

Baltic Urban Lab Workshop #2

Brownfield regeneration site planning improved with 3D visualization and interactive public participation tools

Thursday 15 June 2017

MODULE I - CASE STUDY NORRKÖPING - 9.00-12.00

Norrköping Visualization Center, Kungsgatan 54, Norrköping (<http://visualiseringscenter.se/>)

Moderator: Maija Rusanen, Baltic Urban Lab Project Coordinator

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| 8.30-9.00 | Registration |
| 9.00-9.05 | Welcoming words by Maija Rusanen , Baltic Urban Lab Project Coordinator |
| 9.05-9.20 | Introduction of the Norrköping Visualization Center by Andreas Larsson , Guide of Norrköping Visualization Center |
| 9.20-9.50 | Crowdsourced urban planning using interactive 3D maps, lessons learned from dialogue project "Vision industrilandskapet" and detailed plans in Norrköping - challenges and possibilities of using modern technology in urban planning by Erik Telldén (3D Coordinator), City of Norrköping, Sweden |
| 9.50-10.00 | Introduction to the Site Visit by Erik Telldén (3D Coordinator) & Jonas Sivervik (Project Coordinator), City of Norrköping, Sweden |
| 10.00-10.20 | Coffee (venue: Norrköping Visualization Centre) |
| 10.20-12.00 | Site Visit, examples of public participation in the central Norrköping area by Erik Telldén (3D Coordinator) & Jonas Sivervik (Project Coordinator), City of Norrköping, Sweden |
| 12.00-13.00 | Lunch |



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MODULE II - GENERAL SESSION - 13.00-15.00

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- Current research and visions for the future
- Benefits and challenges of 3D solutions and people participation

The afternoon will start with a general session where some of the top solutions and applications in the field of 3D and people participation within city planning will be presented by invited speakers from Sweden and Finland. The advantages and challenges they bring in urban planning in the brownfield development context will be discussed.

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- 13.00-13.30** Citizen participation through web-based visualization tools, what does it give? by **Erik Glaas** (Researcher), University of Linköping, Sweden
- 13.30-14.15** Utilizing browser based 3D-platform in city development projects - Case Hyvinkää Finland by **Jouni Mattsson** (Branch Manager), City of Hyvinkää, Finland & **Petri Kokko** (CEO/Partner), Sova 3D Oy, Finland
- 14.15-14.30** **Coffee**
- 14.30-15.00** Visualisation tools - the future of urban planning by **Filip Wänström** (Business Developer, Visualization), Norrköping Science Park AB, Visual Sweden Initiative, Sweden



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MODULE III - DEMO & DISCUSSION - 15.00-16.15

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- Demos of visualization tools
- Interactive Mini-Workshop

The last session of the day will consist of demos, group activities and input from the participants. There will be two simultaneous parts, and participants will be divided into two groups and can participate in both sessions by taking turns. In Norrköping's testbed, participants will get to try Norrköping's participatory tools and virtual reality for city planning. In the Mini-Workshop, participants exchange ideas and discuss the topic of the day more indepth. We will discuss the benefits but also challenges of using 3D models, visualization tools and participation in the framework of urban planning and identify concrete examples of how these tools could be used.

15.00-15.25 1) Norrköping's testbed

2) Mini-Workshop

15.30-15.55 1)Norrköping's testbed

2)Mini-Workshop

16.00-16.15 **Closing**

**Virtual reality for city
planning
-
possibility to test VR**

WELCOME TO NORRKÖPING!

