activity was carried out online with a co-design tool implemented on the Jamboard web platform. This made it possible to involve realities that would hardly have participated physically, such as universities (Polytechnic of Turin, University of Salerno) and representatives of other European research projects (CWC, Trig eau).*
Plenary session	**Communication**	At the end of the realisation representatives of the urban trekking and strategic design groups will present the results of the day to all participants.
Dinner - Final party	**Communication**	A buffet-style dinner provides a time for relaxation, convivial exchanges and networking.

Photos from Event 5 Animation - Final Party.

Above: urban trekking in the Soccorso district

Centre: identification of key elements of the route in the Soccorso district

Below: webinar and online co-design



Preparation of final project proposal

General description The final activity required involves the preparation of a pre-feasibility study summarising the project outputs of interest to the municipality, where the green and blue infrastructure experts (e.g. engineers and architects) are called upon to draw up a project proposal that is both consistent with the co-design outputs and well integrated with the context from all points of view, aesthetic, landscape, functional and compliance with constraints.

Expected outputs Pre-feasibility study including Cognitive Framework, Design Framework and Economic Framework

Tools Technical tools for producing reports (e.g. Word, Libre Office - Writer, Google docs), technical drawings (e.g. Autocad) and renders (e.g. Photoshop)

Lessons learnt It is suggested, depending on the available budget, to push the feasibility study to a level of detail as close as possible to that of a Technical and Economic Feasibility, in order to allow the Municipality to proceed autonomously to draw up the Technical and Economic Feasibility project, i.e. the first phase necessary to be able to send out to tender (or to proceed autonomously) the definition of the Final and Executive Projects and then, finally, the implementation of the park

Duration

Cognitive framework:	2-4 weeks
Planning framework:	1-2 months (spread over the project)
Economic framework:	1-2 weeks
Render:	2-3 weeks

Activities	Skills Objectives	Description of Expected outputs
Illustrative report	**Technical design**	The illustrative report must include: • Cognitive Framework: a summary of the outputs of the study of the area, thus including all the frameworks (territorial, hydrological-geological, urban planning, landscape, climate) and the results of social research • Project Outline: description of the project proposal, including preliminary dimensions • Economic Framework: estimate of preliminary realisation costs

Graphic designs	**Technical design**	Technical drawings. The minimum drawing required is the **project plan**. It is suggested to identify all project elements of interest regarding architectural, green, access and water management elements. It is also suggested to add **more detailed plans and sections for green and blue infrastructure**, in order to correctly address climate change adaptation elements from the earliest design stages. It is suggested that a **neighbourhood plan** be drawn up at a larger scale, in order to translate the outputs of animation 5, i.e. showing the co-designed paths and signposts, into a graphic design. Finally, it is suggested that **renderings of the park** be produced for a more accessible graphic rendering for the non-experts, useful for presenting the project to citizens. Among the renders, in the case of designing parks that can be flooded in a controlled manner, it is suggested that graphic representations be made of the portions of the park affected by controlled flooding according to different rain events (e.g. no rain, low, medium, high intensity events)

Studio di pre-fattibilità per la realizzazione di una infrastruttura verde e blu presso i Giardini di Prossimità del Quartiere Soccorso a Prato

Elaborato n°1	*RELAZIONE ILLUSTRATIVA*
Data Giugno 2020	***Revisione*** n° 0
Redatto da: Arch. Alessia Menine e D.r. Ing. Anacleto Rizzo ***Revisionato da:*** Ing. Nicola Martinuzzi	***Committente:*** Designscapes
Collaboratori: Ivano Filippini, Geom. Luisa Cavalieri, Dott. Marco Berni, Dott. Ely Pacchierotti, Dott. Rita Duina, Dott. Stefania Rinaldi	
Realizzato da: IRIDRA Via La Marmora, 51 – 50121, Firenze (Italia) Tel. +39 055470729 Fax +39 055475593 www.iridra.com	Col supporto di: comune di PRATO CODESIGN #CUT DIRIGUITO URBANO TEMPO RANEO

Extracts from final project proposal for the Giardini di Prossimità

Above: first page illustrative report

Below: extract from project plan

Extracts from final design proposal for the Giardini di prossimità

Above: pond in dry period

Centre: pond following low-intensity rainfall event

Below: pond during high-intensity rainfall event

The Competencies of the Promoter Team

The project team for a successful implementation of a Start Park must, by the very nature of the prototype, be multidisciplinary. On the basis of experience with the co-design of the Start Park of the Giardini di Prossimità in Prato, the following **skills** are suggested:

- **Photographer and video-maker**
- **Experts in applied social research (e.g. sociologists, anthropologists)**
- **Experts in Green-Blue Infrastructure (GBI), Nature-based Solutions (NBS) and climate change adaptation solutions - e.g.: Architects and Engineers**
- **Co-design experts - e.g. designers**
- **Graphic designers**
- **Project manager**
- **Social media manager**

It is also suggested that the team includes a **'local activator'**, i.e. a person who knows the municipality and possibly the neighbourhood in which the Start Park project will be developed, in order to facilitate citizen involvement and speed up the social research phase. For example, for the Start Park in the Giardini di Prossimità Gardens in Prato, the role of the "local activator" was played by the association CUT - Circuito Urbano Contemporaneo.

APPENDICES

Appendix 1: hints on co-design

Edited by Codesign Toscana

With the Start Park event, the cultural association CodesignToscana sought to give a broader interpretation to the co-design events it organizes. In particular, with Start-Park there has been a greater focus on the concrete development of the outputs generated by participatory design sessions and the construction of a solid design network made up of heterogeneous and complementary professionals, associations, and organizations to address the challenges of climate change in the urban context. We believe that these goals are the non-random fruit of the widespread willingness to do research and experiment of the spontaneous working group that conceived it, the volunteers of the CodesignToscana association and Iridra srl.

Precisely for this reason, the Start Park activities were conceived so that they would be a good ground on which to start experimenting with processes of involvement and empowerment, of design autonomy (Manzini, 2018); therefore, we are not talking about marketing-driven engagement experiences or even activities to stimulate participation aimed at social research needs, but rather about collaborative design and management processes of design proposals born from below.

Indeed, we started from the assumption that the advantage of collaboration in solving complex problems (Buchanan, 1992), such as, for example, ensuring the wise and conscious management of common green spaces to increase the resilience of our cities to climate change, lies precisely in the fact that it is an act whose actions are aimed at designing things (Bjögvinsson, Ehn, & Hillgren, 2012) with common value and that, as such, it would not activate competitive dynamics among those taking part in co-design.

This is precisely why we believe in the idea of creating a project network within each active community that revolves around the project. If those who participate also become actors and authors of the project, if competences managed according to horizontal organisational structures can assemble to give shape to project proposals, if, finally, these are communicated as a collaborative network, can new forms of interpersonal and/or inter-organisational interaction capable of tackling the complex problems mentioned above be born? We believe so.

This is how co-design, collaborative design, becomes the methodological glue of a vision of innovation as the result of collective ideas/concepts/imaginaries, of the action of groups, both formal and informal, that collaborate and act as mulier

activa[8] to design things (goods, services, processes, data) with common added value.
To this end, a number of different co-design tools were, prototyped and used for Start Park, in some cases different depending ones according to the different objectives of the events. As a source of inspiration for future Start Parks, the following is the list of tools used in the Start Park events for the Giardini di Prossimità of Prato:

Event 1: OPENING AND LAUNCHING

- The Sun Game (cooperative learning)
- Semi-structured brainstorming
- World café

Event 2: CO-DESIGN WORKSHOP

- Semi-structured brainstorming
- Personas
- Start Cards
- Start Park floor plans

Event 3: HARD TO REACH TARGET ANIMATION

- Start Park Quiz:
    - The Impacts of Climate Change on the Water Cycle
    - Active citizenship vs. climate change
    - Design thinking and co-design to tackle climate change
    - Start Park: instructions for use (and reuse)
    - The role of architecture in green and blue infrastructure design
    - Art and nature for the awareness and education of future generations
    - Gamification and co-design for empowerment and adaptation to climate change
    - Self-construction with reused materials and lateral thinking to co-create Start Park
- Animation at Giardini di Prossimità
    - Semi-structured brainstorming
    - Dot voting
    - Plan selection

Event 4: CO-CREATION WORKSHOP

- Rain Garden self-construction manual

[8] Christian Iaione (2011) speaks of a transition, in the sphere of the economy and law of the commons, from the individual homo economicus to the individual mulier activa (https://www.labsus.org/2011/06/economia-e-diritto-dei-beni-comuni/).

- Rain Garden self- construction tutorial video

Event 5: ANIMATION - FINAL PARTY

- Urban trekking
    - Brainstorming
    - Voting
- Webinar
    - Ice-Breaking
    - Brainstorming
    - Speculative design challenge
    - Simplified business model canvas

Bibliography

Bjögvinsson, E., Ehn, P., & Hillgren, P. A. (2012). Design things and design thinking: Contemporary participatory design challenges. Design Issues, 28(3), 101-116.

Buchanan, R. (1992). Wicked problems in design thinking. Design issues, 8(2), 5-21.

Iaione, C. (2011, June 28). Economia e diritto dei beni comuni. Il punto di Labsus. Labsus: Laboratorio per la sussidiarietà. https://www.labsus.org/2011/06/economia-e-diritto-dei-beni-comuni/

Manzini, E. (2018). Politiche del quotidiano: progetti di vita che cambiano il mondo. Edizioni di Comunità.

Appendix 2: Green and Blue Infrastructure and Climate Change

Edited by IRIDRA Srl

Parks (and urban spaces in general) can play a fundamental role in the challenge of adapting to Climate Change (CC) with regard to the issue of water, which is expected to be strongly influenced by CC in the future. In fact, an increase in intense precipitation (the famous 'water bombs') is expected, which will increase the risk of flooding, especially in urban environments. At the same time, periods of drought are also expected to increase: less rain is falling, and what rain does fall it 'does all at once'. This leads to a greater risk of stress on the water demand side and when the water runs out, who will I give it to? To people, agriculture or industry? In addition, rising average temperatures will lead to hotter and hotter cities, with an increase in phenomena such as heat islands in the summer period, with expected effects especially on the older segment of the population.
In this context, so-called Nature- Based Solutions (NBSs), defined by the 2018 Report of the United Nations Water Division as those technical solutions that use or mimic natural processes to respond to various needs, such as water availability, water quality improvement, mitigation and adaptation to climate change, are gaining momentum. In particular, NBSs, implemented in so-called Green-Blue Infrastructure, are considered as a viable solution in response to CC, given their ability to be multi-objective, i.e. to provide multiple Ecosystem Services in a single solution. For example, a NBS can, at the same time, reduce the risk of flooding, improve water quality, be a park enjoyed by citizens and support biodiversity, such as the Green-Blue Infrastructure implemented in the Water Park in Gorla Maggiore (VA).
The challenge of CC adaptation in an urban environment, however, becomes even more complex given the limited space available in a context where everything is already built and planned. In this respect, NBSs can play a crucial role, allowing adaptation to CC while maintaining the original use.
Parks and public spaces, therefore, can themselves become part of a green and blue infrastructure in response to CC, while remaining available to citizens. Well-known international examples of this type are Portland's Tanner Spring Park or Manhattan's Big U, where squares and parks are available for most of the year to citizens, and are flooded in a controlled manner only a few days a year in the event of intense weather events. In Italy, interventions of this kind have not yet been implemented, but several project proposals espousing these principles have been made. One example is the Water Arena for the Lazzaretto district of Bologna, proposed as part of a Climate Change Adaptation study for the municipality of Bologna.

The water park in Gorla Maggiore (VA), designed by IRIDRA

Big U, Manhattan, New York (USA)

Tanner Spring Park, Portland (USA)

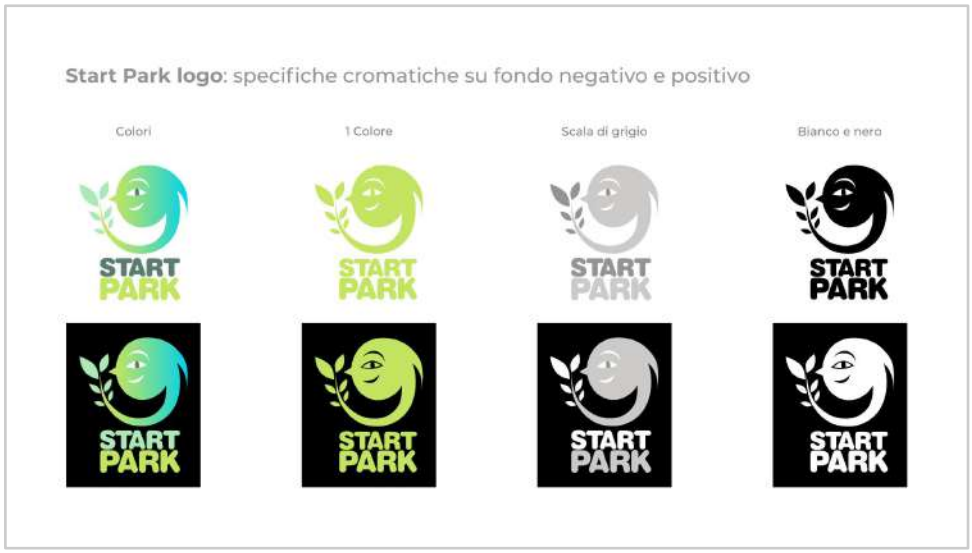
The Water Arena: IRIDRA's project proposals for Bologna's Lazzaretto district under the EIB's technical assistance 'Climate change adaptation and resilient cities: Bologna and Newcastle'

Appendix 3: Visual Identity Guidelines

The recognisability and characterisation of the Start Park brand have been essential objectives since the inception of the project. A precise visual identity was associated with the project's logo, colour palette and fonts, which are the basic parameters on which the Start Park brand guide is built.

Logo

The logo is designed in two solutions, horizontal and vertical, and is available in various colour configurations (1 colour, greyscale, black and white), on a positive and negative background, to adapt flexibly to various compositional requirements.



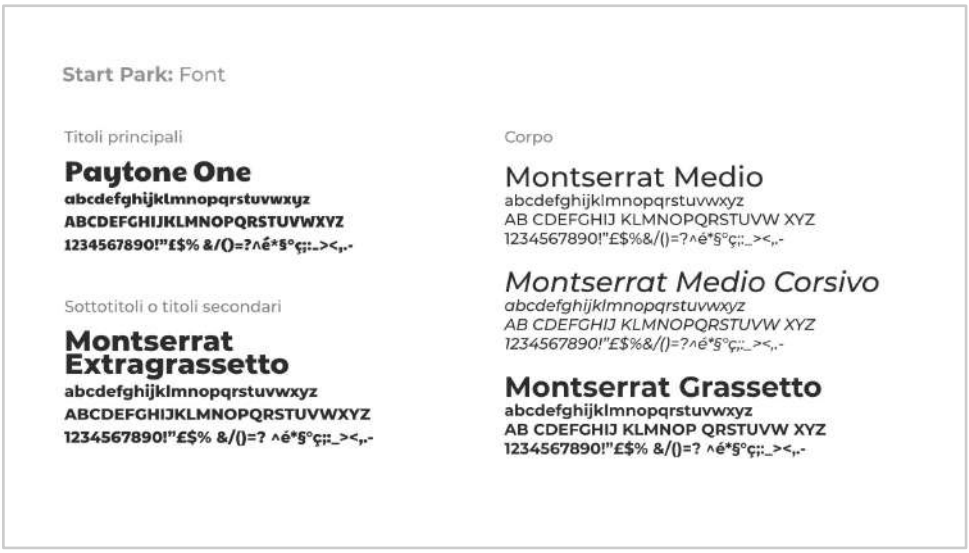
It is possible to decompose the logo, isolating the pictographic element from the typographic one and using it as a 'mascot', a representation of the 'living park' in compositions or in the production of animated material, gadgets, etc.

Colours

The colour palette builds on the colour scheme of the logo and expands it with the addition of a darker colour (Dark Night Blue), to be used mainly for aiding readability of the body of the text, and a brighter colour (Coral Red), which creates a complementary (though not too aggressive) contrast, useful for accents, call to action, buttons, highlighting, etc.

Fonts

There are two font families that can be used, both available free of charge on Google Fonts: the Paytone One family, which can be used in lower case or all uppercase for main headings; the Montserrat family, in the Extrabold form for secondary headings, paragraph headings or subheadings, and the rest of the family variants for the body of the text. It is preferable not to use the Thin, Light and Extra-light format.

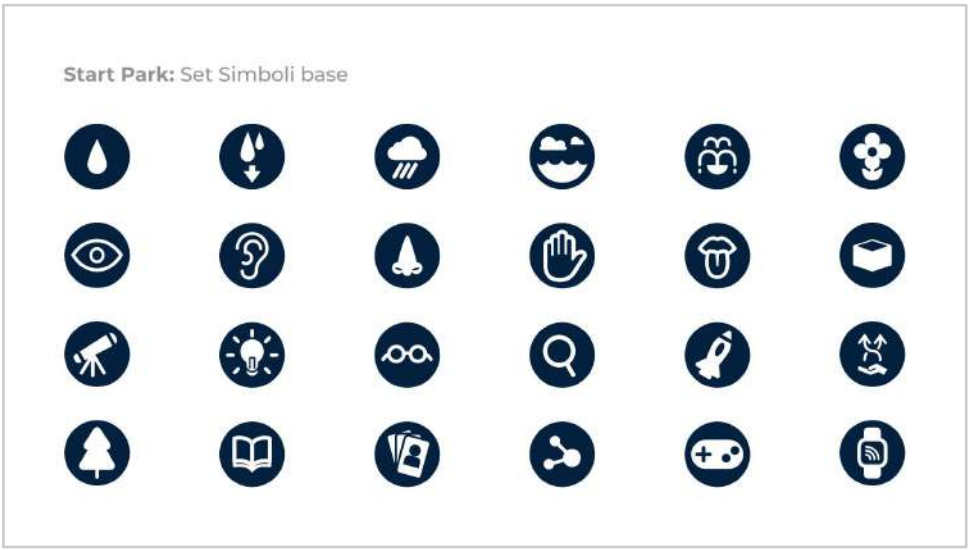


Illustrations and other graphic elements.

It is possible to freely create illustrations, customised pictograms to be used as icons or symbols and other graphic elements useful for communication.

In these contexts, it is possible and indeed recommended to extend the colour library, but always including the basic core of the Start Park colour palette.

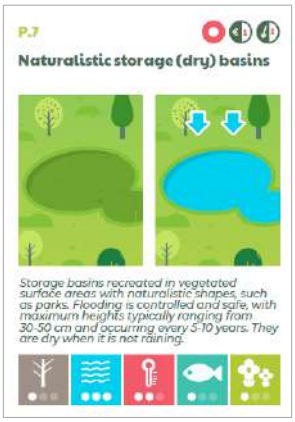
The style to be adhered to if possible is 'flat design' (or semi-flat design), characterised by minimalism, efficient use of space, and the use of colour to create depth.

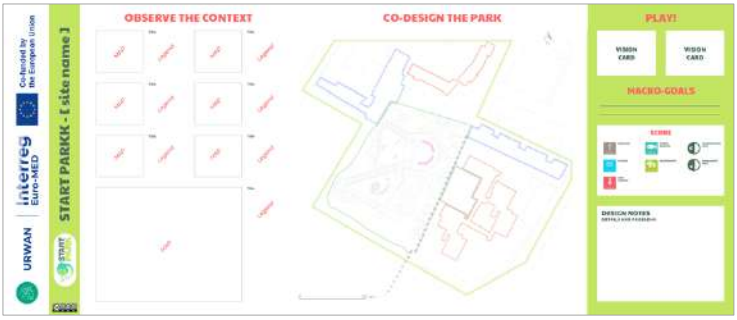


START PARK
CO-DESIGN WORKSHOP
Sabato 22 febbraio 2020
Officina Giovani, Prato
INFO & PROGRAMMA

START PARK
Community

Appendix 4: Start Park toolkit

Start Cards	
No. 1 Instruction Manual	
No. 23 GBI maps (Green and Blue Infrastructure)	
No. 30 Park Furniture Maps	
No. 16 Park Activity Cards	

No. 8 Vision Cards	
No. 1 Game plan base	

Appendix 5: Creative Common and Start Park replicability

All material produced is released under the **CREATIVE COMMONS licence Attribution-ShareAlike 4.0 International (CC BY-SA 4.0)**

You are free to:

- **Share** - Copy and redistribute the material in any medium or format.
- **Adapt** - Remix, transform and build upon the material for any purpose, including commercial.

Subject to the following terms:

- **Attribution** - You must provide proper credit, provide a link to the licence and indicate if any changes have been made. You may do so in any reasonable manner, but not in any manner that suggests that the licensor approves of you or your use.
- **Share alike** - If you remix, transform or develop material, you must distribute your contributions under the same licence as the original.

No additional restrictions - No legal terms or technological measures can be applied
The licensor cannot revoke these freedoms as long as you follow the terms of the licence.

https://creativecommons.org/licenses/by-sa/4.0/
https://creativecommons.org/licenses/by-sa/4.0/legalcode

The only restriction for the use of the material is the use of the material to develop new Start Parks, to be mentioned on www.startpark.org.

URWAN | Interreg Euro-MED | Co-funded by the European Union

START PARK

StartCard

User manual

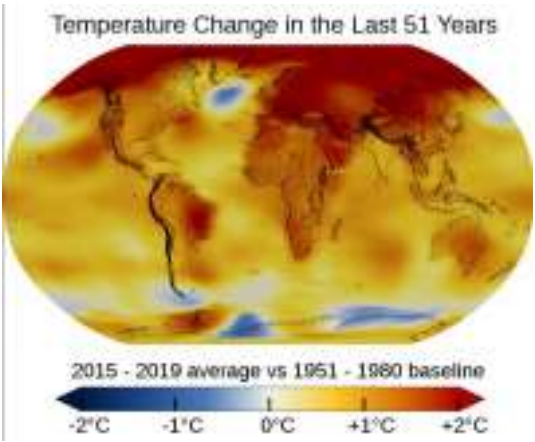
StartCard

A game to inspire and help StartParkers in co-designing climate resilient urban parks and foster _ ***Super-target***

#staypark

Introduction

Dear Start Parker/player,
do you know that climate change is happening? All the latest estimates show that the air temperature is approaching that +2°C that the International Panel on Climate Change (IPCC - www.ipcc.ch) has highlighted as the 'threshold of no return', a threshold beyond which the effects of climate change could become much more tangible and, above all, permanent... In addition to doing everything in our power to limit (i.e. mitigate) climate change, i.e. to lower CO2 in the atmosphere by reducing the use of fossil fuels (e.g. coal, oil, petrol) or by increasing the capacity to capture it (e.g. with more trees!), it is good to start thinking about how we could manage the changes, i.e. **adapt**.



Average global temperatures from 2015 to 2019 compared to the average value from 1950 to 1980, according to NASA data.

(source:: en.wikipedia.org/wiki/Global_warming).

Thinking about **water management**, therefore, what will climate change entail, i.e., in technical terms, what are the climate risks?
Climate change is expected to increase the frequency of heavy rainfall (renamed 'water bombs' by the media), so the risk of **flooding** will be greater. If the same rain falls, for the most part,

in shorter periods, more prolonged dry periods are to be expected, increasing the risk of **drought** and **heat island** problems. If the water falls all at once, it also means that our sewers, mostly mixed (i.e. carrying both rainwater and wastewater from households), will go into crisis, spilling more untreated polluted water (through sewer overflows) into the rivers, with the consequent risk of **worsening water quality in the rivers** and **loss of biodiversity** (already highly endangered by urban development and current pollution).
So how can we adapt our cities to climate change? One solution comes by looking back to nature, i.e. by re-naturalising our cities by means of the so-called **Green Blue infrastructure (GBI)** and thinking about recovering as much water as possible. For example, are we aware of what happens when it rains? Where does the water go? With the current scheme, all water, whether from rain (mostly clean - storm water), from the sink or the showers (not very dirty - grey water) or from our toilet (very dirty - black water) ends up, almost always, in one pipe, which leads everything to a treatment plant... GBIs allow us to manage the problems that this scheme entails (flooding because we cannot make a pipe of infinite size that 'carries' all the rainwater, for obvious reasons of cost) or to recoup water for non-drinking uses (e.g. toilet refill, irrigation) in a **multi-objective** way, i.e. by contributing, with a single solution, to respond to several climatic risks at once.

Have we intrigued you?
Good, because Start Park starts right here! The challenge for you is to co-design, all together, public park areas as a big GBI for climate change adaptation, are you ready?

Game tools

Planimetry

Simplified **planimetry** of the green area to be transformed into a Start Park, in small and large format.

Character Cards

Cards

There are four types of cards in the StartCard deck:

- **GBI** cards (Green Blue infrastructure);
- **Furniture** and **Activity** cards;
- **Vision** cards.

GBI Cards
GBI cards refer to solutions - green and blue infrastructure - normally used by planners to adopt sustainable and natural models for water management, collection and recycling in urban settings, parks and gardens. These cards will allow players/co-designers to design a park that is actually able to adapt to climate change, a green area where water is no longer a problem, but a resource. Traditional solutions (grey infrastructure) are also added to these.

Costs

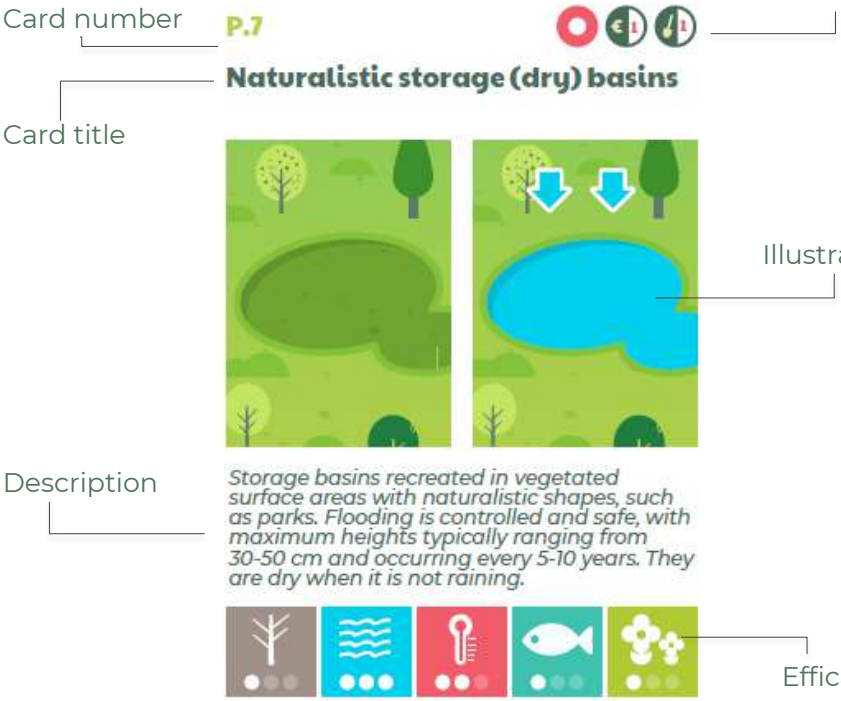
Card number

Card title

Illustration

Description

Efficacy



Each card is marked with:

1) a value from one to three circles to indicate its effectiveness in adapting to climate change risks on:

Drought

Floods

Heat islands

Improving water quality

Supporting biodiversity

For example, the card on the previous page, if used, is highly effective in adapting to flooding, but a lesser contributor to drought.

2) a value from 1 to 3 to indicate the costs that the use of the card would bring. Two types of costs are indicated:

Construction costs

Operating costs

For example, the card above is inexpensive for both items.

3) symbols:

Linear

Point

If a card is **Point**, it means that it is a solution that the player/co-designer can imagine at a specific point on the **Planimetry** (e.g. a tank or an infiltration area); if a card is **Linear**, it means that it is used to transport/move water from point A to point B (e.g. a pipe or a canal). Whenever you want to use a **Point** card, you need to ask yourself how the water can get there; if the point is close to the source of the generated water (e.g. a pipe or a canal), then it is necessary to ask how the water can get there. If the point is close to the source of the water generated (e.g. near the building from which we derive the rainwater from the roofs), the **Point** card can also be played on its own. If this is not the case, it is necessary to combine the **Point** card with a **Linear** card: the player must think of a retrieval scheme, only this will make it possible to transport the water to be retrieved from the collection point (point A) to the place where the point card is inserted (point B).

Furnishing and Activity Cards

These cards describe possible furnishings for the park and generic **Activities** that can be designed in more detail in the course of the game to bring the park to life and help build an active community around it.

Tip » some of these cards are blank, in case you feel like adding furnishings and **Activities** to those you already have: let your imagination and creativity run wild!

Vision cards

These few cards present the pillars of co-designing a Start Park. They are goal cards: what is planned with the **Furniture** and **Activity** cards must tend towards the achievement of the **Vision** cards that the players will be holding. Tip: The **Vision** cards may seem a bit vague... decide how to interpret them as a group!

Preparation

Stick on the wall or place on the table all **GBI**, **Furniture** and **Activity** cards turned over so that you can see their contents. Turn the **Vision** cards on the other side instead, and place them in the appropriate area of the **Planimetry**.

How to play

Round 1

20 + 10 min

The group of players/co-designers divides into small groups of two. Each group selects the character (choosing the relevant card) they wish to play for this first round.

Empathising with their character's needs, the sub-groups fill in the small park **Planimetry** with at least:

- **2 Furnishings**
- **1 Activity**
- **Maximum 2** Point **GBI cards** and 1 **Linear GBI** card.

Filling out the **Planimetry** means drawing on it and/or marking the card used with its number in the top left-hand corner.

After the activity in pairs, each pair should tell the rest of their group about their completed Floor Plan and justify their choices based on the needs of the character identified.

Round 2

45 min

The group draws a **Vision** card from the deck, keeping it turned over in the appropriate area on the **Planimetry**: it is not yet time to discover its contents!
The group will work together on the **Planimetry**; the aim is to select **GBI** cards from the small plans proposed by the subgroups to create a **Planimetry** shared by the whole group.

Remember: the scores of the cards that you will use must exceed the following values for adaptation to climate change (column 1 of the following table) depending on the level of difficulty chosen and stay below the maximum expenditure scores indicated in the Construction Costs and Operating Costs columns

	Adaptation to climate change	Construction costs	Operating costs
Easy level	10	6	6
Medium level	15	5	5
Difficult level	20	4	4

** Scores not taking into account **Pro solutions** i.e. Surface cards and point cards for grey water recovery*

Tip » Ask the experts for help!

Round 3

1 hour

The group draws the second **Vision** card and turns it over, together with the first one, to find out its contents. These **Vision** cards, together with your **Super-Objective** are the objectives you aim for during this co-design phase: as a group, choose furniture and activities, taking into account the needs of the people you played in pairs in turn 1, they are your target users! Use the large **Planimetry** on which you have already drawn the chosen **GBI** solutions and draw or write down the numbers of the selected **Furniture** and **Activity** cards

Tip » The **Activity** cards are vague, when you select them make an effort to add details to adapt them to the needs of your users and the park specifications you have already designed.

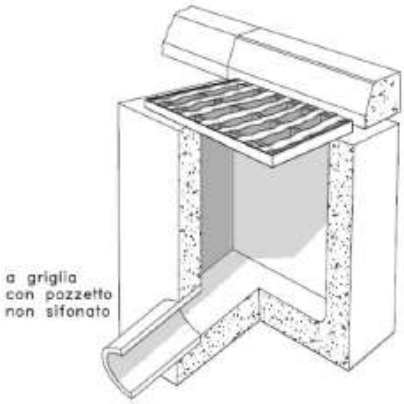
StartCard Pro version and the role of the Master

During the course of the rounds, the **Master** will accompany you in the process of co-designing and conceiving the park. The **Master** has the option, should he deem it necessary, to expand the set of **GBI** cards at your disposal, expanding the range of possibilities in terms of climate change adaptation. The Pro version **GBI** cards are:

- **Surface cards**, solutions for managing water over large areas before it is brought to a Point or Linear element (e.g. roofs or car parks).

GBI - Green and Blue Infrastructure Portfolio Examples

L.1 Pipe + drain



L.2 Filter drains

Source: Woods Ballard et al. 2015. "The SuDS Manual"

L.3 Dry swale

Source: Woods Ballard et al. 2015. "The SuDS Manual"

L.4 Wet swale

Source: Woods Ballard et al. 2015. "The SuDS Manual"

P.1 Rainwater treatment with technological solutions

Source: Woods Ballard et al. 2015. "The SuDS Manual"

P.2 Underground storage tanks

Source: Woods Ballard et al. 2015. "The SuDS Manual"

P.3 Infiltrating trench

Source: Gambaro, M., Tartaglia, A. and Valenti, E., 2012. The design in the sustainable management of stormwater: the case study of the Province of Varese (Italy). In 1° International Conference on Urban Sustainability and Re silience (pp. 1-14). University College London.

P.4 Rain garden

Source: IRIDRA Srl

P.5 Tree filter boxes

Source: Woods Ballard et al. 2015. "The SuDS Manual"

P.6 Dry detention basins

Source: www.publicspace.org

19

P.7 Naturalistic dry detention basins

Source: Woods Ballard et al. 2015. "The SuDS Manual"

P.8 Pond/Water tanks

Source: IRIDRA Srl

P.9 Naturalistic pond

Source: IRIDRA Srl

P.10 Technological solutions for greywater treatment

Source: starplastsrl.it/

P.11 Constructed wetlands for greywater treatment

Source: IRIDRA Srl

P.12 Green wall for greywater treatment

Source: IRIDRA Srl

P.13 Green wall

Source: en.wikipedia.org/wiki/Green_wall

S.1 Intensive green roof

Source: www.harpogroup.it

S.2 Extensive green roof

Source: www.harpogroup.it

S.3 Permeable paving - Porous screeds

S.4 Permeable paving - Screeds with grassed joints

S.5 Permeable paving - grassed concrete gratings

S.6 Permeable paving - grassed plastic gratings

CC BY NC SA

Co-funded by the European Union

Interreg Euro-MED

URWAN

START PARKK - [site name]

START PARK

CC BY NC SA

OBSERVE THE CONTEXT

MAP — Title — Legend

MAP — Title — Legend

MAP — Title — Legend

MAP — Title — Legend

MAP — Title — Legend

MAP — Title — Legend

MAP — Title — Legend

CO-DESIGN THE PARK

PLAY!

VISION CARD

VISION CARD

MACRO-GOALS

SCORE

- DROUGHT
- WATER QUALITY
- CONSTRUCTION COST
- FLOODS
- BIODIVERSITY
- MANAGMENT COST
- HEAT ISLANDS

DESIGN NOTES

DETAILS AND PROBLEMS

URWAN

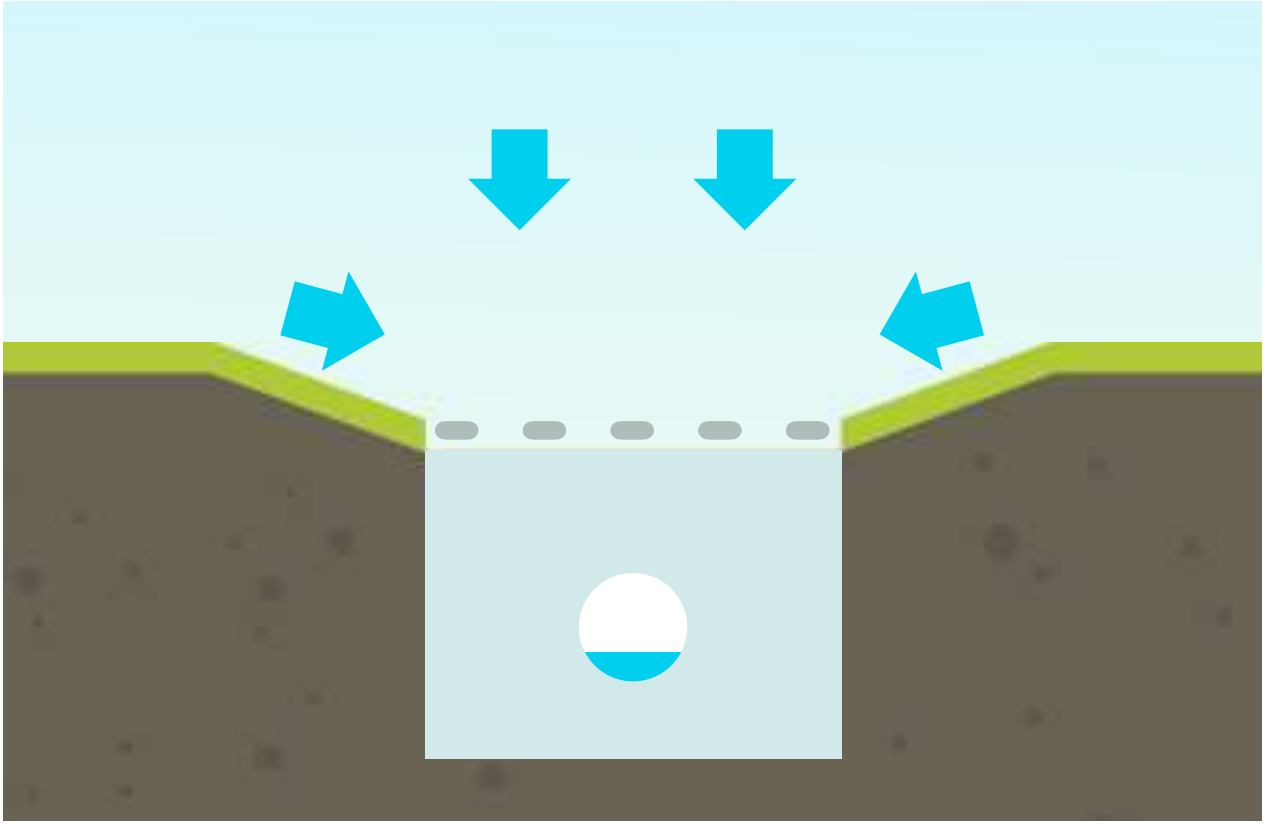
Interreg Euro-MED

Co-funded by the European Union

START PARK

L.1

Pipe + storm drain



Technological solutions (grey infrastructure) for the collection and transfer of rainwater