CIVIC INTERACTION DESIGN

ACTIVITIES 2024

Amsterdam University
of Applied Sciences

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Civic Interaction Design

DESIGN FOR LIVING TOGETHER

We are pleased to present this publication reporting on some of our key activities undertaken in 2024-5 by the Civic Interaction Design Research Group, Amsterdam University of Applied Sciences. They have been carried out in close collaboration with students from the various educational programs in our faculty as well as with practitioners from professional fields addressing the cross-overs between design, society and technology. Varied in themes and approaches as they may be, what all our projects have in common is that they employ a research-through-design approach to explore the roles of design and digital technologies in *civic life*: the numerous interactions through which people in a society come together to strive towards collective well-being.

This overview of our projects also forms a base to look ahead, and signals the emerging trajectories for our programme, which come with an invitation for you to join us in our explorations of possible futures for civic life. To guide us in this direction, we have recently revised our collective vision. For us, Civic Interaction Design can best be approached as the question of how to *design for living together.*

Of course, this question has been posed time and again in our own work and by others in different forms such as reflective essays, political programs, and exhibitions showcasing

possible pathways towards conviviality. Yet it has become especially crucial and concrete in recent years, as finding new and transformative ways for living together is more urgent today than ever, in the face of the growing social fractures and ecological crises, and the rapid development of new technologies reshaping our lives on multiple levels.

As an aspirational statement, design for living together invites many additional questions, a useful starting point for us is to ask: living together *with whom or what*? In our research group we address the question in three different directions:

Living together with other people

Civics as a concept and practice has always addressed the many ways in which humans organize themselves around a sense of *we*-ness and common purposes in collectives, communities, and societies. How indeed could we live together in various ways to contribute to our collective well-being whether it's in formal or informal ways? What new – technology enabled or otherwise – ways of living together and collective action can we envision and enable towards this end? How can design and designers initiate or support such practices?

Living together with other species

Second, given the profound imperative for more sustainable and regenerative futures, we need to move away from a perspective that exclusively prioritises human needs. Through research and design, we need to explore ways to understand the worlds of other species not as separate to or less than humans' but as fundamentally entangled. In other words, we need to co-create futures of *more-than-human* cohabitation.

Living together with new technologies

Third, the ways in which we are living together are increasingly enabled or restricted by new technologies. From the digital platforms and social media, AI, to the hybrid interfaces we use to experience public spaces, the design of these digital infrastructures has profound influences on our opportunities for living together. We need to understand and question these changing *techno-social* conditions and create ways to ensure people, also including other species, can live with emerging technologies in inclusive and just ways. We need to critically engage with, for example, the impact of these new technologies used to implement surveillance and control measures, and further social fractures that they may cause. At the same time, these technologies also create new opportunities for collaboration, creating a sense of we-ness, and the strengthening of our collective well-being and we see it as part of our mission to explore these further from a perspective of (interaction) design.

Research & Design for Living Together

We believe that designing for living together with humans, other species, and technologies requires a deeply relational understanding of the world in which we are all entangled and inter-dependent. That's why collective wellbeing guides the direction of our work, rather than efficiency and profit, usability for individual users, or comfort for exclusive groups.

This perspective provides a number of starting points for researchers and designers in shaping civic life. First, civic life begins with the building and maintaining of trust and meaningful relations amongst people, and between people and their surrounding worlds. From this, shared understandings of the world could arise, that allow for further organisation and action. As such, civic activities can range from informal and mundane social interactions to volunteering, activism, to participation in formal, institutionalized organisations that govern a particular shared resource, or function as an actor in the political process, just to name a few. More recently, interests in the economic dimensions of civics has been on the rise, as seen in collectives organized as a commons or cooperatives, or the notion of the civic economy that organizes its activities prioritising collective flourishing based on public values.

This all requires a well-functioning civic infrastructure, predicated on well-functioning public spheres inviting people (including other species) to connect through collective experiences, recognise each other, and debate and contest new ideas and developments. Also required are the availability of tools, economic instruments, and legal frameworks for self-organization; access to knowledge, know-how, opportunities for civic learning, and;

institutionalized 'touch-points' for purposeful co-operation and negotiation with governments.

On a broader level, we see civics as a way of societal organisation through collective action that co-exists with other logics of society, such as those of the state, the market, religions, or professions. An important aspect of our programme is that we do not consider this as a static arrangement: the possibilities and constraints for civic initiatives are perpetually shifting. This requires an ongoing reflection on our current societal arrangements and on how they serve or undermine our collective well-being. It also invites a more speculative take on civics: what techno-social constellations could we imagine to work towards the collective well-being of people and other species?

As designers and researchers we seek to contribute to these aspects of civic life in various ways. On a *practical* level we have worked with communities to design (digital) tools and creative practices supporting their various interactions. On an *organisational* level, we have engaged with the orchestration of such design processes at large: aligning stakeholders, organising dramaturgies for sense-making, ideation and prototyping, the development of processes or organisations, and negotiating with governmental institutions. Doing this work invites possibilities for new roles, methods and repertoires for civic designers, and an understanding of how these relate to the logics of other institutional arrangements organizing society. On an *infrastructural* level, we have explored different ways to develop conditions necessary for collective action to thrive, such as the design of (interactive) public spaces, civic learning infrastructures, or ways of interacting with external institutions. Last but not least, we often engage at the level

of *civic imaginations*, which Henry Jenkins describes as the capacity to "imagine alternatives to current social, political, or economic conditions."

Research Themes

Combining diverse design approaches, including, for example, critical and speculative design, human computer interaction, participatory design, and value sensitive design, we have developed our programme consisting of four broad, inter-related, and non-exclusive thematic areas, as shown below with current example projects:

Interactive Public Spaces

We situate public spaces at the heart of a civic infrastructure. They provide opportunities for people, despite their many differences, to make sense of a common world. Various developments in both urbanism and digital technologies have challenged these opportunities, leading to distinct dynamics of privatization, social fragmentation, and polarization. In our projects, we approach these developments critically, but at the same time hopefully, to explore how the use of digital and hybrid technologies could be designed to reinvigorate our public spaces. For instance, the research projects led by Mirjam Vosmeer seek to understand how the design and storytelling mechanisms of Virtual Reality experiences contribute to a better understanding of issues such as diversity. Our work on Urban Interaction Design and Media Architecture initiated by Marjolijn Ruyg explores the role of digital media in urban public spaces. More projects have started

in 2024, including the project exploring public digital infrastructures with Esther Hammelburg, Harold Pflug and Eva Oosterlaken. Here, in collaboration with the organisations behind PubHubs we aim to investigate how the design of this alternative, public-values based social media platform can enable public organisations and collectives to communicate with their constituents.

Technological citizenship

In our theme of technological citizenship, we engage critically with the increasing digitization of our civic infrastructures. How can citizens effectively understand, contest, and co-shape the technologies that have increasingly started to govern them in so many aspects of their lives? Our project Human Values for Smarter Cities, with Mike de Kreek and Tessa Steenkamp, explores the implementation of smart city technologies from a value-based design perspective, and explores in close collaboration with the City of Amsterdam, how touch-points can be created for citizens to co-create or contest the implementation of these technologies.

Design for collective action

How can design strengthen civic infrastructures with opportunities for people to engage with and mobilise action around issues of public and collective concern in inclusive and equitable ways? In our projects Circulate and Charging the Commons, led By Zsuzsanna Tomor and in collaboration with Tara Karpinski and Michel van Dartel at the Situated Art and Design research group at Avans University of Applied Sciences, we have been exploring the design of commons-organisations and the technological platforms they can use to collaboratively

manage their resources. The project Transition-Scapes run by Linda Vlassenrood and Cristina Ampatzidou seeks how interactive exhibition formats can create shared understandings and invite collective action and collaboration between institutions and civic initiatives around the energy transition.

More-than-Human Civics

We recognise the urgent need to shift human-centred ways of knowing, making, and living in the world. How can we better listen to, call in, co-create, and co-habitate with other-than humans? We have started to explore these questions as seen in Designing with the Sun led by Angella Mackey.

At the crux of these four inter-related thematic areas is our ambition to inform a broader debate about civic futures in a digital society, and the transformative pathways through which they could be realized. At the crux of these four inter-related thematic areas is our ambition to inform a broader debate about civic futures in a digital society, and the many - even expected - transformative pathways through which they could be realized, as demonstrated in the Awe in Immersive Art for Societal Transformation led by Jaz Hee-jeong Choi. Our ongoing questions evolve around how we can live together towards collective well-being, in relations of mutual care, in a society where our interactions with the world around us are increasingly mediated through digital technologies.

Such questions need to be embraced with humility. The enabling of civic life is a long-term and complex process which we cannot attend solely as a matter of design. Creative,

designerly approaches can certainly help with finding meaningful questions and both inventive and effective ways to answer them. Yet importantly, civic interaction design is equally, if not more, about care in action. As such, we refuse to parachute ourselves into a community however well-intentioned or well-prepared we may feel, and instead seek ways to co-create situated and often bespoke knowledges and practices together with other humans, technologies, and creatures, building durable connections and collective capacity for change.

As researchers and designers we see it as our main task to stage, provoke or orchestrate ongoing 'conversations' between all actors involved in such processes. We aim to contribute to these conversations through research activities, and capture the insights, knowledge and know-how that emerge from these interactions. Conversations here is placed between parentheses, as we see it as a metaphoric activity consisting of activities such as listening, including, interrogating, encouraging, informing, dissecting, learning, etc. Yet our research activities do not solely take the form of spoken dialogues. Collaboratively exploring, making, and designing form a central part of our conversations.

In close collaboration with students and professionals

To learn more about how we approached civic interaction design, we invite you to browse through this catalogue of activities. We would like to highlight that all of our projects have been realized thanks to our collaborators, including the AUAS community, creative agencies, government departments, design studios, civic organizations, technology developers, cultural and knowledge institutions, and many

more who have worked with us on these projects. We are genuinely grateful for their generous support.

We are grateful for the opportunity to bring our approach to civic interaction design into the curricula of the Communication and Multimedia Design, Communication and Creative Business and the MA in Digital design programmes. A special thank you to all the students and educators who have inspired us and contributed their creative works, insights, and thoughts to our projects. We take pride in having been part of their journeys of becoming the shapers of our future societies.

Finally, we want to wholeheartedly invite you to continue to travel along with us, to explore many different futures of living together through civic interaction design.

Martijn de Waal
Jaz Hee-jeong Choi
Professor & Associate Professor Civic Interaction Design

CONTENT

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Projects

Awe in Immersive Art for Societal Transformation

Time
2024-2025

Website
https://more-than-human-derive.net/awe/enter/

Civic Interaction Design Researchers
Jaz Hee-jeong Choi, Martijn de Waal, Jorgen Karskens, Morgana Braga

Project Lead
Jaz Hee-jeong Choi

Financed by
Dutch Research Council (NWO)
Regieorgaan SIA Pilot Network Development Towards Europe

Research Partners
University of Oxford, Aalto University, Leiden University, RMIT

Project Partners
Dutch National Opera & Ballet, Opera Forward Festival, International Documentary Film Festival Amsterdam, DocLab, ZEMOS98

How do awe-experiences unfold in immersive art? How can they be extended towards societal transformation?

Immersive art increasingly envelops audiences through new embodied experiences that integrate multisensory interactions and more-than-human collaborations with algorithmic and multispecies mediators.

This experimental and network development project brings together experts in art, design, psychology, digital humanities, and cultural mediation across Europe to explore how awe-experiences materialise in immersive art, and how they can be extended towards societal transformation, through engagement design and cultural mediation. The project forms new grounds for transdisciplinary creative practice, research, and collaboration.

How do we experience awe in life, and in art? And how does that change us?

Click here to share your experience, anonymously, and/or see bits of awe gathered so far.

Exploring Civic Protocol Economies

Time
2024 - 2025

Website
civicixd.com/exploring-civic-protocol-economies/

Civic Interaction Design Researchers
Iskander Smit and Martijn de Waal

Financed by
Centre for Economic Transformation (CET)

What happens when the civic economy meets the protocol economy?

This exploratory research delves into the potential synergies between civic economies and protocol economies, aiming to uncover new pathways for future research and design. The civic economy, focusing on community, collaboration, and social well-being, offers an alternative to traditional profit-driven economic models. Meanwhile, leveraging decentralized technologies, the protocol economy presents novel approaches to value exchange and governance. Examining these two paradigms' intersections, we envision a "civic protocol economy" that could address complex societal challenges and foster more equitable, sustainable systems.

In the research, we aimed to capture the state-of-the-art of civic and protocol economies and formulate follow-up research questions. We spoke with twelve experts with different backgrounds and organized a round table. A conceptual model is inspiring future research endeavors.

Awe-full Change

Time
2024

Website
civicixd.com/awe-full-change/

Civic Interaction Design Researchers
Jaz Hee-jeong Choi

Project Lead
Jaz Hee-jeong Choi

Financed by
Centre of Expertise in Creative Innovation (CoECI)

Research Partners
Professor Laura Cull Ó Maoilearca (Academy of Theatre and Dance, Amsterdam University of the Arts), Dr Carlijn Kappers (AUAS - Sustainable Cities Research Group)

Project Partners
Affect Lab, Baltan Laboratories, Prospektor.

How can we approach and integrate experiences of 'awe' in emerging forms of art and design that aim to evoke societal transformations?

Over a decade, research on the transformative power of awe has grown exponentially demonstrating that experiencing awe has strong psychosocial benefits and leads to changing worldviews. Yet the research has been almost exclusively from psychology, with limited related exploration into emerging creative practices such as hybrid and immersive productions that create multisensory encounters. Also unaddressed thus far is the question of how awe experiences can be extended to result in collective change and societal transformations.

Increasingly creative practitioners are experimenting with new transdisciplinary, and co-creative practices to involve citizens, scientists, policymakers, and other-than-humans around urgent societal issues. The project aims to strengthen the development and impact of these so-called 'transformative creative practices' by exploring how experiencing awe can help better understand and create their transformative dynamics.

As the first study in this new dynamic intersection of transformative creative practices and awe, the project focuses on practitioners' creation of awe in their work. It coalesces disciplinary knowledge and practice to form a common language to understand, articulate, develop, and support the unique transformative potential of creative practices more comprehensively and justly. In doing so, the study also addresses the critical question of how the transient experience of awe enabled through creative encounters may be extended for broader societal impact. This is further explored in the Awe in Immersive Art for Societal Transformation project.

Immersive Media & Content: educational development for CO/CB

Time
2024 - 2026

Civic Interaction Design Researchers
Mirjam Vosmeer

Other Researchers
Barbara Devilee

Project Lead
Mirjam Vosmeer

Financed by
Comenius

Expert lessons and prototyping workshops on Immersive Media

In the creative industry, demand for immersive media content is expected to grow in the coming years, which will increase the need for well-trained professionals in this field. However, within the Communication and Creative Business (CO/CB) courses, teachers do not yet feel sufficiently competent to teach students in this area.

The aim of this project is to develop expert lessons and prototyping workshops in collaboration with a group of teachers, students and researchers that can be integrated into the regular curriculum, so that all students can come into contact with Immersive Media content.

Immersive Lectures

Time
2024

Civic Interaction Design Researchers
Mirjam Vosmeer

Other Researchers
Bart Jan Steerenberg

Project Lead
Mirjam Vosmeer

Financed by
Centre of Expertise in Creative
Innovation (CoECI)

Lectures on immersive technologies

Since 2014, research has been conducted at the Civic Interaction Design research group into Storytelling for VR, partly funded by SIA RAAK in the projects **Storytelling for 360° media** (2016 – 2018) and **VR for Diversity** (2020 – 2022). This has resulted in several VR experiences, a series of papers, numerous workshops and lectures, and a great deal of theoretical knowledge about VR and interactive storytelling. However, these presentations are often given at international conferences, and the knowledge remains within the research group. Therefore, we collaborated with the Minor Immersive Environments to bring together our insights on creating meaningful immersive experiences. We transferred this knowledge into three thematic Expert Lectures, which are intended as supporting material for MBO and HBO educators within this field. During the development phase, we have collaborated with industry partner StudioVRij and the educational networks OASIS and XR-lab, to gain feedback and make sure that the lectures suit their needs.

The lectures have been presented at a special event at the Treehouse at NDSM terrain, and are now publicly available for educators who want to add some extra background information to their lessons on XR development. The PowerPoint, with notes, can be requested by sending an email to **m.s.vosmeer@hva.nl**

Civic Social Media

Time
2024-2025

Website
https://civicixdproject.com/
civicsocialmedia/

Civic Interaction Design Researchers
Eva Oosterlaken, Harold Pflug, Esther Hammelburg, Martijn de Waal, Jorgen Karskens

External Researchers
José van Dijck, Bart Jacobs, Jan den Besten, Mathilde Sanders, Skip de Monnink, Lian Vervoort, Pepijn Lemmens

Project Lead
Eva Oosterlaken

Financed by
SIDN Fonds

Research Partners
Utrecht University and Radboud University

Project Partners
City of Amsterdam, Public Spaces

What if social media were not commercially driven but had public values at its core?

The Civic Social Media project focuses on researching, designing, and advocating for digital platforms that enable community members to communicate, collaborate, and exchange information safely and securely. These platforms are built on public values and are transparently developed and managed by organizations and initiatives with a social purpose.

The debate about the need for a digital public infrastructure and public value-based online spaces has gained considerable momentum in recent years. Governments and funding bodies have issued various calls and manifestos on this topic, and it is increasingly appearing on national and European policy agendas. Several initiatives have also emerged in this space, such as the Facebook alternative Mastodon, technical protocols like ActivityPub and Matrix for decentralized (federated) social networks, and the open-source initiative Decidim for participatory processes.

Civic social media prioritize collaboration and community dialogue over individual use, presenting new and complex challenges. These include broad questions about their significance and necessary legal frameworks, as well as practical issues like design, funding, and management.

At the moment, we are working on PubHubs as a case study to further investigate such issues. PubHubs is a platform which aims to offer a trusted, non-commercial digital environment for moderated conversations and digital identity management. Recent discussions with stakeholders at PubHubs, PublicSpaces and the City of Amsterdam, highlighted the need for further research into Pubhubs' user interface design and usability—particularly balancing privacy with ease of use. Municipalities support the concept but need clearer examples of how it could work in practice. The next phase of the project will focus on developing use cases and prototypes with public institutions, envisioning how PubHubs can be successfully deployed in practice.

PubHubs is an initiative of Professors José van Dijck (Utrecht University) and Bart Jacobs (Radboud University), in collaboration with PublicSpaces.

Human Values for Smarter Cities

Time
2022 - 2026

Website
civicixd.com/human-values-smarter-cities/

Civic Interaction Design Researchers
Mike de Kreek, Tessa Steenkamp, Martijn de Waal, and Jorgen Karskens

External Researchers
Kars Alfrink, Thijs Turel, Gerd Kortuem

Project Lead
AUAS - Civic Interaction Design Research Group

Financed by
Regieorgaan SIA - Raak PRO

Research Partners
Amsterdam Institute of Advanced Metropolitan Solutions (AMS), TU Delft, Waag FutureLab

Project Partners
Municipality of Amsterdam (CTO office), Municipality of Rotterdam, Municipality of The Hague, ARVOO Group, Tapp, ThingsCon.

Designing ethical smart city-applications: how to move beyond the manifesto?

Smart city technologies, including artificial intelligence and computer vision, promise to bring a higher quality of life and more efficient urban management to our cities. However, developers, designers, and professionals working in urban management have started to realize that implementing these technologies poses numerous ethical challenges. Policy papers from city governments and institutions now call for human and public values in tech development, ethics guidelines for trustworthy A.I., and digital rights in cities. In a democratic society, these technologies should also be understandable for citizens (transparency) and open for scrutiny and critique (accountability and contestability).

This four-year project aims to help such professionals to develop an integrated, value-based design approach for smart city technologies' ethical implementation by focusing on the concrete and urgent case of machine-vision in public space. It consists of three aspects. With civil servants in municipalities, we will create a language that enables them to translate public values such as transparency into concrete specifications. With designers, we will develop guidelines and principles to answer these value-based requirements. Finally, we will develop methods to engage civil society in this process with both groups of professionals.

> " We aim to **create the awareness in municipalities that safeguarding human values is part of every phase of a smart city tech's life cycle**, not only during the procurement phase. A next step forward would be to design interventions that facilitate the required shifts in roles, relations and responsibilities of all involved stakeholders, including the language used. – Mike de Kreek "

PROJECT

Transition-Scapes

Time
2023 - 2025

Website
civicixd.com/transition-scapes/

Civic Interaction Design Researchers
Linda Vlassenrood, Cristina Ampatzidou, Luis Rodil Fernandez, Marije de Haas, Angella Mackey, Martijn de Waal & Jorgen Karskens

Project Lead
AUAS - Civic Interaction Design Research Group

Financed by
Regieorgaan SIA - Raak MKB

Research Partners
AUAS - Spatial Urban Transformation Research Group, Planbureau voor de Leefomgeving.

Project Partners
International Architecture Biennale Rotterdam, Arcam, Nieuwe Instituut, UNStudio, Bright, One Architecture, Clever Franke, Tellart, Shosho, Gemeente Amsterdam, Alliander, &Flux, Arcadis, Play the City, Huis van de Toekomst, Studio Bertels

How can interactive exhibition formats invite discussion and knowledge-exchange between residents, professionals and institutions about the energy transition?

The research project Transition-Scapes explores interactive exhibition forms visualizing future scenarios about the energy transition. The goal is to make the implications of the transition understandable and open for discussion at the level of the neighborhood. The interactive format should enable exchange and mutual learning between residents and institutional stakeholders, allowing them to collaboratively explore future pathways for the energy transition.

With design professionals, exhibition designers, experts in the field of the energy transition, researchers, policy makers and students we are exploring the design of such a tool in a research-through-design trajectory. By developing Transition-Scapes for Amsterdam Havenstad and Bospolder-Tussendijken in Rotterdam, we will gather design-insights in how such tools can be designed and employed.

> " In Transition-Scapes, we develop an interactive exhibition format that makes the implications of the energy transition understandable and open for discussion at the level of the living environment. With this tool, we want to give room to more imagination, co-creation and ultimately institutional change when it comes to large transitions in our society. – Linda Vlassenrood "

Platform Work — and its Regulations

Time
2022 - 2028

Website
https://platworkr.sites.uu.nl

Civic Interaction Design Researchers
Martijn de Waal

External Researchers
Koen Frenken, Wendy Smits, Hans Berends, Anna Gerbrandy, Agnes Akkerman, Judith van Erp, Sergio Armando Parra-Cely, Isabella Bremmers-Carrasco, Mirte van Hout, Gabriël van Rosmalen, Lex Mandos, Archer Buissink.

Project Lead
Koen Frenken, Utrecht University

Financed by
NWA-ORC

Research Partners
Maastricht University, University of Amsterdam, Utrecht University, Vrije Universiteit Amsterdam, the Amsterdam University of Applied Sciences and Statistics Netherlands.

Project Partners
Ministry of Economic Affairs & Climate Policy, Ministry of Finance, Ministry of Social Affairs & Employment, FNV, the Social and Economic Council, Stibbe, Helpling, Werkspot, ABU, Municipality of Amsterdam, TNO, WRR, Forget the Box and Radicand.

Addressing the need for new regulations on platform work.

Platform workers provide services through online platforms such as Uber (taxi), Helpling (cleaning) and Deliveroo (food delivery). Platforms give workers flexibility, but platform workers lack social protection and income security. The control platforms exert over platform workers is at odds with their status as self-employed and has prompted hearings and lawsuits.

This project addresses the need for new regulations regarding platform work. In collaboration with Statistics Netherlands (CBS), ministries, and employee and employer organizations, the researchers develop an evidence base, policy options and implementation guidelines regarding platform work, focusing on the public values of decent work, social protection, non-discrimination, privacy and cyber security.

Civic IxD's contribution to this project started in 2025 with Martijn Arets doing research on data portability in the gig economy. He will base his research on the experience and data from GigCV - a project in which 5 platforms shared data via an API and over 30,000 CVs were downloaded by workers. The goal is to investigate the impact of data portability in the gig economy and how it can contribute to the autonomy of platform workers.

PROJECT

Imagination in Transitions

Time
2022 - 2030

Website
https://coeci.nl/projecten/
verbeelding/

Civic Interaction Design Researchers
Martijn de Waal, Mike de Kreek

Project Lead
Sally Mometi, Hester Dibbits

Financed by
Regieorgaan SIA

Research Partners
Amsterdam Institute for Advanced Metropolitan Solutions (AMS), Meertens Instituut, AUAS Research Group: Visual Methodologies, AUAS Research Group: Creative Media for Change, Academy Theatre and Dance, Cultural Heritage, Design Thinking, Art & Spatial Praxis, Inclusion and the Creative Industries

Project Partners
City of Amsterdam, OBA, The Beach.

How can creative methods be researched and developed to solve social issues?

In the project 'Imagination in Transitions', eight research groups from four applied sciences universities work together. Researchers from the Amsterdam University of the Arts, the Gerrit Rietveld Academy, Inholland and the Amsterdam University of Applied Sciences investigate with partners how creative methods can help to work on social challenges in an inclusive way.

More concretely, the researchers deploy various design, artistic and making approaches, test them and research their mechanisms in order to find out how imagination can help with these changes, create connections and increase our collective ability to solve complex challenges. These challenges must be understood in the context of global, far-reaching change processes or transitions. Our premise is that imagination can play an important role in dealing with these transitions. Imagination can help us to better understand complexity and to make other futures imaginable and tangible.

Together with others, we investigate what imagination can mean in transitions, in establishing connections and in increasing collective problem-solving capacity. We work in the context of mission-driven research, with agendas that direct towards the further development of so-called Key Enabling Methodologies.

Their key methodology consists of a collection of creative practices that approach concrete issues from a number of common starting points that have to do with finding underlying questions, thinking beyond divisions, working in a participatory way, having a critical lens, embracing uncertainty and serendipity, and organizing slow processes with room for attention.

CIVIC INTERACTION DESIGN RESEARCH GROUP

ACTIVITIES 2024

The Quality of Life in Smart Urban Spaces

Time
2023 - 2025

Website
https://www.hogeschoolrotterdam.nl/hogeschool/nieuws/kc-creating-010/quality-of-life-in-smart-urban-spaces/

Civic Interaction Design Researchers
Martijn de Waal

Project Lead
Paul Rutten, Rotterdam University of Applied Sciences

Financed by
NWO - NWA-route Smart, liveable cities

Research Partners
Rotterdam University of Applied Sciences, Fontys University, Waag Futurelab

Project Partners
Stadslab Eindhoven (a collaboration between Stichting MAD and the municipality of Eindhoven), Municipality of Amsterdam, Pakhuis de Zwijger, Municipality of Rotterdam, Atelier Stad Haarlem.

What are the implications of digital technologies and their application in urban contexts for the quality of life in cities, from a perspective of public values?

The goal of this project is to provide citizens, governments, and developers/designers with a conceptual framework to understand the role of technologies in cities and shape their further development.

The Challenge
Digitalization, datafication, and other forms of 'urban computation' have left their traces in physical public spaces. This varies from the impact of navigation software, digital maps, social media, and online platforms on spatial practices to the design of digital twins used for planning purposes. These developments are driven by various actors: tech companies, governments, and civil society organizations. Yet, it remains unclear what the implications of these developments mean for the experience of urban public spaces. Moreover, local governments face policy uncertainty when confronted with the spatial and societal consequences of digitalization, often lacking oversight of the developments, with policy goals in this area still underdeveloped. Adding to the complexity is the fact that urban planning and digitalization appear to be policy areas that are barely connected.

Our Approach
We need to better understand digitization and its consequences for the quality of urban life, and develop tools and integrated policy frameworks or guidelines to design livable, inclusive cities with digital services that are grounded in public values.

Our Contribution to the Challenge
We will provide governments and citizens with insights into the implications of digital technologies for the quality of life in cities. This can inform democratic debate, policy development, and the design of new urban media technologies.

Welcome to the **CrAFt** urban movement!

Funded by the European Union

PROJECT

Creating Actionable Futures – CrAFt

Time
2022 - 2025

Website
craft-cities.eu

Civic Interaction Design Researchers
Jaz Hee-jeong Choi, Martijn de Waal

External Researchers
Federica Colombo, Maria Kapteijns, Ruben Logjes, Frank Suurenbroek, Andrew Switzer, Mareile Zuber, Stan Majoor

Project Lead
AUAS - Coordination of Urban Issues Research Group

Financed by
European Union Horizon Europe

Project Partners
Norwegian University of Science and Technology, Amsterdam University of Applied Sciences, Alma Mater Studiorum - Università di Bologna, Czech Technical University in Prague, ELIA, European Cultural Foundation, International Union of Property Owners, Locality Europe

An EU-funded coordination and support action for New European Bauhaus transformations towards climate-neutral, beautiful and inclusive cities.

The project Creating Actionable Futures – CrAFt is part of the New European Bauhaus (NEB) initiative of the European Union and will place the transition to climate neutrality at the heart of urban stakeholders.

CrAFt cooperates with the Mission Board on Climate-Neutral and Smart Cities and the NetZeroCities platform. And support cities in designing and deploying Climate City Contracts based on the experience from CrAFt's Sandbox Cities —Bologna, Prague, and Amsterdam—, as well as 60 CrAFt Reference Cities.

In addition, CrAFt test and share collaborative local governance models to harness the value of inclusiveness, aesthetics and sustainability towards climate neutral cities. Download the project's fact sheet.

The Amsterdam University of Applied Sciences' (AUAS) role in CrAFt is to coordinate the work on the ground in the sandbox cities. Together with partners universities in Bologna and Prague, AUAS is gaining insight into governance challenges that arise in spatial projects that pursue the New European Bauhaus (NEB) values. Examples include finding the right techniques for implementing cocreation processes and analysing how cost-cutting restrictions can put aesthetics and inclusivity under pressure. Finally, AUAS will develop interventions and apply and monitor them in practice. These 'impact stories' will be widely shared and will provide input for the NEB Edition of the Smart Cities Guidance Package.

Designing with the Sun

Time
2024

Website
civicixd.com/designing-with-the-sun/

Civic Interaction Design Researchers
Angella Mackey, Jaz Hee-jeong Choi, Martijn de Waal, Jorgen Karskens

External Researchers
Oscar Tomico Plasencia

Project Lead
Angella Mackey

Financed by
Regieorgaan SIA - KIEM GoCI

Research Partners
TU Eindhoven

Project Partners
Biosphere Solar, Pauline van Dongen, Amsterdam Energie

Designing with the Sun is a KIEM–GoCI explorative research project on the theme Energy Transition and Sustainability.

Solar power requires us to renegotiate our personal relationship with energy. For such a long time we have been separated from the material and technological infrastructures that provide us with electricity, enabling us to over-consume energy in a seemingly limitless or even magical way without a tangible understanding of the consequences. With sunlight, we have the opportunity to attain a new understanding of what it means to harvest our own energy—to see and feel it and have it within our perception.

Through this research project we will explore what it means to develop a personal and more embodied relationship to sunlight in the context of solar energy, and how this might bring us into new relations with our energy usage. We draw from design methodologies that aim to explore situated and embodied experiences of hidden phenomena (in this case, solar energy) in order to gain new understandings of it. It begins with engaging several participants from varying backgrounds in design, technology, and policymaking for solar energy and PV design in auto-ethnographic explorations using portable solar panels—putting their energy use in a direct relationship with the flows of the sun. From this we hope to spark a discussion on how to alter the story of solar power from that of a replacement to carbon-based energy sources, to a resource we can more humbly collaborate with, respect, and care for.

> " Moving forward, *Designing with the Sun* would like to further explore what it means to "become solar". That is, how can living, working and participating more deliberately within vibrant, ever–changing solar energy ecologies lead to new or alternative ways of living and/or designing?
> – Angella Mackey "

Charging the Commons

Time
2022 - 2024

Website
chargingthecommons.nl

Civic Interaction Design Researchers
Zsuzsanna Tomor, Martijn de Waal, Micky van Zeijl, Jorgen Karskens

External Researchers
Tara Karpinski and Michel van Dartel

Project Lead
Civic Interaction Design (AUAS) and Situated Art and Design (Avans Hogeschool)

Financed by
Regieorgaan SIA - Raak MKB

Research Partners
Research Group: Situated Art and Design at Avans Hogeschool

Project Partners
Crowdbuilding, Dark Matter Labs, Space & Matter, Metabolic, De Warren, Stipo, Waag, DIKS Autoverhuur, Pakhuis de Zwijger, Media Architecture Institute, Het Nieuwe Instituut, Dutch Blockchain Coalition, Commons Network, Digital Design Agencies.

Charging the Commons is a 2-year project that investigates the design of digital platforms for resource communities.

For an urban commons to function well, a clear articulation and implementation of its underlying (societal) values is essential. With the Charging the Commons project we explored how a situated-design approach can hep to elicit these values. In addition, the project examines how these values can be translated into the design of digital platforms to collaboratively manage an urban commons' resources. These questions are explored in field labs in Amersfoort and Amsterdam, focusing on housing cooperatives and community car sharing.

We see these activities as part of a broader 'be-commoning' (design) process in which new urban commons are initiated, usually in a collaboration between citizens and professionals.

> **"A particularly generative way forward would be to test our 'be-commoning framework' in different commons communities, which would help us better understand the different possible relations *becommoning* might form with actual community practices. –** Suzanna Tomor **"**

Megagames as a Methodology to Enhance Global Awareness

Time
2024

Website
https://www.hva.nl/kc-onderwijs-opvoeding/gedeelde-content/blogs/blog/megagames-is-go/megagames-is-go.html

Civic Interaction Design Researchers
Karel Millenaar

Project Lead
Sonia Palha

Other Researchers
Anders Bouwer, Daan van Smaalen, Erwin van Crassbeek, Kristin Webb, Loes Wernsen, Sonia Palha, Willem-Jan Mijnlieff.

Financed by
Centre of Expertise in Creative Innovation (CoECI)

How can megagames be used in higher education to enhance teaching and learning about global issues?

Serious megagames can contribute to education as sustainable development because they draw attention to the complexity of social processes and different actor's interests. The megagame format- played by 25 to 100 players - can foster new ways of thinking and acting needed for global awareness and societal change. The megagame format creates a context where actors come together and explore alternative solutions that make different perspectives visible.

This project introduces an innovative teaching and learning experience that gives students, teachers and staff first-hand experience with wicked social issues while developing understanding on how this methodology can be implemented in practice. Through phenomenological research we investigate how megagames can be used in higher education to create immersive learning experiences with regard to global awareness and social transition.

Outcomes of this project are (i) understanding the use of megagames as pedagogical tool for higher education; (ii) increase of students' engagement in thinking about global issues; (iii) create concrete examples of megagames for the educational community at the AUAS.
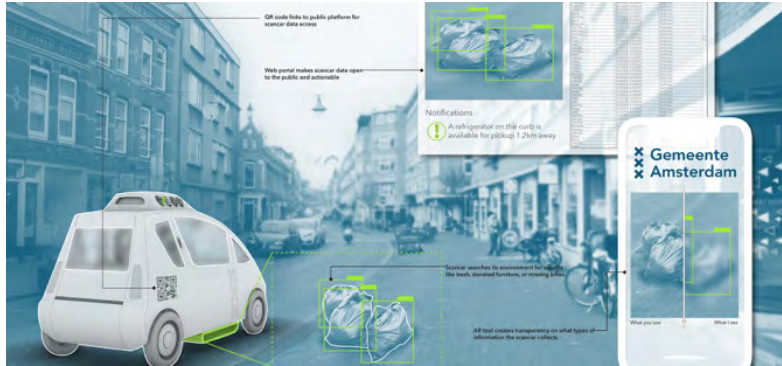
PROJECT & LEARNING COMMUNITY

Urban Interaction Design

Time
2022 - 2024

Website
urbaninteractiondesign.nl

Civic Interaction Design Researchers
Marjolijn Ruyg, Martijn de Waal

Project Lead
Marjolijn Ruyg

How to secure public values in the design of urban technologies and public spaces?

Urban Interaction Design is an emerging discipline that focuses on designing hybrid environments in which digital and physical experiences are intertwined. It requires a design approach from multiple perspectives. UrbanIxD revolves around the question of how public values can be secured or strengthened with the application of new technologies. Making the underlying values explicit and visible is an important part of the design process.

The Learning Community Urban Interaction Design ran from 2020 to 2023. It resulted in various activities, such as a series of podcasts, a publication listing educational programs in this newly emerging field around the world in the context of the Media Archtitecture Biennale, and collaborations with artists working with new technologies in urban public spaces.

- Connecting research and education in the field of Urban IxD

- Deepening the theme of Urban IxD (sharing knowledge and developing new knowledge)

- Contribute to the development of UrbanIxD as an academic and pedagogical field

- Publicizing Urban IxD's new field of expertise

- Transdisciplinary collaboration (between the various HvA study programmes and research groups)

- Building a network (internal & external)

The vision and ideas developed in the learning community are now continued in a new minor programme in Urban Interaction Design.

02
Education

Image Credits: Akhil Sukumaran

STUDENT WORK

Inclusive Futures

Crafting Conversations on Energy Transitions in Haven–Stad

Haven-Stad, a new urban development in Amsterdam, remains abstract for many residents as it unfolds behind closed doors. How can future residents be involved in imagining new ways of living and working, especially regarding the energy transition? Four groups of students created solutions that ranged from dinner table conversations to a game board and a playground that generates energy from movement, enabling awareness.

Education Program
Master Digital Design

Related Research Project
Transition-Scapes

STUDENT WORK

Human Powered House of the Future

How might human power play a role in our energy futures?

Students contributed to developing the 'human-powered community' in the courtyard housing block of Huis van de Toekomst in two ways: by visualizing how spaces in the block can operate on human power and by elaborating on a new value system including time, money, community and personal growth to represent the functioning of this new kind of energy community.

Education Program
Master Digital Design

Related Research Project
Transition-Scapes
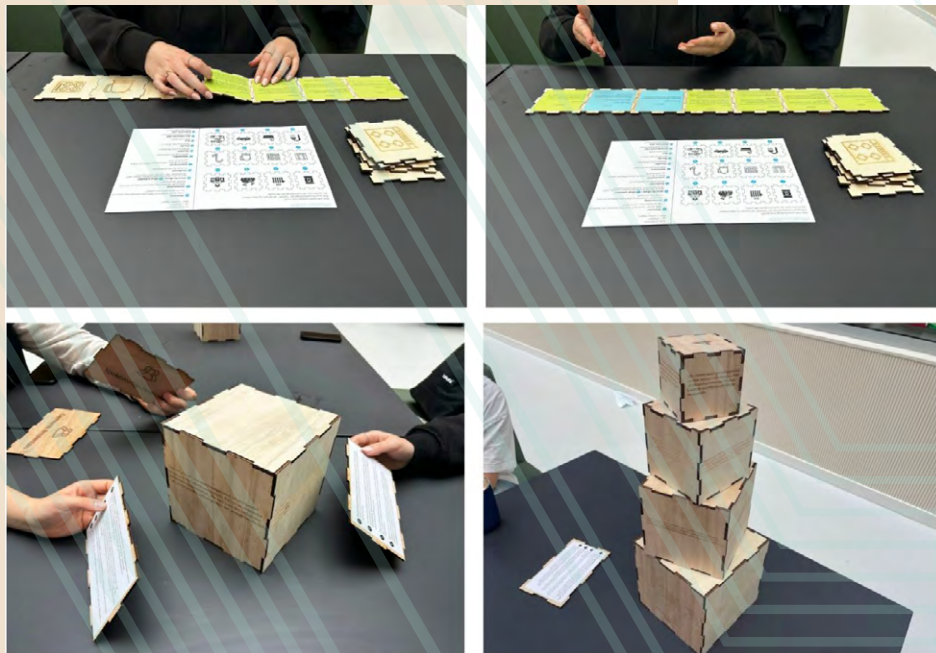
Sustainable Living in Haven-Stad

Students Develop Interactive Tools to Engage Future Residents

Two groups of students worked on an interactive conversation starter to involve future residents in new ways of sustainable living in Haven-Stad. They primarily focused on people between 18 and 30 years old. One group developed 'Future Durable Living', a game encouraging players to consider diverse perspectives in shared spaces. The second group designed a mobile dilemma table to travel between locations.

Education Program
Minor Urban Interaction Design

Related Research Project
Transition-Scapes

STUDENT WORK

Utility/Collectivity Card Deck

Designing collectivity in digital platforms for the urban commons

Four student groups from two minors explored design possibilities beyond resource-sharing platforms, focusing on strengthening commons communities. They proposed mechanisms for community, communication, and cooperation by enhancing existing practices or imagining new scenarios. This resulted in a card deck highlighting features and functions the students developed to support collectivity.

Education Program
CMD – Minor Behaviour Design
FDMCI – Minor Het Internet is Stuk, Maar...

Related Research Project
Charging the Commons

The Power of the Sun: An Experience

Experiencing the power of sunlight: Seeing and feeling energy transform into motion

Students created an interactive experience where users can feel and see the sun's energy through mechanical movement. This hands-on interaction vividly demonstrates how light can influence motion, providing a unique and engaging way to understand energy conversion.

Education Program
FDMCI – Minor Makers Lab: Making as Research

Related Research Project
Designing with the Sun

The Prism Room

Showcasing the hidden beauty of solar energy by exposing sunlight's full spectrum

Students aimed to reveal all the different colours within sunlight, which are usually invisible to the naked eye. Visitors are immersed in a rainbow, entirely formed by natural sunlight, highlighting both its aesthetic appeal and scientific principles. This experience fosters a deeper appreciation for the complexity and potential of solar energy.

Education Program
FDMCI – Minor Makers Lab: Making as Research

Related Research Project
Designing with the Sun

User stories & redesign of Pubhubs

Designing an accessible and user-friendly platform

Three groups of students worked on the redesign of the digital platform PubHubs with KennisCloud as use case. The goal of the assignment was to design an accessible and user-friendly platform for public libraries where users can quickly find their way around and feel welcome. The students created prototypes for this project and developed an advisory report.

Education Program
FDMCI – Minor Het Internet is stuk, Maar we gaan het repareren

Related Research Project
Civic Social Media
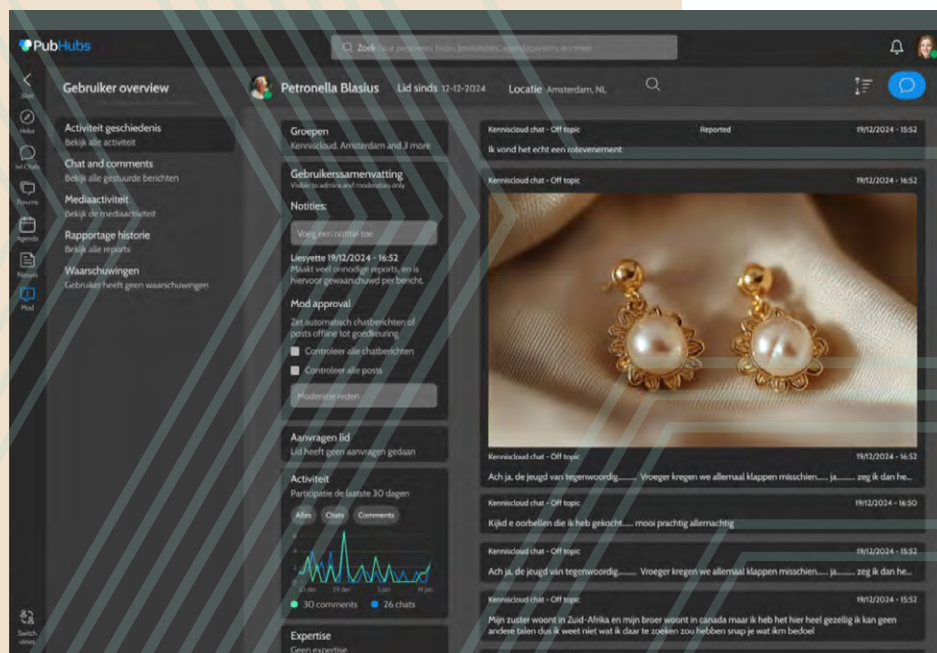
UX Design PubHubs Platform

Designing an accessible and user-friendly platform

Five UX Research minor students worked on the UX design of PubHubs, using public libraries' KennisCloud as a case study. Each student focused on different features, from room filtering to a moderator view, aiming to create an accessible, user-friendly platform. They developed a design flow and prototype for the project.

Education Program
CMD – Minor UX Research

Related Research Project
Civic Social Media

Contributions to Education

GUEST LECTURE @ MA. SOCIAL WORK & LAW	GUEST LECTURE @ MINOR DENKERSLAB	COACHING @ MA. DIGITAL DESIGN	COACHING @ MA. DIGITAL DESIGN
Mike de Kreek did an introductory lecture on **phenomenological research** at the Master Social Work at the faculty Social Work and Law.	Mike de Kreek did a **lecture on a philosophical question** related to the project Human Values for Smarter Cities in the Minor DenkersLab.	Angella Mackey has coached several students at the Master Digital Design in the 2023/24 academic year	Jaz Hee-jeong Choi coached students at the Master Digital Design in the 2024 academic year.
COURSE DEVELOPMENT @ MA SUSTAINAB. TRANSITIONS	TEACHING @ MA. DIGITAL DESIGN	DEVELOPING PROPOSAL @ SIDN-FUND	PRESENTATION @ FDMCI
Mike de Kreek contributed to the development of the **course Participatory Action Research** in the future master program Sustainability Transitions (joint degree between Inholland, Hanze and AUAS)	Angella Mackey co-led the Playground (student learning group) '*Beyond Human Design*' in the 2023/24 and 2024/25 academic year for the Master Digital Design.	Martijn de Waal was involved in the **SIDN-fund proposal** that was developed in close collaboration with lecturers-researchers from Communication & Creative Business.	Mirjam Vosmeer and Bart-Jan Steerenberg presented their **three lectures on Immersive Technologies**, for an audience of professionals from the educational communities
STUDENT PROJECTS @ VARIOUS EDU. PROGRAMS	MA. TRACK DEVELOPMENT @ MA. DIGITAL DESIGN	TEACHING @ APPLIED GAME DESIGN	STUDENT PROJECT SUPERVISION @ APPLIED GAME DESIGN
CivicIxD has commissioned **student projects in various courses** at Master Digital Design, Communication & Multimedia Design and Communication & Creative Business.	Angella Mackey has contributed to the development of a new track – *Digital Fashion Technologies* – at the Master of Digital Design, set to begin in the 2025/26 academic year.	Mirjam Vosmeer taught the course **Games & Society** in the Minor Applied Game Design.	Mirjam Vosmeer supervised a project for the minor Applied Game Design, in which the **students designed games for Teylers Museum**, for their exhibition on Virtual Reality.
TEACHING @ MA. DIGITAL DESIGN	TEACHING & COACHING @ MINOR URBAN IXD	SUPERVISING BA THESIS @ CMD	SUPERVISING BA THESIS @ CMD
Angella Mackey **taught several courses around design research** and coached students at the Master Digital Design in the 2023/24 academic year	Marjolijn Ruyg **taught and coached** students in the Minor Urban Interaction Design.	Mirjam Vosmeer supervised student Younes Moussaten's BA thesis on an **app to assist a senior physiotherapist's communication with her clients**.	Mirjam Vosmeer supervised student Emile Kost's BA thesis on an **app for the use of generative AI in museums**.

Contributions to Education

SUPERVISING BA THESIS @ CMD	**SUPERVISING BA THESIS @ CMD**
Mirjam Vosmeer supervised student Sebas van der Munts BA thesis on their **self-designed videogame to create awareness** about the influence and risks of algorithms in social media.	Mirjam Vosmeer supervised student Sarah Giebens BA thesis on an **app to help children develop their creative writing skills**, for client De Schoolschrijver.
SUPERVISING BA THESIS @ CMD	**SUPERVISING BA THESIS @ CMD**
Mirjam Vosmeer supervised student Mack Hooijmans BA thesis on an **app for a local musical festival**, with special features to enhance community interaction.	Mirjam Vosmeer supervised student Thijs Berrevoets BA thesis on an **app for mental well-being for problematic videogame players**.
SUPERVISING BA THESIS @ CMD	**SUPERVISING BA THESIS @ CMD**
Mirjam Vosmeer supervised student Sophiya Thangarajah's BA thesis on an **app to promote mental well-being for young Syrian refugees**, for client Jellinek kliniek.	Mirjam Vosmeer supervised student Gerson Lokollo's BA thesis on an **app to ensure safety for the LHBTIQ+ community in Amsterdam**.
ASSESSING BA STUDENTS @ CO/CB	**TEACHING & COACHING @ MINOR INFORMATION DESIGN**
Mirjam Vosmeer **assessed six final BA theses** from students at the Communications & Creative Business (CO/CB) educational department.	Marije ten Brink **taught and coached students** in the Minor Information Design

03
Professional Field

PUBLICATIONS

De Waal, Martijn and Choi, Jaz Civic Interaction Design- Design for Living Together https://medium.com/@martijndewaal1972/civic-interaction-design-design-for-living-together-f42a65e2a3c2

De Waal, Martijn *Research as conversation: how to make impact through applied research in the field of civic interaction design.* Verslag strategiedag Lectoraat Civic IxD 2024.

Tomor, Z., M. de Waal, T. Karpinski & M. Van Zeijl (2024) *Be-commoning: a model for the design of new commons initiatives. Amsterdam,* Amsterdam University of Applied Sciences.

Van Zeijl, M., M. de Waal, & Z. Tomor. (2024) *Utility / Collectivity. Designing collectivity in digital platforms for the urban commons* Amsterdam: Amsterdam University of Applied Sciences.

Karpinski, T. & M. de Waal (2024) *Design for Collective Decision-making Exploring Quadratic Voting as a Tool for Deliberation and Decision-Making in the Be-commoning Process.* Amsterdam / Breda: Amsterdam University of Applied Sciences / Avans University of Applied Sciences.

Martijn de Waal Recast #28 Generatieve ai: creatieve tool of totaliserende infrastructuur? https://digitalsocietyschool.org/insight/recast-28/

Martijn de Waal Recast #26 Ontwerp voor relaties, niet alleen voor transacties https://digitalsocietyschool.org/insight/recast-26/

Martijn de Waal Recast #25 Taking back the internet https://digitalsociety school.org/insight/recast-25/

Martijn de Waal Recast #24 Designing for democracy https://digitalsociety school.org/insight/recast-24/

Martijn de Waal, Mark van Wees en Bernardina Borra '*Ontwerp-aanpak bij interdisciplinair onderzoek voor stedelijke energietransitie*' in: City Net Zero Magazine Bouwstenen voor interdisciplinair onderzoek met de energietransitie als casus Amsterdam: CoE City Net Zero 2025

Martijn de Waal en Bob Knoester '*The Whole System in the Room*' in: Bewogen Stad 14 Besluitvorming. Amsterdam: Centre of Expertise Rechtvaardige Stad. https://publications.hva.nl/bewogen-stad-14/the-whole-system-in-the-room

Martijn de Waal (interview) '*PubHubs in de praktijk: gebruiksscenario's als sleutel tot succes*' SIDNFonds.nl https://www.sidnfonds.nl/nieuws/pubhubs-in-praktijk-gebruiksscenarios-sleutel-succes

LECTURES & WORKSHOPS

PROFESSIONAL FIELD

December 16, Linda Vlassenrood and Cristina Ampatzidou organized a Huis van de Toekomst **prototype testing session** for organizations like housing corporation Havensteder and the City of Rotterdam who are taking part in Huis van de Toekomst.

December 12, Tessa Steenkamp and Mike de Kreek **organized a workshop with the title "Proactive civic relationships with urban tech in public spaces"** during ThingsCon 2024.

December 12, Linda Vlassenrood and Cristina Ampatzidou organized a Huis van de Toekomst **prototype testing session** for the Community of Practice of Transition-Scapes.

December 2024 – Mirjam Vosmeer **presented the Workshop: Social XR and Immersive Theatre at ICIDS**, Barranquilla, Colombia.

November 17, Jaz Hee-jeong Choi gave a **presentation on awe in immerisve art** at the International Documentary Film Festival DocLab R&D Summit.

November 17, Jaz Hee-jeong Choi **organised two panel discussions on awe with artists** at the International Documentary Film Festival DocLab R&D Summit.

October 23, Martijn de Waal **joined the Design Embassy Digital Futures panel**, at Dutch Design Week, Eindhoven.

October 4, Mike de Kreek **presented about the transformative power of imagination** for the management of the Work, Participation and Income department of the municipality of Amsterdam.

September 27, Micky van Zeijl and Martijn de Waal **initiated a day-long Designing for Collectivity hackathon** with digital design bureau Nedbase.

September 9-10, Karel Millenaar was part of a **panel discussion at GAME conference** in Rome.

September 5, Mike de Kreek **co-hosted a ThingsCon Salon** called "Don Quichot in the Smart City? Mapping Use-time Contestability Loops".

July 7, Linda Vlassenrood and Cristina Ampatzidou **organized a Transition-Scapes Community of Practice Meeting** at the Nature of Hope exhibition of the International Architecture Biennale Rotterdam.

July 4, Mike de Kreek **co-hosted a second Diner pensant on "The Transparent City"** related to Human Values for Smarter Cities project.

June 27, Linda Vlassenrood and Cristina Ampatzidou **organized the third prototyping workshop** on Huis van de Toekomst.

June 25, Mike de Kreek and Martijn de Waal **organised a conversation on What's Next for Civic Design?** at DRS conference, in Boston.

June 17-18, Martijn de Waal was inivited to **participate in the Governance & Citizenship workshop** for the Platform Urbanization, Birkbeck College London.

June 13-14, Martijn de Waal co-organized a **Panel and Workshop on Relational Interface Design** with Nieuwe Instituut and Dark Matter Labs.

June 10, Mike de Kreek held a **workshop called "Nice, a just local initiative! Next is a just way of scaling up"** during a conference of the Just City community of practice meeting.

June 6, Martijn de Waal joined the **panel Digital Public Common Goods** at Public Spaces Conference.

June 3, Karel Millenaar and the Megagame team **organized an En-Roads play session for students and education** to investigate the megagame medium.

June 2024 – Mirjam Vosmeer **presented the Workshop: Designing Meaningful Social XR** at IMX: International Conference on Interactive Media Experiences, Stockholm.

May 21, Mike de Kreek and Martijn de Waal **organized the second installment of a bookclub series on Civic Design: The future is a verb**, essay by Michiel Schwarz.

April 22, Mike de Kreek **gave a presentation during the conference Reinventing the city – AMS**: "Re-design for professional leeway and community agency in existing urban technologies".

April 4, STIPO and CivicIxD **organized a community of practice session** on Digital platform technologies for the commons: what's happening in practice?

April 2 and 3, Linda Vlassenrood and Cristina Ampatzidou **organized a second prototyping workshop** on Haven-Stad.

April 2024, Mirjam Vosmeer **presented Keynote + VR demo during GirlsDay** at Hogeschool van Amsterdam.

March 19, Mike de Kreek and Martijn de Waal organized the first installment of a **bookclub series on Civic Design: Design as Democratic Inquiry** by Carl Disalvo.

March 13, Mike de Kreek **organized a workshop called "The Digital Things Map Amsterdam"** with citizens, developers and researchers.

March 6, Martijn de Waal joined a **panel at Moonshot Digital Culture meeting**, MU, Eindhoven.

March 4, Martijn de Waal **participanted in a Science Lab meeting** by Collectieve Kracht Netwerk, Erasmus Universiteit Rotterdam.

March 1, Martijn de Waal gave a **guest lecture on The City as a Licence** at LeidenUniversity.

February 28 and 29, Linda Vlassenrood and Cristina Ampatzidou **organized a first prototyping workshop** on Huis van de Toekomst.

February 24 and 25, Linda Vlassenrood and Cristina Ampatzidou **organized a first prototyping workshop** on Haven-Stad.

EVENTS

December 3, Karel Millenaar and the Megagame team **organized the final playtest for the designed megagame 'Age of Intelligence'**, a megagame about Ethics and AI for students and educators.

October 9-10, Martijn de Waal **co-organized & gave a closing presentation** at Society 5.0, AUAS.

October 3, Linda Vlassenrood and Cristina Ampatzidou organized a Huis van de Toekomst **prototype testing** at the Nieuwe Instituut After Summer School.

September 20, Martijn de Waal co-organized & joined a panel at **Creative Skills Week**, Centre of Expertise Creative Innovation

July 25, Karel Millenaar and Sonia Palha gave a **presentation about "Megagames" at Food for Thought**.

July 1, Martijn de Waal co-organized a **roundtable Artistic Practices & Societal Challenges** at Centre of Expertise Creative Innovation.

June 25, Mike de Kreek, Jaz Hee-jeong Choi and Martijn de Waal co-organized a **Discussion Session: What's next for Civic Design Design Research** at the DRS Conference, Boston

June 4, Zsuzsanna Tomor, Martijn de Waal, Jaz Hee-jeong Choi and Micky van Zeil, co-organized and spoke at the **Charging the Commons Final Symposium: What design can contribute to commoning** at CultureClub, Marineterein.

May 8, Mike de Kreek was a **panel member at the Argan Debate Centre** during the session called "Smart city: Modern City or Digital Prison?".

April 11, Martijn de Waal **presented research outcomes at Creatieve Krachtsessie** on design-based approaches to social issues, Center of Expertise Creative industries.

February 28, Zsuzsanna Tomor and Micky van Zeijl **organized a Roundtable on Charging the Commons: Platforms for the commons** at Pakhuis de Zwijger.

February 27, Cristina Ampatzidou **gave a "Workshop on Civic Participation in Urban Development Through Creative Methods"** at CrAFting Tomorrow's Cities.

January 31, Tara Karpinski organized a **roundtable on Charging the Commons: Design for collective decision-making** at Pakhuis de Zwijger.

CONSULTING

Researchers at the Civic Interaction Design Research group are regularly invited to consult on external projects, or take part in expert sessions, round tables or policy recommendation think tanks. In the past year we have discussed our themes with amongst others:

- Commons Network
- Gebiedonline
- City of Amsterdam
- Pubhubs
- Stimuleringsfonds Creative Industries Immersive Impact Coalition

04
Academic Field

PUBLICATIONS

Busciantella-Ricci, D., Soares, L., Srinivasan, L., de Kreek, M., Berry, A. H., (2024). *Radical Inclusive Attitudes: the challenge of doing, undoing, and redoing the world-in-the making.* In: Cumulus Budapest 2024 - P/REFERENCES OF DESIGN, Cumulus International Association of Universities and Colleges of Art, Design and Media, pp. 1-15, ISBN:978-952-7549-02-5

Choi, J. H. J., Botero, A., Dolejšová, M., & Sleight, L. (2024). *Messy, entangled, and shapeshifting: Feral Mapping.* International Journal of Cartography, 10(2), 144-166. https://doi.org/10.1080/23729333.2023.2297444

de Kreek, M., van de Mosselaer, F., Newell, K., de Waal, M., Gordon, E., Vlachokyriakos, V., Hamm, A., Ferri, G., Jaskiewicz, T., Smeenk, W., and Choi, J. (2024) *What is Next for Civic Design?*, in Gray, C., Hekkert, P., Forlano, L., Ciuccarelli, P. (eds.), DRS2024: Boston, 23–28 June, Boston.

de Waal, M., Ferri, G., Gloerich, I., Vines, J., & Elsden, C. (2024). Editors special issue *The city as a license: Design, rights and civics in a blockchain society.* Big Data & Society, 11(1).

de Waal, M., Ferri, G., Gloerich, I., Vines, J., & Elsden, C. (2024). *The city as a license: Design, rights and civics in a blockchain society.* Big Data and Society, 11(1). https://doi.org/10.1177/20539517241227902

Dolejšová, M., & Choi, H. J. (2024). Feral Ways of Making Sense with More-than-human Worlds. In *Society of Artistic Research – 15th International Conference on Artistic Research* https://openforest.care/woof-woof-woof/

Dolejšová, M., Botero, A., Choi, J. H.-J., Mitro, M., Pokrywka, A., Mattelmäki, T., & Chewie, Š. (2024). *Feral Experiments in CreaTures Co-Laboratory.* Research in Arts and Education, 2024(1). https://doi.org/10.54916/rae.142583

Light, A., Choi, H. J., Houston, L., & Botero, A. (2024). *Enacting Entanglement: CreaTures, Socio-Technical Collaboration and Designing a Transformative Ethos.* Computer Supported Cooperative Work, 33, 1223-1259. https://doi.org/10.1007/s10606-024-09497-8

Perkis, A., Bellini, M., Nisi, V., Reyes, M. C., Sylla, C., Santa, M., Zaluczkowska, A., Irshad, S., Bakk, Á., Barnabé, F., Barnard, D., Boukhelifa, N., Sørdal Klungre, Ø., Koenitz, H., Lombardo, V., Palosaari Elahdhari, M., Prandi, C., Rettberg, S., Serbanescu, A., … Wardaszko, M. (2024). INDCOR White Paper (2) *Interactive Narrative Design for Representing Complexity.* (Final draft version ed.) https://doi.org/10.48550/arXiv.2305.01925

Vervoort, J. M., Smeenk, T., Zamuruieva, I., Reichelt, L. L., van Veldhoven, M., Rutting, L., Light, A., Houston, L., Wolstenholme, R., Dolejšová, M., Jain, A., Ardern, J., Catlow, R., Vaajakallio, K., Falay von Flittner, Z., Putrle-Srdić, J., Lohmann, J. C., Moossdorff, C., Mattelmäki, T., … Mangnus, A. C. (2024). *9 Dimensions for evaluating how art and creative practice stimulate societal transformations.* Ecology and Society, 29(1), Article 29. https://doi.org/10.5751/ES-14739-290129

Tomor Zsuzsanna and de Waal, Martijn *Commons-enabling digital platform technologies in practice: the case of carsharing communities in The Netherlands* AMPS (Architecture Media Politics Society) Conference "Urban Futures – Cultural Pasts"

PHD TRACK
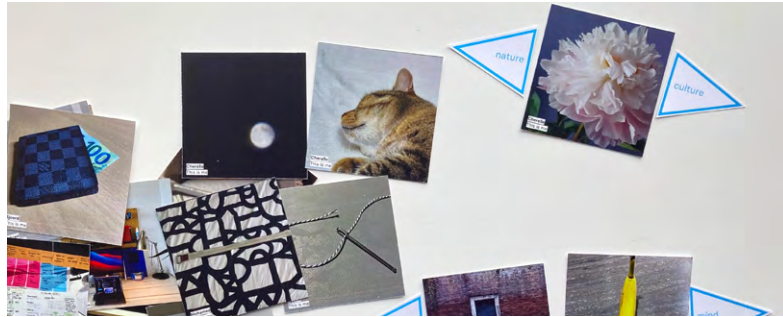
Facilitating Reflexivity in Design Education with *PhotoReflexivity*

Researcher: Marije ten Brink

Student reflexivity can be enhanced when design students take and discuss self-made photos with each other. However, photo-related activities in education are not utilised to their full potential. This doctoral research introduces *PhotoReflexivity* as an approach to unlock this potential, by encouraging students to share and interpret self-made photos. It consists of mobile technologies as well as instruments for collaborative use in the classroom. Next to practical artefacts, the research contributes by offering clear definitions of reflexivity and related concepts, a framework and practical steps to scaffold the reflexive process in education, along with design recommendations for reflexivity support. Ultimately, *PhotoReflexivity* is positioned as a pedagogical approach for fostering reflexivity, crucial for preparing students for their roles as responsible and autonomous design professionals. The research is conducted at the Amsterdam University of Applied Sciences (AUAS) and the Technical University Eindhoven (TU/e).

Toys4Therapy – Designing Smart Toys for Health

Researcher: Tamara Pinos Cisneros

Pediatric occupational and physical therapy exercises often turn out to be uninviting due to its repetitive nature, therefore patients struggle with executing them in the home environment. The intent of this research is to study how already used muscle therapies for children with cerebral palsy can be complemented with playful and engaging interactions that increase motivation supported by behavioural change techniques (BCTs). For this, Cisneros is focusing on new technologies, like smart toys (interactive & connected), that can provide personalised hand therapy while improving the play experience, providing the therapists with relevant data and encouraging children to exercise more at home. This research provides an important opportunity to advance the understanding of motivation and playfulness in therapy assisted by new technologies. This is a PhD project executed in collaboration with the 'Digital Society School', the Civic Interaction Design research group and the Digital Life Centre at the Amsterdam University of Applied Sciences, the 'University of Twente' and 'Roessingh Rehabilitation Centre'.

PhD Candidates & PhD committees

Mike de Kreek @ UNIVERSITY OF ALGIERS 1	Martijn de Waal CO-SUPERVISION
Mike de Kreek is co-promoting Lina Khalfallah (Algiers University Benyoucef Benkhedda). The PhD project is about the digital transformation of mobility for the development of the new city of Sidi Abdellah, in Algeria.	Martijn de Waal is co-supervising the Professional Doctorate of Tara Karspinski, titled *Design for Collective Decision Making,* lead by Fontys.

Martijn de Waal PD SUPERVISION	Martijn de Waal CO-SUPERVISION
Martijn de Waal is supervising the Professional Doctorate of Nadja van de Weide, titled *The Art of the Mediated Dialogue: The Role of Ownership, Technology, and Participation in Facilitating Dialogue in Local Communities*.	Martijn de Waal assisted Karel Millenaar in succesfully applying for a Professional Doctorate at Hogeschool voor de Kunsten Utrecht with Martijn as co-supervisor.

JAZ HEE-JEONG CHOI @ EXAMINATION COMMITTEE	JAZ HEE-JEONG CHOI PHD SUPERVISION
Jaz Hee-jeong Choi served as the Opponent for Anna Kholina's PhD Thesis, titled, "*Experiencing urbanity in the making. Embracing uncertainty in design for social diversity and rich public realm*" at Aalto University, Finland	Jaz Hee-jeong Choi co-supervised for Frankie Zhang's PhD project, "*The ElectroPoetics: Performing Co-created Being-hoods from the Electronic World*" at RMIT, Australia

JAZ HEE-JEONG CHOI PHD SUPERVISION	JAZ HEE-JEONG CHOI ADVISORY BOARD
Jaz Hee-jeong Choi co-supervised for Alisa Goikhman's PhD project, "*Navigating Foreign Foodscapes: Designerly Inquiries Into the Sustainable Translation of Foods*" at Technical University of Berlin, Germany.	Jaz Hee-jeong Choi joined the Advisory Board of ARIAS Platform for Research through the Arts & Sciences.

| JAZ HEE-JEONG CHOI ADVISORY BOARD	MIRJAM VOSMEER PHD SUPERVISION
Jaz Hee-jeong Choi served as the Senior Advisory Board Member of the *Participatory Design Conference*.	Mirjam Vosmeer is supervising visiting PhD student Yulia Tikhomirova from the University of Rome, on her research project for the National Slavery Museum in Amsterdam

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Collaborations

COLLABORATIONS
VISITING SCHOLARS
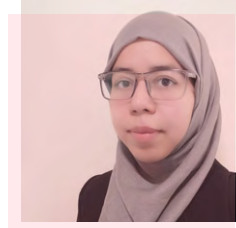
Lina Khalfallah

visited from University of Algiers 1 to exchange knowledge with our team of researchers, to gather relevant insights for her ongoing PhD research titled "*The digital transformation of mobility in the service of new cities development in Algeria*" supervised by Dr. Haraoubia Imene. She visited for two weeks during Spring 2024.
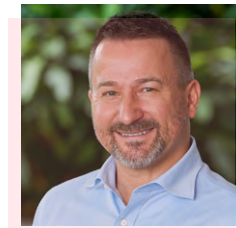
Marcus Foth

is a Professor of Urban Informatics in the School of Design and a Chief Investigator in the QUT Digital Media Research Centre (DMRC), Faculty of Creative Industries, Education, and Social Justice, Queensland University of Technology, Brisbane, Australia. He is a founding member of the More-than-Human Futures research group. Marcus' research brings together people, place, and technology. He visited our research group and held a lecture during the closing event of the Charging the Commons-project.

FROM OUR PARTNERS

" Civic IxD functions as a thought leader on how society is developing, influenced by digital technology. The research group has a strong network in the creative industries, and spots national and international opportunities to form coalitions to take on societal challenges. By applying design and creative methodologies in the structure and approach of projects developed by such coalitions, **Civic IxD functions as a strong example on how applied research is meaningful and creates effects**.
– *Gijs Gootjes (Co-Founder & Strategy Director, AUAS – Digital Society School)* "

" The *Transition-Scapes* project has **contributed to a more interdisciplinary perspective on designing the future area of the Haven-Stad**. By organizing workshops with a mixed team of architects, programmers, and audiovisual designers, the scope of the spatial issues in the area has been widened.
– *Daphne Bouman (Programme Creator, ARCAM)* "

" We are very happy to collaborate with Civic IxD to **create inspiring events and workshops** within the ThingsCon conference. We have a long relationship with Martijn de Waal as co-curator of smart city sessions, and we are now deeper involved via both the *Charging the Commons* and the *Human Values for Smarter Cities* research projects.
– *Iskander Smit (Initiator & Co-organiser, ThingsCon)* "

" Civic IxD design practice is not looking from the outside in, but the inside out– with designers who embed within communities to **truly understand which issues are at play**.
– *Tara Karpinski (Researcher, Caradt - Situated Art & Design)* "

" The Master Digital Design frequently collaborates with Civic IxD, particularly on student projects. These projects serve as valuable demonstrations to students, highlighting the important role of designers in applied research. Specifically, they **underscore the significance of envisioning potential futures and their consequences**, thereby influencing the trajectory of ongoing research endeavors.
– *Marije de Haas (Head of Programme, AUAS – Master Digital Design)* "

" The Human Values for Smarter Cities project is a key project for my company Tapp, because as a smart city architect, I need to know **how technologies like AI can help and not harm our future cities**.
– *Tom van Arman (Director & Founder, Tapp)* "

" Civic IxD has given us **valuable input in several stages of the scan car co-creation project**: preparing the tender, writing a participation plan, setting up the citizens panel and currently in setting up design sessions.
– *Evelien Zengerink (Computer Vision Team – City of Amsterdam)* "

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People

Martijn de Waal is a lector (professor) leading the research group of Civic Interaction Design. He has a background in journalism, media studies and practical philosophy, and is now exploring the connection between these disciplines and the field of design. Martijn holds a PhD from the University of Groningen, MA degrees in Media Studies and Cultural Studies from the University of Amsterdam. His research focus is on the relation between digital media and public space, with a specific interest in civic media and digital placemaking. Key publications include The Platform Society (Oxford University Press, 2019], with José van Dijck and Thomas Poell), The Hackable City (Springer, 2019], co-edited with Michiel de Lange and The City as Interface (NAi010 Publishers, 2014].
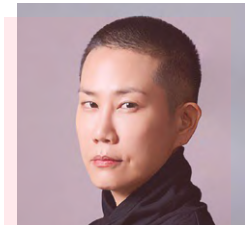
Jaz Hee-jeong Choi is an Associate Professor in Civic Interaction Design at the Amsterdam University of Applied Sciences. Their transdisciplinary research and practice situate 'care' at the core of transformational encounters in different settings ranging from cities as complex cyberphysical networks to forests as moving creatures. They build on this to explore how radical transformation can materialise care-fully through creative-critical engagements.

Jorgen Karskens is the the project manager and developer at the Civic Interaction Design research group. He has a background in cultural sociology.

Cristina Ampatzidou is a researcher and curator with a background in Architecture and Urbanism focusing on co-creative and participatory design processes, and the affordances of new media and digital technologies, particularly serious games, for sustainable urban futures.
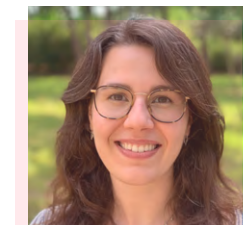
Morgana Braga is the communication's manager at the Civic Interaction Design Research Group. She has a multidisciplinary background in architecture/urbanism, arts/culture and exhibition design. She is passionate about all forms of art, design, and storytelling.
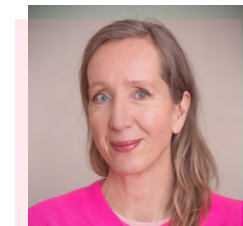
Marije ten Brink has a background in design and worked in the field of interaction design and visual design for over 15 years. She is also an experienced lecturer at the Communication & Multimedia Design department at AUAS and develops courses on design and design research. She coordinates the minor program Creative Research. Currently, she is finishing her PhD research on the design, evaluation and understanding of 'PhotoReflexivity', a pedagogical approach to facilitate students' reflexivity.

Mike de Kreek is an action researcher in the project Human Values for Smart Cities which runs from 2022 to 2026. The project is based on the premise that smart city technologies can enhance quality of life and improve city management efficiency. However, various ethical challenges in implementing these technologies require us to revisit our design processes. Mike's focus is on civic participation and engagement in articulating, creating, and evaluating smart city technologies.
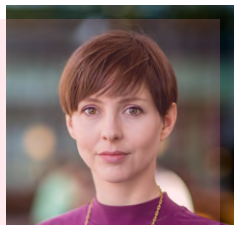
Angella Mackey is a design researcher at the AUAS Civic Interaction Design and Fashion Research & Technology groups, where she also teaches at the Masters of Digital Design programme. She holds a doctorate degree from the Eindhoven University of Technology as a Marie Skłodowska-Curie doctoral fellow with the ArcInTex ETN. Since 2008, Mackey's design and research practice has interrogated technologies in relation to bodies in art, fashion, research and commercial contexts, working with first-person research methods to understand our intimate complex relationships to them.

Karel Millenaar Is a game designer and visual designer with more than 10 years of design experience. With his company FourceLabs he has designed games and playful interactions for big commercial companies like Philips and Corio, but also for cultural institutes such as the university museum Utrecht. His design experience varies from playful installations to board games and video games and everything in between. At the lectorate he applies his experience to augment research projects with designs and prototypes. He also lectures design related courses and occasionally mentors project groups at HBO-ICT.

Eva Oosterlaken is a Dutch-American designer and researcher. She is creative lead at Studio Futurall, which she founded together with UK-based designer and foresight practitioner Finn Strivens in 2020. Futurall uses the power of design to bring diverse voices into decision-making; to create space to imagine radically different futures; and, in doing so, to build the capacity of communities and organizations to face the challenges of our times. At CivicIxD, Eva works as a design researcher on the research project Pubhubs.
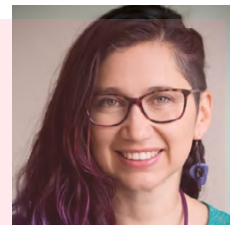
Tamara Pinos Cisneros is a PhD candidate in the 'Civic IxD' and 'Digital Life' research groups and the University of Twente. Her research focuses on the use of smart toys and playfulness to motivate children with disabilities to do physical therapy. She is also a teacher at the Digital Society School and at Communication & Multimedia Design at AUAS where she researches and teaches the use of new technologies for creative applications. She has a BA in Computer Engineering from the Pontifical Catholic University of Ecuador and a MSc in Media Technology from Leiden University with more than 15 years of experience as a software developer.
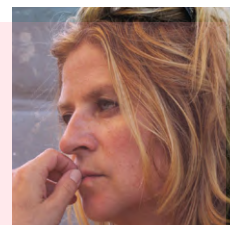
Marjolijn Ruyg is a designer, researcher and lecturer. She has a Bachelor's degree in Graphic Design from Gerrit Rietveld Academy and a Master's degree (MSc) in Media Technology from Leiden University. From the early nineties she worked as interaction designer on several new media projects (e.g. The Digital City Amsterdam, Ars Electronica Austria, Stedelijk Museum Amsterdam). Her research is mainly in the field of Urban Interaction Design and the future of the digital city.
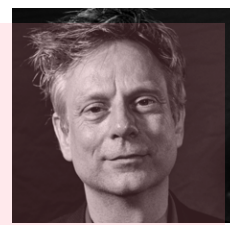
Iskander Smit Iskander has been exploring human and machine intelligence relations from a design perspective, focusing on coexisting with intelligent things and their societal impact. He is the founder and chair of Cities of Things, a research program that originated at Delft University of Technology faculty of Industrial Design, where he was a visiting professor and lab coordinator. Now, it's a foundation for a knowledge platform in partnership with academic and industry partners.
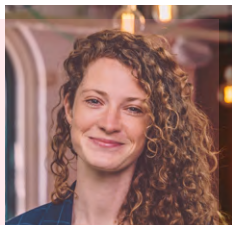
Tessa Steenkamp is a design researcher in the project Human Values for Smarter Cities, which runs from 2022 to 2026. The project addresses the use of image recognition in public space. How could these algorithms be designed and communicated, in such a way that a wider public is aware of, and engaged in, their deployments? Tessa will explore these questions through designing digital and spatial experiments, applied to real-life use cases.
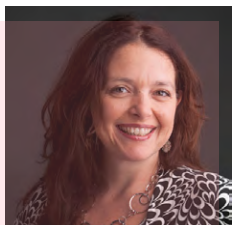
Mirjam Vosmeer is a senior researcher at the Civic Interaction Design Research Group. She holds a Masters degree in the field of psychology and a PhD degree from the University of Amsterdam, focusing on Videogames & Gender. She has worked as a professional script writer and editor for Dutch soap operas and short telefilms. Mirjam received RAAK MKB grants for her research projects Storytelling for 360 Media and VR for Diversity, and she has presented workshops, keynotes and presentations on storytelling for VR at conferences all over the world. Her research on VR focuses on interaction, user experience and narrative design. She is supervisor for bachelor students at the Communication & Multimedia Design department and teaches at the Minor Applied Game Design.
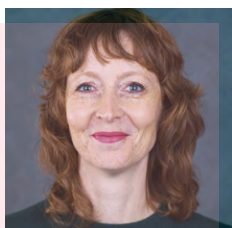
Linda Vlassenrood is an independent curator and researcher whose mission is to facilitate understanding and discussion of complex urban issues in stimulating ways. She is the lead researcher of the Transition-Scapes project and is currently also conducting PhD research on Dutch urban planner Jakoba Mulder (1900-1988) at the Technical University of Eindhoven. She teaches, has authored and co-authored numerous publications, and is in demand as speaker in the Netherlands and abroad.
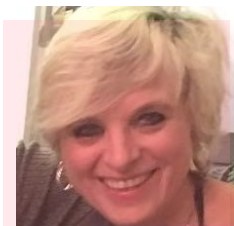
Zsuzsanna Tomor works as a researcher at the Civic Interaction Design Research Group, particularly engaged in the practice-oriented research project 'Charging the Commons'. Zsuzsanna has a background in human geography, urban planning, public administration and organisation sciences. She holds a Ph.D. from the Utrecht University School of Governance, addressing technology-enabled collaboration between citizens and local states in the cities of Utrecht, Glasgow, and Curitiba (dissertation title: *Smart Governance in Practice*).
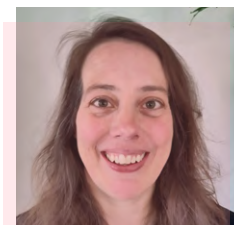
Micky van Zeijl works as design researcher at the Civic IxD Research Group. She is the liaison between the research project Charging the Commons, Civic Social Media and education. In addition she works as lecturer at the department of Communication and Multimedia Design at the Amsterdam University of Applied Sciences. She develops and teaches courses in Design Ethics, Critical Making, Speculative Design and Digital Fabrication. She is an enthusiastic maker and thinker and loves to inspire students to combine theory and philosophy with their applied (digital) design work.

COLOPHON

Civic Interaction Design is an interdisciplinary research group at the Amsterdam University of Applied Sciences. Together with students, designers, technology developers, policy makers, academic researchers and citizens, we explore how design & technology can contribute to civic life: the numerous interactions through which people in a society come together to strive towards collective well- being.

The Amsterdam University of Applied Sciences (AUAS) is a knowledge institution. It offers 66 BA-programmes, 27 MA-programmes and 11 AD-programmes to 44.500 students. With its research projects, headed by 65 professors, the university directly contributes to innovations in the professional field. These projects tackle urban issues through solution-focused research, primarily in the Amsterdam metropolitan area.

At AUAS, research, education and the professional field come together in five Centres of Expertise (CoE) in which students, researchers and professionals work together to contribute to societal challenges and missions. At Civic Interaction Design we are closely allied to the CoE Creative Innovation, and have also collaborated with the CoE's Just City, Economic Transformation and City Net Zero.

The AUAS is internationally well-connected with more than 250 partner institutes across 50 countries. AUAS is also a founding member of the European network of higher education institutions, U!REKA.

Civic Interaction Design
Amsterdam University of Applied Sciences
www.amsterdamuas.com

Website & Newsletter
www.civicinteractiondesign.com

Contact
civicixd@hva.nl

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