

Felicità | Urban
Design
for
people

Tal Atiya

1.

In this project, I wanted to create a system that helps urban planners and designers develop the right shared spaces for the communities they design. Ikea, for example, is well known for its modular system furniture. This project aims to do the same for urban planners: a flexible modular system that can be easily placed and removed according to the community's needs. Today, most changes require at least some space and money. Though these changes are made with great intentions, the facility is not guaranteed to be needed and used. As changes happen, one can only see the outcome and the public's response. Analysing and evaluating before installing new facilities can only be done with random items for a very short time or by talking with the public, which will always lack visual context and will include only some, not all, people in the area. Neighbourhoods and populations in cities not only vary but are also changeable themselves¹.

All these parameters together form the brief for a modular system that can accommodate urban facilities needed for upgrading neighbourhoods, streets, and urban lifestyles. The system includes a few basic products that are needed for most urban facilities, as observed during this project's study. Different system combinations can create various places such as cafés, bars, libraries, workspaces, private seating areas, and more. All of them are removable and mobile but can also be placed for several months. Using this system with a humble understanding from the designer or planner that our job is to work alongside the community to create designs that work for them can lead to better outcomes not only for the people but also for the funders, as they can manage the purchase of facilities better

as needed.

The system will allow neighbourhood planners to create spaces that fit the needs of their communities. For example, in streets with no free space, it could be placed in a parking spot; in other cases, it could be placed for specific days or hours. Additionally, it can help determine if a change, expensive facility, or infrastructure project in the area is indeed needed by simply serving as a mockup for as long as required.



2.

The primary objective of this project is to create a platform that empowers urban designers and city planners to craft shared public spaces with greater flexibility and adaptability over time. More specifically, the platform is designed to improve the alignment between the design and the evolving needs of a particular area before any permanent structures are installed. As previously discussed, cities are inherently dynamic; they have a life of their own, continuously changing and developing. With this in mind, a strong desire emerged to

build a system that responds to the actual needs of the people inhabiting these spaces. The central challenge became clear: what tools can designers utilise to understand the public's needs, and how can these needs be effectively measured and incorporated into the design process?

To address this challenge, I decided to develop a modular system. This system enables designers to analyse and measure the community's reactions to the public spaces they create. Moreover, it provides the capacity to make real-time adjustments based on the feedback collected from prior use. This capability ensures the design can be modified swiftly, allowing for ongoing space refinement until the optimal outcome is achieved. While traditional public engagement and participation methods are still encouraged throughout all stages—from initial planning to pop-up testing—the system is designed to complement the goal of augmenting these established practices. Rather than replace them, processes by introducing a new layer of public participation and co-design for shared spaces. However, the system also has the flexibility to operate independently of public participation when designers wish to observe public behaviour and reactions without direct input from the community.

The outcome of utilising this modular system is the democratisation of public spaces. It



Illustrations of a traditional way to do pop-up in urban areas

grants the public a more active role in shaping the spaces around them. This platform fosters a more inclusive approach to urban planning by incorporating community feedback into the design process. The concept draws inspiration from the principles of Placemaking, integrating these values into a streamlined, cohesive product. This integration simplifies the application of Placemaking techniques, offering municipalities and designers a ready-to-use solution that can be easily implemented in various contexts.

The system's modular nature allows it to be adapted to a wide range of urban environments and requirements. Additionally, it provides a valuable testing ground for proposed changes or costly investments, functioning as a mockup for as long as necessary. By observing how a community interacts with a temporary setup, designers can gain valuable insights that help ensure permanent fixtures align with the public's actual needs.

In conclusion, this project aims to transform urban spaces' planning and adaptation. The flexible, modular system bridges the gap between planning and community needs, integrating placemaking principles into a practical framework. This enhances the effectiveness of urban design and ensures that public spaces evolve in response to the communities they serve.

3.

As previously mentioned, the values driving this project are deeply grounded in the principles of Placemaking. Through my research, I sought to explore these principles by tracing them back to the foundations of modern society itself. Although not explicitly cited here, the works of influential thinkers such as Adam Smith, Jean-Jacques Rousseau, and

Edmund Burke have considerably impacted shaping the ideas behind this project. Their exploration of democratic values and the formation of societal structures felt relevant because cities act as microcosms of society, reflecting both the ideals and challenges of democratic life.

In addition to these foundational philosophical texts, key works in urban sociology were central to the project's theoretical grounding. In particular, the writings of Robert Park and Georg Simmel were instrumental in framing the relationship between urban environments and social behaviour. Park's essay "The City" served as an initial entry point, offering valuable insights into the tension between urban planning and the lived experience of city residents. Park highlights that while the city plans to establish its layout and bare functionality, its spaces inevitably take on new meanings and uses as people inhabit them. As Park describes:

"The city plan, for example, establishes metes and bounds, fixes in a general way the location and character of the city's constructions, and imposes an orderly arrangement, within the city area, upon the buildings which are erected by private initiative as well as by public authority. Within the limitations prescribed, however, the inevitable processes of human nature give these regions and buildings a character that is less easy to control."²

This quote from Park captures the essence of the gap between planners' intentions and the reality of how spaces evolve once communities begin to live in and interact with them. Cities are not static; they change and adapt as the people who live in them change. Neighbourhoods, in particular, experience shifts in population, culture, and identity³, which can significantly alter their character over time. Park encourages a deeper exploration of the sociological processes that shape cities, and this project aims to address that

challenge by creating a modular design system that adapts to the evolving needs of urban spaces.

Alongside Park's contributions, Georg Simmel's work on the psychology of urban life provides another perspective. Simmel's writing on the "mental character" of urban dwellers examines the unique social and psychological conditions created by life in large cities. He contrasts the experience of living in a metropolis with life in smaller communities, noting that while big cities can foster efficiency and anonymity, they often lead to feelings of isolation and apathy. Simmel argues that these psychological effects are an inherent part of urban environments, where the constant interaction with strangers and the rapid pace of life shape individuals' behaviours and mental states.

Simmel's observations are particularly relevant to this project, as they highlight the importance of considering how urban design impacts residents' physical and psychological well-being.

In addition to these sociological perspectives, the project draws inspiration from the work of Tomás Maldonado in his article "The Idea of Comfort". Maldonado explores the evolving relationship between material culture, domestic spaces, and urban living, focusing on how technological advancements and social changes have shaped our understanding of comfort and living standards. His work emphasises the distinction between public and private spaces and how urban environments influence domestic life. Maldonado's analysis of how material culture evolves alongside society is particularly relevant to urban planning and design, as it underscores the need for designs that reflect the changing needs and

desires of the people who use them.

In “The Idea of Comfort”, Maldonado also touches on the psychological effects of urban environments, echoing some of Simmel's concerns. He highlights the importance of creating spaces that meet functional needs, provide psychological comfort, and support a sense of well-being. For urban planners and designers, this means understanding the material and psychological conditions that shape urban life and creating designs that help people feel connected to their environments and communities. That is connected to another part of the German Design world, Braun's design principles state:

“Products fulfilling a purpose are like tools. They are neither decorative objects nor works of art. Their design should therefore be both neutral and restrained, to leave room for the user's self-expression.”⁴

Braun and the ULM School of Design promoted this philosophy of democratic and inclusive design, which traces its roots back to the Bauhaus movement. The Bauhaus movement emphasised functional, people-centred design, which led the designers to understand the need to consider the people's wishes more and more.

Mention all these, it's time to dive deep into the practical methods that developed from those ideas of design, planning, and policy. Placemaking is one of them, and it shares values with this project. The main idea behind placemaking is the architect's, designer's, or planner's understanding that his job is not to “drop” from the top plans but to create them alongside the public, as they know what works best for them.

There are a few tendencies inside placemaking, all based on the same understanding as the understanding of Park and Simmel, which we read earlier. They all come from the same

understanding, even if they act using different methods and levels of values.

"What defines a character of a city is its public space, not its private space. What defines the value of the private assets of the space are not the assets by themselves but the common assets. The value of the public good affects the value of the private good. We need to show every day that public spaces are an asset to a city"⁵.

This understanding is essential for any city planner, as it views the city not merely as a network of corridors connecting homes, workplaces, and services but as a fundamental human need. It prompts the question: what design scale can most effectively impact

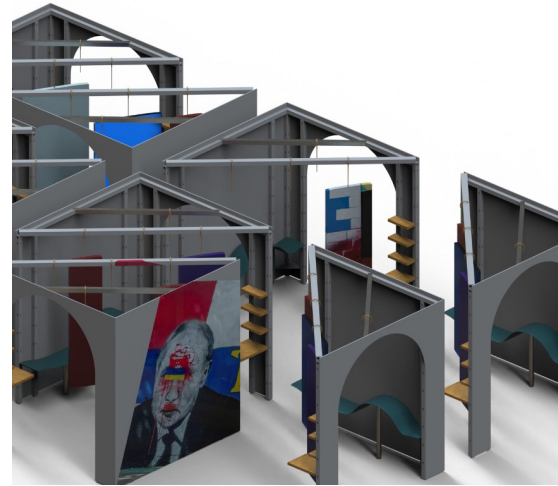


Streets in Germany and Jerusalem that used as corridors

communities? Dividing cities into neighbourhoods allows smaller communities to shape their environments according to their needs. Today's neighbourhoods are comparable to small villages, which, as Simmel suggests⁶, foster a more balanced way of living, free from the apathy and isolation typical of larger urban environments. By scaling down to neighbourhoods, we can address the problems Simmel highlights by breaking the metropolis into manageable, village-like units that encourage communication and reduce the

overwhelming stimuli found in larger cities. This approach has proven effective in concepts like the “third place,” where smaller community spaces enhance social interaction.

Third places can be separated into five categories⁷, significantly impacting society⁸. The system can be used as each one of them (free and publicly, Social service organisations, Low-cost commercial establishments, Creative, athletic, or entertainment third places and personal services)⁹; in my research, I checked and analysed a coffee house that a civic open in his back yard, a community sharing garden and play gardens as study cases, I also talk with architects, city planners and designers of urban places. This will be further explored in the following section.



An early configuration sketch, with the simulation of how art placemaking can occur in the system.

As mentioned, placemaking puts those ideas

into practical action. For example, Boston and Portland (US) took derelict places and transformed them into centres for the citizens around them. The same source also gave an example of those changes' economic benefits. All cases involved collaboration between the citizens, the local government, planners, and designers.

To sum up, those key theories in urban sociology and design converge in this approach. Park highlights the gap between urban planning and how spaces are ultimately used, while Simmel addresses the psychological effects of city life, like isolation. Maldonado's work on material culture emphasises the evolving relationship between public spaces

and comfort. Together, these ideas inform a flexible, modular system that integrates Placemaking principles, allowing communities to shape their spaces to meet social and physical needs.

4

In this chapter, I will discuss some of my active searches during the project. As mentioned earlier, interviews and observation were the main methods I committed to. To make this paper and the project more concrete, I will mention only parts of the results and part of the interviews and observations I committed to. The interviews and observations, including their understanding, won't be in chronological order in this paper.

The first and main interviewer is Mohammad, the chief designer at Taas Metal, a company specialising in the design and production of urban furniture, who provided significant input during our discussions. He shared his perspective as someone with experience designing for municipalities. His insights into local authority operations were valuable.

One of the key points Mohammad highlighted was the importance of adhering to accessibility standards, particularly for installations like cafes and community gardens. He stressed that since the system is broad, it's crucial to create a built-in solution rather than addressing each case individually.

Regarding pergolas and roofs, he mentioned that while height approvals are required, the infrastructure involved, including smart furniture systems, isn't overly complex.

Mohammad added that many municipalities now request that furniture be installed on stages before its actual placement in public spaces. “This requirement significantly increases costs because each piece of furniture has to be custom fitted to various platforms”, suggesting that a system like the one under development would be a valuable solution. According to Mohammad, playgrounds offer valuable lessons in modularity that could be applied to urban spaces.

As Mohammad suggested, the next interviewer I will mention is Ginat's chief designer. Ginat, a playground equipment manufacturer, said the conversation focused on technical aspects, especially materials and connectors. He recommended using HDPE (High-Density Polyethylene), a highly durable, vandal-resistant material suitable for panels because it requires structural support. Another material he suggested was HPL (High-Pressure Laminate), which is slightly more expensive but much more durable. He mentioned that rubber surfaces are commonly used for the base, either poured directly on-site or available in sheet form.

We also discussed the importance of connectors, which, as he put it: “are often the signature of a company's design”. He suggested that “designing a unique connector for this project could be a project in itself”. Following our conversation, he referred me to companies such as Kompan, Berliner, Quali-Cité, Burke, Land Structure, Naaleva, and Psagot to further explore their work. The interview concluded with his endorsement of the project's necessity, again emphasising the importance of creating a distinctive connector system.

In an interview with Ariel Ben-Hamo, an architect in the final stages of his internship, Ariel initially emphasised the importance of narrowing the project's scope. He recommended selecting specific case studies and focusing design efforts on those examples to present a tailored design solution for each. "your project seeks to change the streets from a way to a place; that's the goal of your project, making people stay in the streets". This observation was only partially accurate then, but it offered valuable insights, particularly regarding how designers and architects view urban spaces differently. His advice centred on which pathways to create and which to avoid turning into focal points. These considerations are especially important for the project's goal of generating urban spaces in areas where the original design did not fully consider practical use.



make up of transforming way into a place

During military reserve duty, a chance conversation with Shlomi Reshef, an architect, led to an impromptu discussion. Although not an official interview, Shlomi made some important suggestions. One key idea was to conduct reverse engineering—beginning with the desired outcome and then working backwards to determine the steps needed to achieve that result. He suggested this could serve as a thought experiment to help

conceptualise the development process and adjust as necessary. Shlomi also agreed with the need for a mobile, adaptable system capable of quickly transforming urban spaces. Speaking from his perspective as a Shomron resident rather than an architect, he explained that the rapid changes residents often experience underscore the necessity for such a flexible system.

My discussions with Ariella, a planner from Beit Hakerem, began similarly to my interviews with Mohammad. Although it was intended to be a one-off interview, she became deeply involved in the project, connecting me with members of the local community garden and showing a keen interest in the project's potential as a tool for urban planners and neighbourhood coordinators.

Ariella remarked, "The project corresponds with trends in public participation, and it has a place as a tool for municipalities" She added, "Community coordinators, youth, pensioners and more can use anything like this even for a one-off event and also to convince of the necessity of a change they want by proving it on the ground" by demonstrating the need for adjustments through on-site examples.

Finally, I interviewed Ronit, who manages the Beit Hakerem community garden. Although the interview was focused on the garden's needs rather than the broader project, several other garden members were present, adding their perspectives. That helped me sample a

specific case of urban spaces and how a system I wish to create an upgrade and help it.

Yossi, one of the volunteers, remarked, “I see a lot of people sitting here by themselves with their computers, and that makes me happy.” – by saying that, Yossi showed us that, indeed, once there's a place, it's used unnecessarily what the municipality planned. However, some of the group members weren't pleased with the presence of families during the weekend, as they saw the place as a park, not a garden. The fact that families use this place with different meanings can indicate that the area needs may differ and also what can be an evolution of community spaces.



Ronit mentioned this evolution next, which is interesting: “We don't want trash cans here. There are bins at the entrance and another near the garden's operational table.” She also mentioned that the garden is busier on weekends, with families gathering around the central table, while younger people tend to sit alone with their laptops.

Ronit noted the value of understanding a garden's needs before its construction. She cited the garden in Philp Leon as an example of a project where significant money was spent without first considering the users' requirements. Similarly, she pointed to the town of Tefen, where a garden was designed without proper consultation, and the architect had to return later to make adjustments based on actual use.

I also made some observations during my research in the garden of Beit Hakerm, as I mentioned in the interview I conducted at the end of my sessions there. The other ones were in my neighbourhood. Nachlahot was built in many small neighbourhoods, but today, it's considered one. This place knew many changes, like Park marked in Harlem, NY. Even the culture and history of this place are worthy of his own article; here, I discuss a coffee house one of my neighbours opened in our alley. The place was open every Friday¹ during the day; I sat there for a month and a half to see the outcome of this Caffe house.



On the first day, most of the friends and close neighbours who have some connection with the owner talk mostly to him or his wife. But this month, I saw that people started talking with each other and invited friends from other close neighbourhoods in the area. Another interesting thing I saw is that even though most of the customers were single students, families came with their children very fast and started to pop up in the alley chairs'

1 In Israel weekend start at Thursday night.

ashes, as well as draws of the kids who went there with their parents.

My roommate (a jeweller) closed three deals while I was there, and another two friends got job offers or helped to find jobs from strangers. The place worked amazingly as a third place, just like I read in articles, including trusting in each other (and this is how it's okay helping to find jobs, etc.), talking and making closer connections. Even though most of the visitors were between 20 y/o and 30 y/o, it was a



As children started to come with their parents, the place also became an area for those kids to play around

great platform to see and meet our elderly neighbours as they often started walking in this specific alley, talking with us occasionally. This multi-age, socio-economic and status shows not only that the theory of third places is working but also that third places created by the local people for the local people will work as a “melting pot” even in extreme conditions such as Nachlahot that can easily become another place for only specific kind of group that live in the area².

In this chapter, I mentioned some practical research results I did while developing this project. I wanted to give the general Image I achieved from the interactions I experienced in the interviews. I saw and understood the needs of the urban planners and architects

2 Lots of students gather together at weekends for Shabbat dinner, but usually, some groups are not easily integrated, such as American Jews, Zionist Orthodox, Seculars, Conservatives, etc.

and the relationship between designers and the municipality. They express many needs, which became a later crucial part of the product programa. I also observed and chatted with the people in the garden of Beit Hakkerem and the Caffè as I saw the changes and accuracies over time, as well as the reflecting of needs and solving those in those areas.

5

The product's main goal is to create a more democratic and accurate urban space where residents can control which elements define their environment. Several important design decisions shaped this project's appearance and function, and I will highlight the key ones below.

Initially, I did not define a specific territory, opting to explore the broader theme of urban spaces. Within this context, I began to examine the various possibilities. I interviewed people from diverse backgrounds—urban nomads, people rooted in their local environments, and others from different socio-economic and cultural settings. This created a mosaic of insights that helped me understand the nature of urbanism and the various ways people engage with it.

The project initially focused on a simple question: how can a street be transformed into a space where people enjoy staying¹⁰? From the understanding that urban spaces should be pleasant and inviting, I set out on a series of experiments, which included interviews and observations to explore what motivates people to linger in certain streets and what

drives them to avoid others. I identified key characteristics of streets that either encourage or discourage prolonged stay. This led the project to be packed with small interventions such as benches, workspaces, and social spaces. These elements were integrated into streets typically seen as mere thoroughfares, not destinations.

Another area of focus was streets dominated by car traffic. These often feature rows of buildings flanking both sides of a road, a common layout in Israel. I felt there was a real need to explore how to intervene in these spaces. One of the most significant decisions was to create a system that fits into a parking space, meaning each installation would occupy the same footprint as a car.

The interventions I tested were diverse. At one point, I even explored the idea of anarchistic design principles, thinking of ways to allow individuals to influence their street's aesthetic with basic, easily

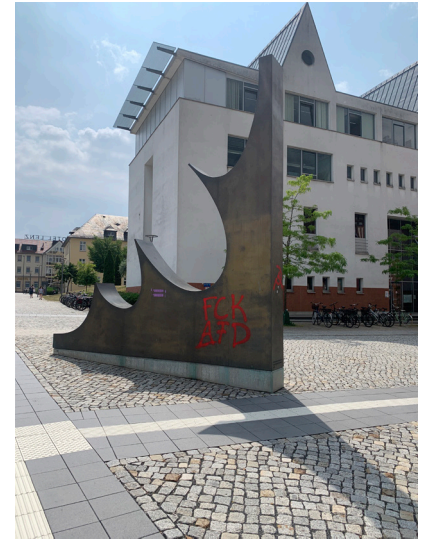
accessible tools. The idea was to make elements that people could add or change themselves, letting them take control of their street's design. However, after reflecting on the values of anarchistic design and discussing various approaches, I decided this wasn't



Early sketch of the system

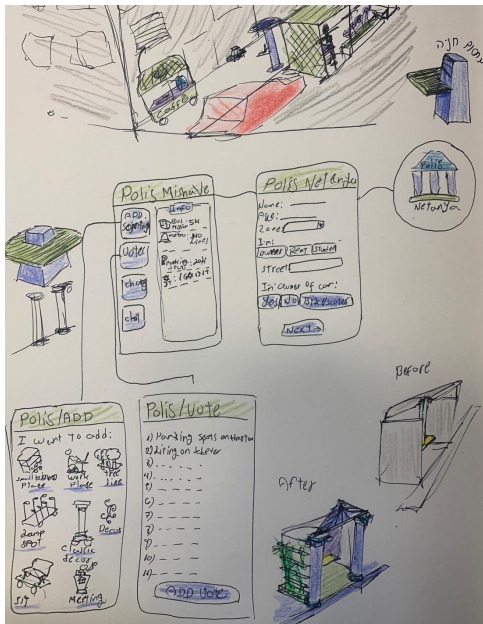
the direction I wanted to take. However, I retained the concept of simple, easily assembled elements that could be added to the urban space. For example, I envisioned chairs attached to parking barriers or lounge spots where people could smoke.

Throughout my research, various urban features—like smoking areas, bus stops, kiosks, and corner stores—served as case studies. I examined the interactions in these spaces and how they influenced their surrounding environment. I also considered which elements from these spaces could be incorporated into my designs. These points of interaction became central to



Anarchistic design in urban spaces: Graffiti against AFD on a memorial statue at Fulda, Germany

shaping the design's functionality.



App layout in earlier steps

With time, the project evolved further. Moving away from anarchistic design, I started thinking about democratising urban space to balance freedom with a structured framework. I explored several possibilities for community involvement, such as through apps or physical surveys. However, realising this could be a separate, larger project, I ultimately decided not to define rigid communication guidelines for public participation. Instead, I wanted to

allow urban planners the flexibility to choose their preferred methods for engaging the community. I left the system open, allowing planners to adapt the process to their needs. This flexibility may also allow for the development of more structured methods for community engagement in the future.



Parking spot size - a starting point of the design

After further rounds of research and testing, I solidified that the municipality should implement the system in collaboration with the local community and urban professionals (such as planners, community coordinators, and neighbourhood leaders). The guiding program remained clear: the system should fit within one parking space, be easily assembled and dismantled, and offer a variety of uses for the local population.

At this point, I shifted away from smaller, modular interventions, favouring a more comprehensive system. The idea was to develop a larger installation that could be deployed with the help of a crane and builders. This system consisted of a platform with multiple anchor points for attaching furniture and other elements. The platform itself created a visual presence in the space. At the same time, the supporting poles referenced the historical significance of columns in human and architectural history, symbolising their central role in urban design from ancient times in places like Rome, Greece, and Egypt.



First configuration of the system



Local Israeli flora and colours influenced the system's aesthetic, reflecting its context and my desire to highlight its Israeli origins¹¹. However, I recognised that if the system was installed in other countries, the colour palette and configuration could easily be adapted to fit the local culture and material context.



Second configuration of the system



While the design was innovative, the initial system was somewhat cumbersome and complex to assemble. I realised it would require more development time than was available, so I changed the configuration. The new system maintained the same level of freedom but reduced costs and significantly simplified the assembly process.



Final configuration



Structures like Suka, scaffolding, and playgrounds inspired the final design. It consisted of simple beams connected in right-angled triangles to which various elements could be attached. The beams were connected using standard joints, referencing gates—a symbolic nod to their role as meeting points in urban life. One example can be seen in the Bible¹²; it can be seen as the main part of gates in interaction between different city people. However, this specific manner should be written in an essay.

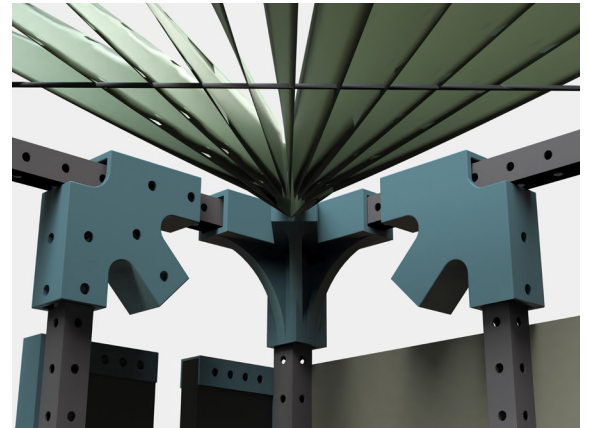
The final system included beams, connectors, coverings, green panels, benches, shelves, and a thatch-style roof.

Beams: These were made from standard square profiles and had inserts placed at regular intervals to allow for the attachment of various elements. The beams could also be levelled and elevated quickly without cranes. All screws of the system are 24M to make it easier for the installers to

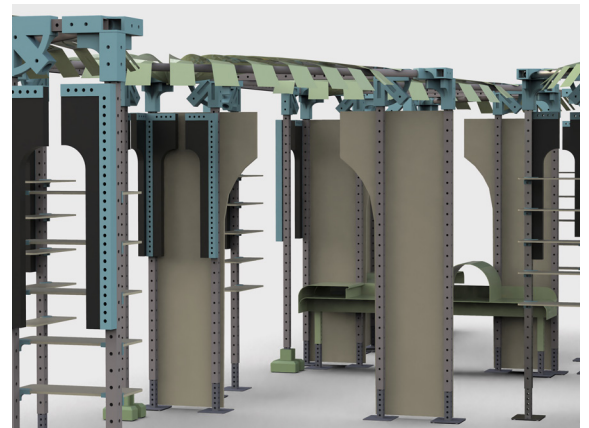


assemble the system.

Connectors: Several types were tested, including wood, metal, and hidden connectors. Ultimately, I settled on a uniform connector for most parts, produced through 3D printing (SLS/MJF), to avoid the high cost of mass production. As injections into moulds won't cover the costs, the thickness of the plastic isn't typical for plastic injection, and it may cause difficulties during the process. The printed parts need to be covered with UV protection.



Coverings: These were made from HDPE panels and served two primary purposes: shading from the sun from the sides and not from the top and privacy—creating a balance between visible and hidden spaces. As Ariela explained in our interviews, these tens have a crucial rule in urban spaces. Also, the boards help create deep perspectives, which are essential in urban space design.



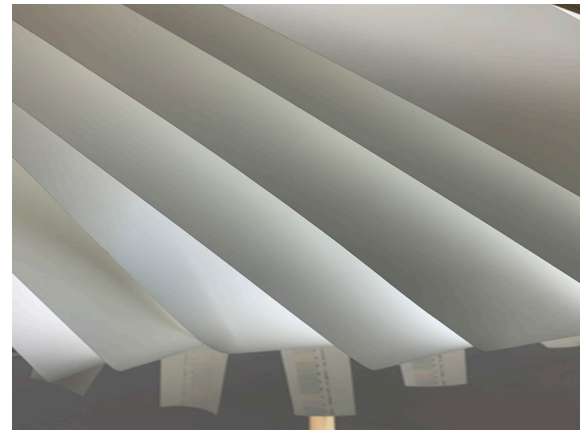
Green panels: According to the biophilic design principles, vegetation, green colour, and

even plastic plants have a positive effect on people.

Using panels made of recycled rubber, you can plant different plants (from varieties that are easy to grow without maintenance through flora endemic to the place, vegetable vegetation, and tropical vegetation that requires the operation of a gardener on behalf of the municipality) which will create the beneficial benefits of plants on humans, in addition to giving the effect of Covering somewhat. Heat reduction and air purification are added to these.



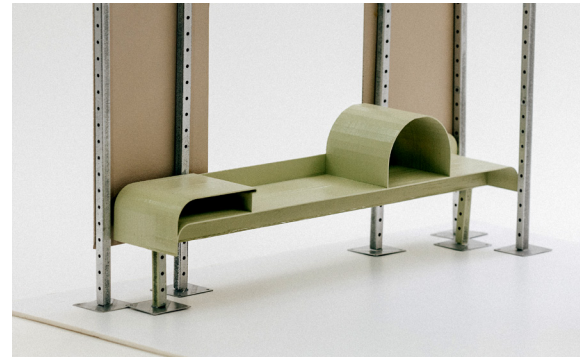
Thatch-style roof: Inspired by a palm tree, the thatch is made of short, spaced sheets that have half a turn between them. This allows light to enter the



exit point of the heat upwards (hot air rises, and in a semi-open space from above, the heat can filter out); at the same time, air enters inside. According to the MMM¹³ and other

studies, this type of shading simulates trees, which is the best shading.

Benches: The bench was designed according to the principles of two architects (William Whyte and Jan Gehl) who studied the principles of seating in public spaces. What motivates people to sit, and what prevents people from sitting¹⁴. The shape of the bench allows sitting in several different positions



and how to use the bench. In addition, it plays an important role in stabilising the system as it interfaces with it at several points and allows for more grip points on the ground. It can be connected at higher points and turned into a bar or work table.

Shelves: Simple HDPE panels designed to serve various functions, such as work surfaces or partitions. The shelves have specific connectors.

The design was generally planned, so add-ons are possible if the public, urban designer and city representative wish to create them themselves.

A key principle of the system was how it would be distributed in the urban space. While it could replace a parking spot, the system's real strength lay in creating perspectives that foster community interaction, much like the layout of Italian piazzas. Through research¹⁵ and computer simulations, I found that configuring the system to mimic the structure of Italian piazzas provided private and public spaces, contributing to the project's success by balancing privacy with openness and fostering a sense of community within urban environments.



Illustration of spreading the system according to the layout of Italian squares

6.

The project aims to establish a more democratic urban space where residents have the power to shape their surroundings. It bridges the gap between public policy, governance, and the community by creating a system that allows both flexibility and local adaptation. The core idea is to give control over public spaces back to the people who use them, offering a range of design possibilities that anyone—from urban planners to everyday citizens—can participate in.

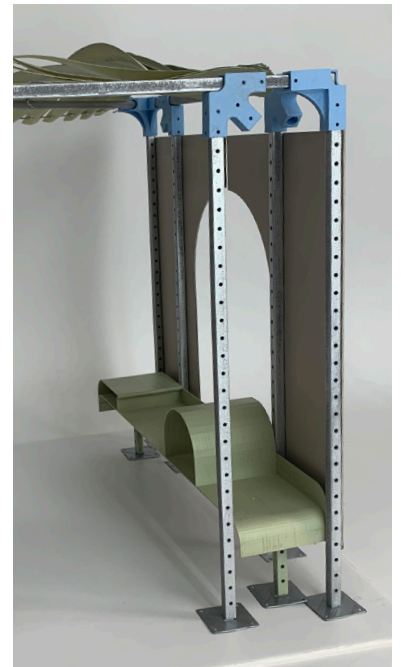
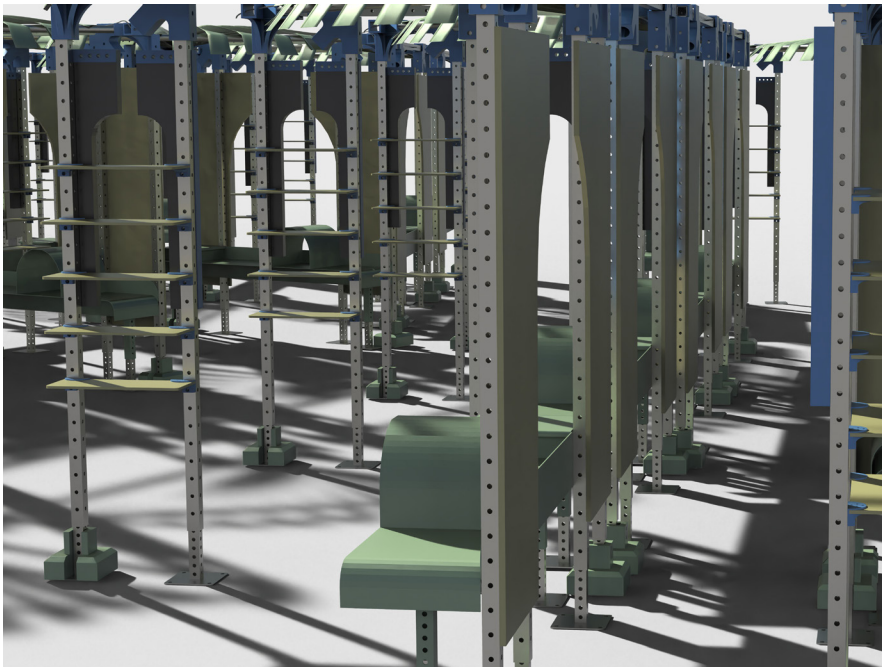
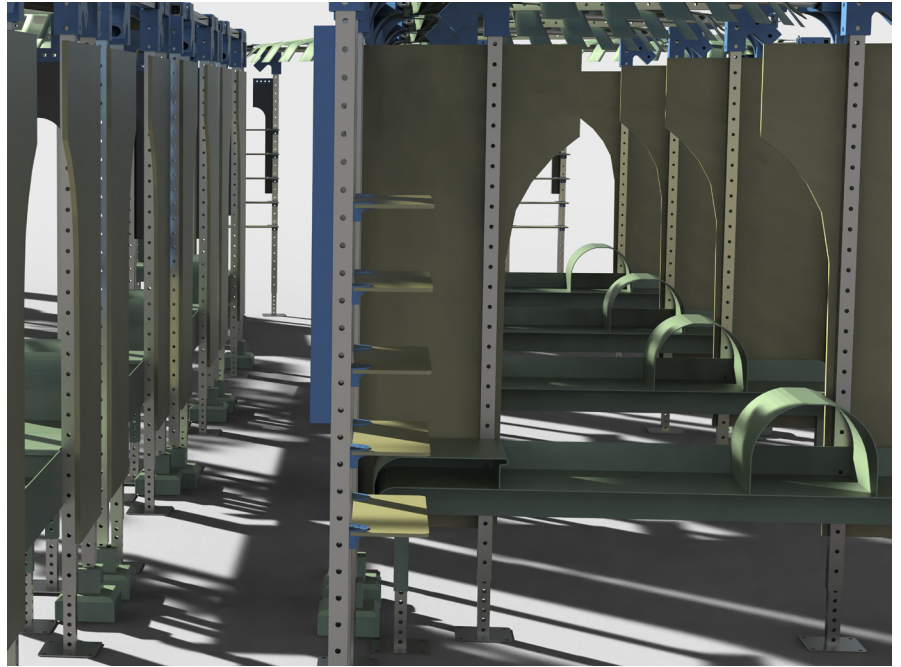
The process wasn't limited to traditional design methods; anarchistic design concepts were considered, exploring how people could shape the streets using basic, accessible tools.

However, the idea evolved toward a more structured yet flexible approach, maintaining the principle of community involvement without sacrificing functional design.

The decision-making process also considered the role of governance and public policy. Rather than dictating community engagement methods, the system allows urban planners to choose how they want to involve the public. This flexibility empowers the planners and the community, aligning with the broader goal of democratising urban spaces. The open framework allows different municipalities to adapt the system based on local needs, making it a tool supporting policy goals while still reflecting residents' preferences*.

Throughout the project, the emphasis was on balancing urban life's public and private dimensions, much like the structure of Italian piazzas. This approach creates intimate and open spaces, fostering community while offering privacy. Ultimately, the system is not just a design solution but a policy tool that enables cities to involve residents in shaping their urban environment, offering a new model for how public spaces can be co-created between city governments, professionals, and the people who use them.

Deep perspective



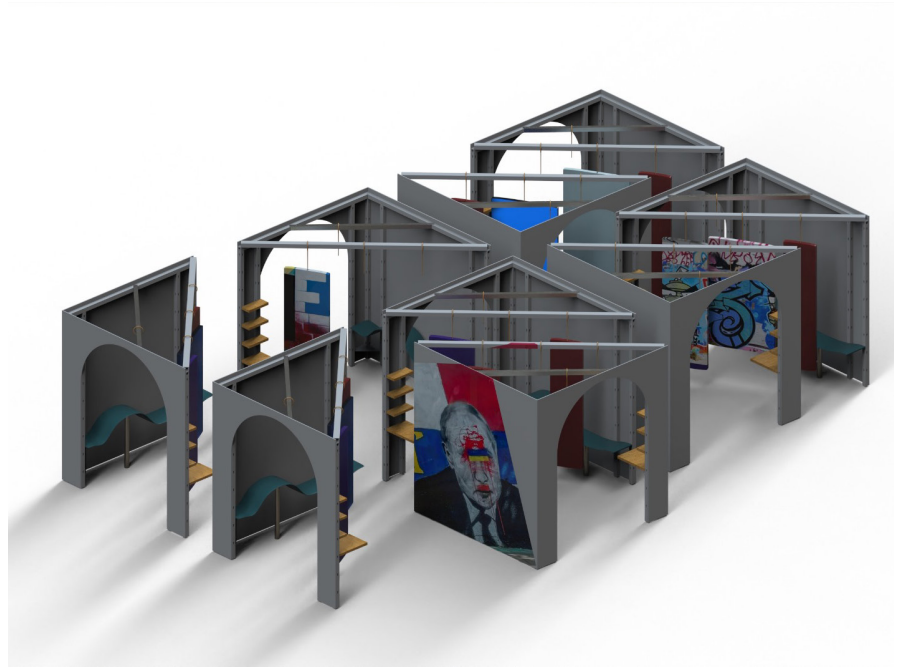
Observation and intervention in the area



Observation and intervention in the area



Sketches and configuration



Sketches and configuration



Sketches and configuration



Bibliography

- 1 Park, R. (2007). The city: Proposals for the study of human behavior in the urban environment. In L. Wirth, G. Simmel, & R. Park (Eds.), *Urbanism*. Rislant.
- 2 Park, R. (2007). The city: Proposals for the study of human behavior in the urban environment. In L. Wirth, G. Simmel, & R. Park (Eds.), *Urbanism*. Rislant.
- 3 Park, R. (2007). The city: Proposals for the study of human behavior in the urban environment. In L. Wirth, G. Simmel, & R. Park (Eds.), *Urbanism*. Rislant.
- 4 BRAUN. (n.d.). 10 principles of good design. Braun Audio. <https://www.braun-audio.com/en-CH/10principles>
- 5 UN-HABITAT Executive Director Joan Clos i Matheu taken from “Placemaking and the Future of Cities”, 2012, Project for Public Spaces, Inc and UN HABITAT
- 6 Simmel, G. (1950). The Metropolis and Mental Life. New York: Free Press, 409-424. https://www.intzent.hu-berlin.de/en/gsz/zentrum-en/georg-simmel/georg_simmel-the_metropolis_and_mental_life-1.pdf
- 7 Sociospatial Disparities in “Third Place” Availability in the United States
- 8 Social infrastructure and the public life of cities: Studying urban sociality and public spaces
- 9 Sociospatial Disparities in “Third Place” Availability in the United States
- 10 “A good city can be recognized by the many people not walking.” Gehl, J. (2010). Cities for People. Island Press.
- 11 Tanizaki, J. (2013). In Praise of Shadows (D. B. Cohen, Trans.). Asia. (Original work published 1933, pp. 19-21).
- 12 Deuteronomy 16:18, Genesis 19:1, Deuteronomy 14:21, Deuteronomy 16:14 , Ruth 4:1, Esther 2:21, Esther 6:10, Deuteronomy 14:29 (Sefaria https://www.sefaria.org.il/Deuteronomy.14.6?vhe=Tanach_with_Ta%27amei_Hamikra&lang=he&with=all&lang2=he)
- 13 Troen, Y., & Almogor-Lotan, A. (2022). Shading policy in public space. Knesset Research and Information Center. <https://main.knesset.gov.il/Activity/Info/Research/pages/default.aspx>
- 14 “People often move a chair a few inches this way and a few inches that before sitting, with the chair ending up where it was in the first place” William Whyte
- 15 Tullis, R. [Rob Tullis]. (2017, November 19). Placemaking Lecture 01: Thought [Video]. YouTube. https://www.youtube.com/watch?v=gJn8obSVJNk&ab_channel=RobTullis