urbandesignlondon

Innovation in the City – Tech Innovation and Planning

Date   Wednesday the 2nd of September 2015**,** 09:30 – 17:00
Venue   Palestra, 197 Blackfriars Road, SE1 8NJ

Planning relies on data to inform policies and processes in order to deliver development. We will look at best practice use of technology to support planning work, including how start ups are looking at ways of including the community in decision making and project delivery; using data, systems to monitor approvals, recording and understanding both land and infrastructure capacity etc. At the end of the day we will come together to determine other planning issues that could benefit form technological advances.

Agenda

09.00   Registration & Coffee

**09.20   Future Planning
Finn Williams, GLA**
Technology is the answer, but what was the question? A look at the challenges facing the established planning system, and how a shifting relationship between the public, private and third sectors is redrawing the way we plan.

**09.40   Technology and Access to the City
Louise Wilks, London and Partners**
Looking at what we know about tourist behaviour and their use of technology to explore and use the services in and around London. Drawing upon this we look at the opportunities that present themselves in strategic planning for the future of the city.

**10.00   Data-driven Planning Methodologies
Daniel Giovannini, Spin Unit**
The city is defined by its physical structure, infrastructure, and networks. Interactions and data flows create a constantly evolving information system. This session will present a series of case studies and data-driven planning methodologies tailored to the small-scale urban area. New tools and techniques can be developed to monitor trends in both the networked and the physical city, and answer current demands as they emerge.

10.20   Questions and Discussion

10.40   *Break*

**11.00   Geodesign Hub
Hrishi Ballal, UCL CASA**
Geodesign takes a systems view of design processes, incorporating collaboration among different stakeholders. In this talk, Hrishi will give a demonstration of Geodesign Hub, a new company and tool to undertake geodesign studies and projects. He will demonstrate how geodesign technology is used to collaboratively support analysis, design and assessment of complex planning problems.

**11.20   Commonplace Engagement tools
Mike Saunders, Commonplace Engagement tools**
Web-based tools for engaging in plan making that seeks to engage local people in helping shape plans for their localities.
**Case Study Commonplace Waltham Forest
Mark Bland, LB Waltham Forest**
Waltham forest will demonstrate how this application has been used in consultation.

12.00 Involving people in online conversations about projects that affect them
Michael Kohn, Stickyworld
Stickyworld is an online platform that makes it easy to involve people in design or planning projects from concept through to completion. Enabling the discussions of plans, maps and inside 360 virtual tours.
Case Study Stickyworld Greenwich
Kim Smith, RB Greenwich
Kim will talk about project at Eltham and how the council and East architects have used Stickyworld combined with face to face exhibitions to aid in the delivery.

12.40 *Questions and Discussion*

13.00 *Networking Lunch*

14.00 Application of 3D city models in planning
Klara Czyńska, Paweł Rubinowicz & Adam Zwoliński, WPUT Cyber-Urban-Center
Progress in the field of 3d city modelling, visualization of urban landscape, remote sensing technologies and geo-information systems. How to use these data sources in planning? This session will give an overview of actual tendencies in 3d city modelling and their application in cityscape planning including tall buildings. New solutions developed within the 2TaLL project will also be presented.

14.20 Geovey
Dave Barter, Geovey
Geovey is a map-based solution sketchpad for crowdsourcing community improvement ideas'. Maps are for much more than directions, maps allow people to visualise their surroundings in new ways and spot opportunities for improvement.

14.40 SYNC: An integrated urban modelling platform for collaborative planning and design
Pete Ferguson, UCL CASA
Funded by Innovate UK, we are embarking on an ambitious three year project to build a collaborative planning and design platform. The platform will be capable of modelling complex interactions between multiple urban systems including transport, utilities, development, energy flows, demographics and public services and forecast the impacts of design and policy proposals. We are developing easy to use web tools that will enable planning and design practitioners to operate these models directly and share design assessments across departments and planning hierarchies using a common set of resources and understanding of the city's dynamics.

15.00 Information Visualisation and Collaborative Planning
Johannes Schleith, MSc candidate, City University
How can human-centred technology support and enable a collaborative way to solve complex problems. What can the domains of computer-supported cooperative work and information visualisation contribute to urban and regional planning.

15.20 OpenPlanning: Raising the standards of planning applications
Ben Nickolls, mySociety
With a decade-long history of encouraging civic engagement though the use of technology it seems strange that mySociety would build OpenPlanning: a website that publishes planning applications. Perhaps there's more that meets the eye to this simple website? Ben talks about how OpenPlanning is helping local councils raise the quality of their planning applications while creating a shift in digital capability and culture.

16.00 *Questions and Discussion*

17.00 *Wrap up and close*