



Design proposal Zichten - April 2023

AR0095 'Social Inequality in the City, Diversity and Design'

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Diversity and Design'
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CHAPTER 1

Introduction

The regeneration project that is taking place in Zichten will be a long process that will greatly affect the lives of those who live in the area. Staedion, the housing association in charge of the regeneration project, and the municipality of The Hague have agreed on the main theme for the project: “Make, Move, Meet”. These three aspects aim to tackle the complex issues that exist in the neighbourhood. The “make” aspect addresses the issue of unemployment in Zichten by promoting local entrepreneurship and small-scale manufacturing. The “move” aspect aims to improve the physical health of the residents, which is worse than the average of The Hague due to the socio-economic issues of the area and a lack of exercise. Last but not least, “meet” wants to deal with the high percentage of loneliness in the area, by promoting more interaction between the residents.

The Staedion housing association has hired the DesignArbeid foundation to serve as a link, a connector, in The Hague Southwest. DesignArbeid made the decision to install a cultural plinth called «Toon» in De Zicht. The goal is to create a space where participatory art takes place and sparks conversations between the residents. It is important that this place can survive during and even after the regeneration takes place. The plinth is now home to: a) the Toon workplace, b) Made in Bouwlust, a makerspace with apprenticeships, and c) De Buurtkeuken, a participatory kitchen. These initiatives already work together and share their spaces for other projects. The main goal of Toon is to promote resident politicization and dialogue and to empower the people of the area who feel that their voices have not been heard by Staedion or the local government in the process of planning the regeneration project.

Our aim is to help DesignArbeid by creating a place that promotes resident participation and politicization and at the same time fits the general goals of the regeneration plan. Therefore, this project proposal aims to answer the following research question: In this situation of ‘constant temporality’, how can space be created in which participatory art and culture can be used to politicize local communities? In terms

of process, what role and contribution can different actors play, and how do you ensure that the initiative is sustainable in the medium term?

In order to answer the research question and present the design idea, our proposal is organized in the following way: In the next chapter, we will explain how we collected the information relevant for our project, and how we combined the conversations with the stakeholders with the information that was provided online. In other words, chapter 2 will consist of an overview of our methodology. Chapter 3 will consist of the context of our proposal. This will include the information about the neighborhood that was collected through interviews, conversations, online research, and observations. This part is crucial since it sets the background of the project and underlines the specific issues that our proposal wishes to tackle. In chapter 4, we introduce our design proposal. In this part, we clearly explain the steps that need to be taken in order to realize our project, together with some visual representations of what the project will look like. Furthermore, in this chapter we will present our stakeholder analysis. Chapter 4 also consists of a critical assessment of the project through the “theory of change” approach. Lastly, chapter 5 provides a reflection on our experience as a group, working on this project.

CHAPTER 2

Information and data collection strategy

Thursday March 16th we will visit Toon for the first time. During our first visit, our main goal is to become more familiar with the neighborhood and the residents and stakeholders. We will learn from residents and their personal experiences living in the area. We will also learn from different stakeholders at the site and their experience. We are guests in the area and although we will engage proactively, we will let ourselves be guided by the people at the site.

Information collection

To gather the relevant information, we will use both primary and secondary sources. Primary sources will include on-site observations and interviews with local residents and stakeholders. Secondary sources will include reports, statistical data, and academic articles. We will also use other online resources to gather relevant information. All information and data we collect during the visit will be written down and uploaded to our group's google drive.

Interviews

During the on-site visit, we will have the opportunity to conduct interviews with local residents and stakeholders. These interviews will provide us with valuable insights into the experiences of people that live and work in the neighborhood.

To gather the relevant information during the on-site visit, we will ask relevant questions to different parties at the site. Our group speaks 5 languages and we hope this will be sufficient. The languages are: English, Dutch, French, Greek and Japanese. We will adjust the type of language we use according to the person we speak to. When talking to residents we will for example not use scientific language and when speaking to a person that doesn't (yet) fully speak the language, we will try to use easier language.

Below, we propose a few examples for questions we can ask people at the site. We will use these questions as a guide, but try to listen to the people with experience and also allow them to tell their stories the way they want. The questions could also be seen as conversation starters.

Questions for residents:

- Do you know a lot of people that live in the neighborhood?
- Are there any community events or activities that you participate in?
- If yes, did you like it and would you like to go to these events more often?
- When you go to the shops or to school or work etc. How do you travel?
- Which transportation do you use the most in your daily life?
- Do you ever have issues reaching your destination?
- How do you feel about the public transportation in the area?
- When you walk through the neighborhood, what are the things that stand out to you that you like and dislike?
- What do you think of the renovation project? What are the things you hope to stay the same or change?
- Are there services that you miss in the area?

Questions for stakeholders

During our first visit we will be able to interview some stakeholders (other than residents). The stakeholders that will be present on March 16th are Staedion (housing corporation), DisignArbeid and Nina Cranen (independent process manager, expert in placemaking, hired by The Hague, Staedion and Heijmans). Below we propose some examples of questions we want to ask the stakeholders.

Staedion:

- How will the new development be integrated with the existing community and infrastructure?
- How will you work with the community to ensure their needs and concerns are addressed during the development process?
- How has the public been involved in the project so far?

DesignArbeid:

- Can you provide some examples of projects that you successfully created meaningful encounters in public space?
- How do you involve the community in your design process, particularly those who may not tend to do so.
- How do you measure the success of your projects in terms of creating social cohesion and engagement?

Nina Cranen:

- How will you work with the community to ensure their needs and concerns are addressed?
- What are some of the most important considerations for

successful placemaking in this development?

- How will you measure success in the placemaking process?
- Can you tell us about any challenges you foresee in the placemaking process?

Neighborhood tour

We hope to be able to do a (guided) tour through the neighborhood. This way we can familiarize ourselves with the area. We will look at the environment and we will try to identify some challenges of the neighborhood. During the tour we will take pictures of the environment.

Visual representation of findings

To present the findings of our data collection strategy, we will need to consider the language barriers of the residents. We will need to use visual representations such as infographics, charts, and maps to present the data. These visual representations will make it easier for residents who speak different languages to understand the information presented. We can also consider using pictures and videos to present the data, which will make it easier for residents who are not literate to understand the information.

CHAPTER 3.1

Understanding neighborhood changes in De Zichten, The Hague South-West

The current neighborhood situation in De Zichten

Our design intervention will take place in the neighborhood Zichten, which is part of the broader area of Bouwlust/Vrederust in The Hague South-West. This neighborhood suffers from a negative reputation due to high poverty levels among the residents, low quality of dwellings and lack of public facilities (Ambitiedocument Dreven-Gaarden-Zichten, 2020). Overall, the quality of life in Bouwlust/Vrederust is considerably lower than the average of The Hague municipality, as is reflected in the livability graph (see figure 1.1).



Figure 1.1: Leefbaarheidscirkel Bouwlust/Vrederust ('Livability circle').
<https://denhaag.incijfers.nl/content/leefbaarheidscirkel>

This graph shows that the neighborhood is lagging behind most severely in terms of social quality of life and the health of residents. Another problematic aspect is the physical outlook and lack of public spaces and facilities in Bouwlust. 65% of the dwellings in this neighborhood are social housing, as compared to an average of 25% for the municipality of The Hague (figure 1.2). The majority of the social housing in The Hague Southwest was built as a response to an urgent housing shortage after

the Second World War and is thus in desperate need of renovation (Zuidwest in cijfers: wonen & leefomgeving). This is one of the reasons why the municipality of The Hague, in cooperation with housing corporation Staedion and project developer Heijmans, designed a large-scale renovation project for Dreven, Gaarden en Zichten, three neighborhoods in The Hague Southwest.

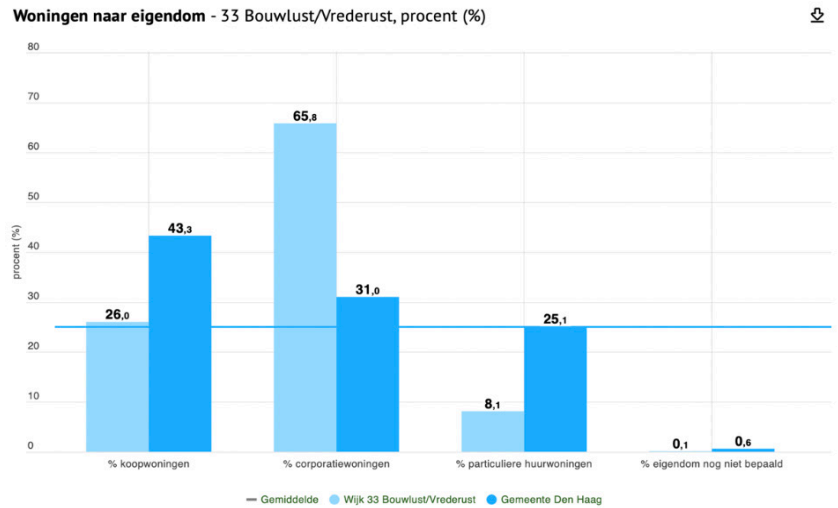


Figure 1.2: Type of dwellings: Bouwlust/Vrederust compared to average The Hague <https://denhaag.incijfers.nl/dashboard/wijkprofielen/wonen-en-woningmarkt>

Besides improving the quality of dwellings and infrastructure in Bouwlust/Vrederust, the municipality also wants to support the local residents to increase their livelihood opportunities. To achieve this, it is important to be aware of some of the characteristics that render the population of Bouwlust/Vrederust more vulnerable. First of all, the concentration of low-income households in this neighborhood is much higher than in the rest of The Hague (see figure 1.3).

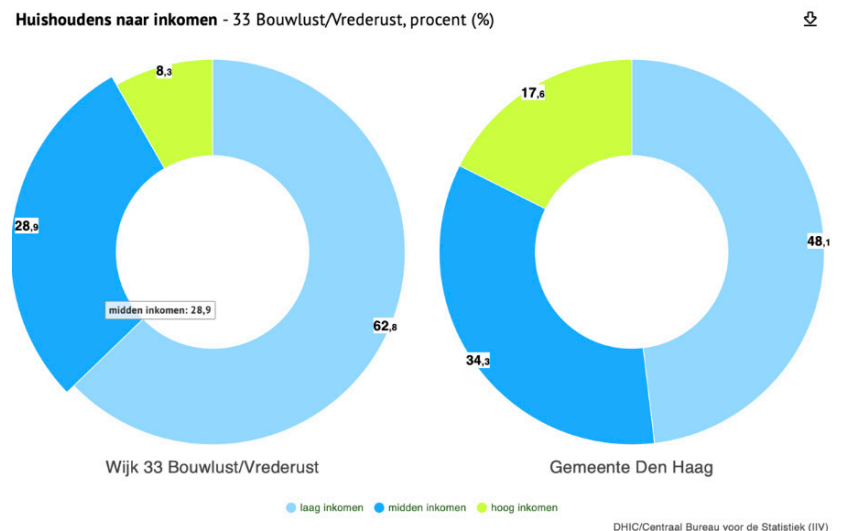


Figure 1.3: Households divided by income : Bouwlust/Vrederust compared to average The Hague Municipality <https://denhaag.incijfers.nl/dashboard/wijkprofielen/werk-en-inkomen>

Additionally, almost 75% of the residents in Bouwlust/Vrederust have a migration background (see figure 1.4). Considering the education level of the population, the number of low-educated residents is significantly higher in this neighborhood than in the rest of The Hague, while the number of high-educated people is relatively low (see figure 1.5). Lastly, the municipality is concerned about the poor mental and physical health conditions of many residents in Bouwlust/Vrederust. For instance, the percentage of people who suffer from severe loneliness is considerably higher for this neighborhood than for the rest of the Hague (see figure 1.6). Additionally, only 40% of the residents meet the daily recommended physical movement (see figure 1.6). In conclusion, a number of social and infrastructural issues complicate the quality of living in Bouwlust/Vrederust.

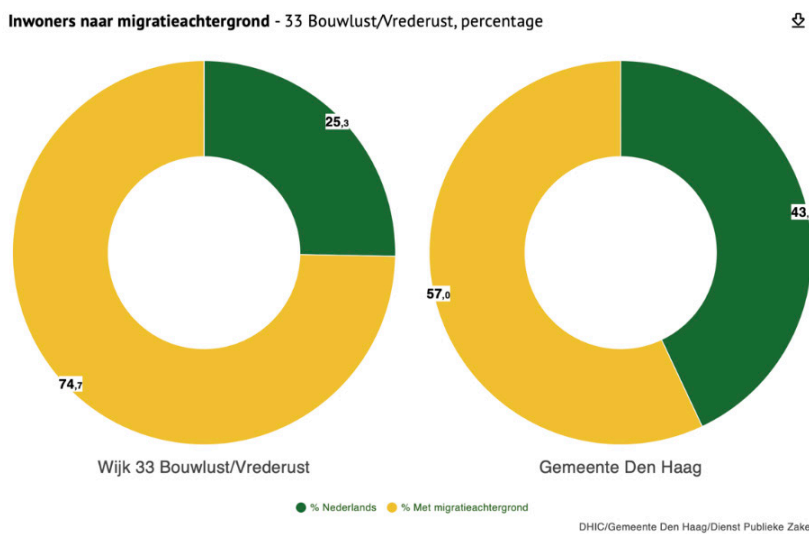


Figure 1.4: Percentage of residents with migration background: Bouwlust/Vrederust compared to the average of The Hague <https://denhaag.incijfers.nl/dashboard/wijkprofielen/bevolking>

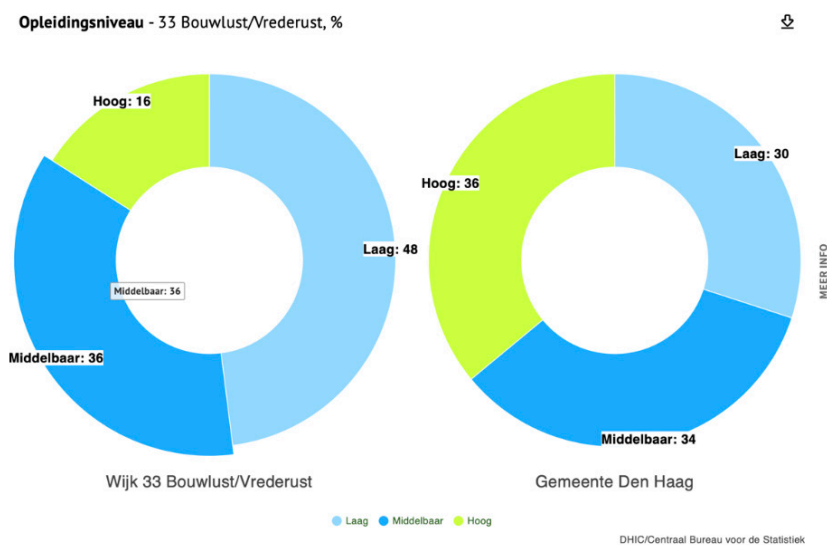


Figure 1.5: Education level of the population: Bouwlust/Vrederust compared to the average of the Hague <https://denhaag.incijfers.nl/dashboard/wijkprofielen/onderwijs>

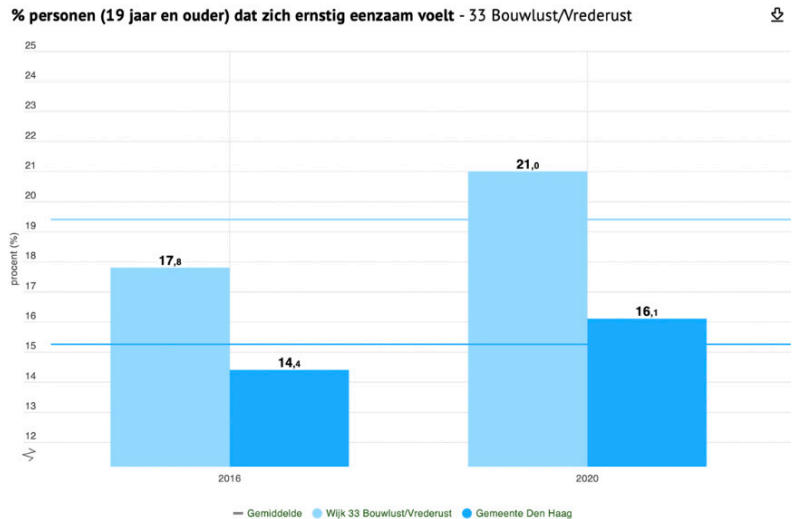


Figure 1.6: Percentage of residents that suffers from severe loneliness: Bouwlust/Vrederust compared to the average of The Hague <https://denhaag.incijfers.nl/dashboard/wijkprofielen/gezondheid--zorg-en-welzijn>

% personen (19 jaar en ouder) dat voldoet aan de beweegrichtlijn

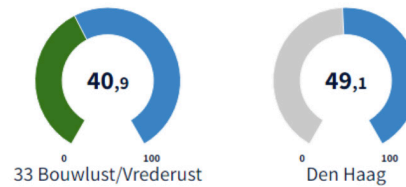


Figure 1.7: Percentage of residents (older than 19-years-old) that meets the guidelines for physical movement: Bouwlust/Vrederust compared to the average of The Hague <https://denhaag.incijfers.nl/dashboard/wijkprofielen/gezondheid--zorg-en-welzijn>

Mapping the site : Accessibility and Services

By understanding the facilities accessible by bike, walk and public transports in a specific time frame of 15 minutes and 30 minutes, this isochron map illustrates the current situation of the neighborhood in terms of livability. Indeed, the disproportion in terms of access by public transport and by bicycle presents a first level of inequality. In addition, few services are accessible on foot. Thus, the gap created between the low-income residents of this neighborhood and the center and activities of The Hague accentuates the effect of closing the community to the detriment of the residents. Although this neighborhood has a high poverty rate, ironically it is the most transportation dependent. Access to public transportation and sustainable mobility, such as bicycles, is a major blow to these populations, as they are expected to pay for access to services and amenities.

On the other hand, walkable facilities are mainly sports facilities, shopping centers, and some libraries. The distribution of facilities is mainly focused on leisure facilities, while the lack of accessible health centers, municipal offices and work opportunities is clearly illustrated.

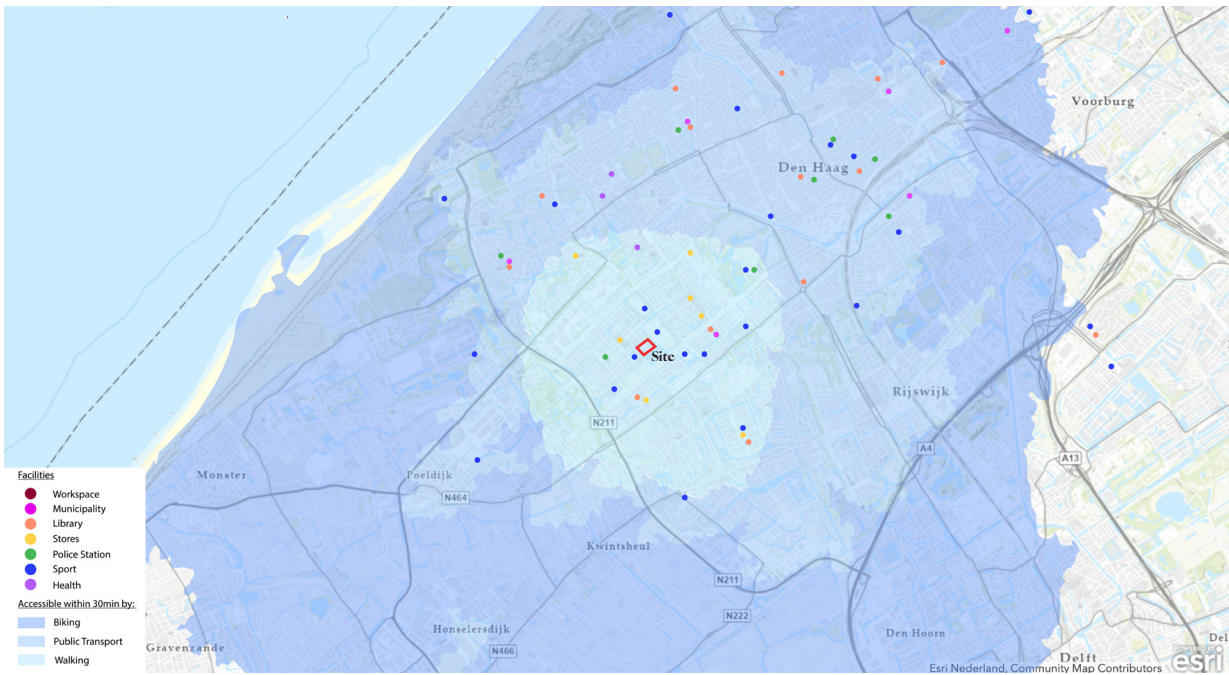


Figure 1.8: The dependency of De Zichten for services. 30min Isochron map. Marion Achach.

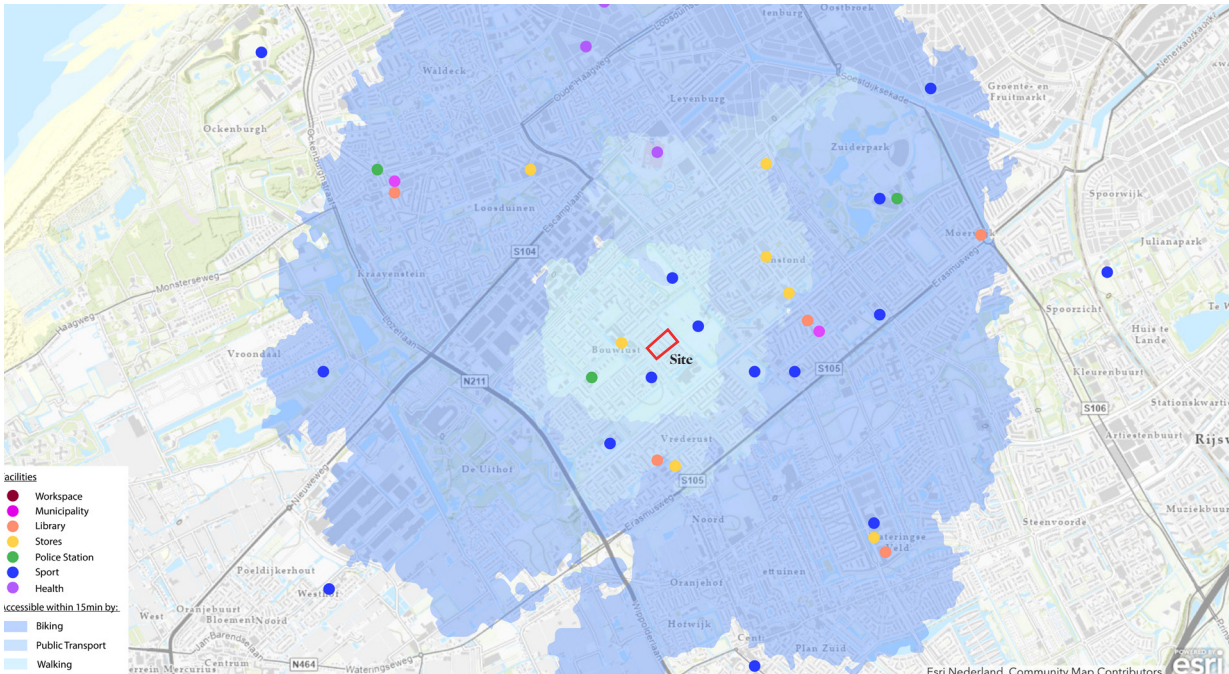


Figure 1.9: The neighborhood and its the 15min accessible mobilities. Isochron map. Marion Achach.

Regeneration plan and policies

The key theme for the redevelopment of The Hague South-West is “Make, Move, Meet”. The purpose of this regeneration plan is to deal with some core socio-economic issues of the area by achieving three main aims. “Make” is about promoting local entrepreneurship and creating employment opportunities such as small-scale manufacturing in order to tackle unemployment. The “move” goal is about improving the physical health of the residents by promoting exercise and movement in everyday life. Lastly, the municipality wants residents to “meet” by tackling mental health issues and especially loneliness by providing the environment for people to get together and socialize (design game guide).

To tackle the multiple and diverse issues that The Hague South-West is facing, the municipality of The Hague together with the national government is focusing on the regeneration of the housing stock of the area. The two main goals are to update and restructure the existing social housing dwellings (owned by Staedion), and to add approximately 3.500 dwellings of various types and prices (summary). By making the housing stock of the area more diverse, the municipality is hoping to attract more middle- and higher-income households in an effort to improve the quality of the neighborhood (Kleinhans, 2012). This is a social mixing strategy, based on the idea that diversifying a neighborhood in terms of dwelling types and household types will “benefit neighborhoods, especially those with concentrations of poor and deprived residents” (Kleinhans, 2012). Social mixing is a specific example of a place-based policy that aims at upgrading a neighborhood by reducing spatially concentrated poverty (Van Ham, Tammaru, and Janssen, 2018). However, a common critique of this strategy is that it merely tackles the concentration of poverty without actually reducing poverty in absolute terms. For the original residents to benefit from social mixing, place-based policies need to be combined with people-based and connectivity-based policies that offer accessible education, jobs and public transport to vulnerable communities (Kleinhans, 2012).

In order to protect the current residents of Bouwlust/Vrederust, three important decisions have been made. Firstly, everyone who currently lives in the area will have the opportunity to come back after the regeneration, by having priority over new residents. Secondly, the majority of the new dwellings will still be in the social housing category. And finally, the new “owner-occupied” housing that will be built, will have a “self-occupancy” obligation clause, to prevent the housing prices from rising (summary). To create a successful community place, it is also important to listen

and understand the preferences of the community (Project for Public Spaces, 2018). That is why the regeneration policy has employed “resident participation” as a part of the designing process in order to take into consideration the wants and needs of the current residents. Some valuable steps towards more participation have already been taken, but it remains vague how the project developer and the municipality want to organize meaningful resident participation throughout the entire project (summary). Participation in the designing process boosts a sense of ownership, which keeps the space sustainable and well-maintained (Frediani and Boano, 2012).

In terms of connectivity-based policies, the designs for mobility in the regeneration policies will be based on the STOMP principle. This means that priority is given in the following order to: pedestrians, cyclists, public transport and mobility as a service (summary). This is important because accessibility and linkage are very important aspects of making a great public place, especially when it comes to walkability and access by public transportation (Project for Public Spaces, 2018). The regeneration plan also promotes the use of the Escamp I and II, a large sports park located in the area. Since one of the goals is to improve the physical health of the residents of the area, enhancing accessibility to the park is one way to achieve that goal, as well as making better use of the current space. Additionally, there are plans to create more spaces for organized sports (summary). These plans relate strongly to the “move” aim of the regeneration plan for The Hague South-West. Lastly, part of the redevelopment of the area consists of a plan to expand the already existing facilities and services of the area, especially care facilities like general practitioners, dentists etc. The goal is to also allow for the creation of more schools via the densification of the area (summary).

CHAPTER 3.2

Analysis of neighborhood ‘De Zichten’

During our visit to Ruimzicht last Thursday we got the opportunity to complement the data we collected online with our own observations and interesting conversations with the stakeholders of the redevelopment project for Dreven-Gaarden-Zichten. In this thematic report, we discuss four salient issues in the neighborhood, namely poverty, mental and physical health, quality of infrastructure, and resident participation in the redevelopment project. Per issue, we compare and contrast our own observations with information from the online data we collected and the conversations we had with residents and stakeholders. In the end, we added a visual summary of our findings in the form of a neighborhood map with quotes and pictures.

Poverty and unemployment

One of the main reasons for the redevelopment project is the concentration of poverty. 62,8% of the households in Bouwlust/Vrederust are low-income households, which is approximately 1,3 times higher than the average for The Hague Municipality (Den Haag, 2023). Beyond the fact that this neighborhood has a high poverty rate, it is the most dependent on public transport since De Zichten lacks employment opportunities with few local businesses, and residents have to commute far away. In other words, only those who can afford transportation fees can access such job opportunities. Consequently, 1.9% of residents get unemployment benefits in this neighborhood, which is higher than the average Hague Municipality, 1,6% (Figure 2.1).



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Figure 2.1: The Share of people on unemployment benefits <https://denhaag.incijfers.nl/dashboard/wijkprofielen/werk-en-inkomen?regionlevel=wijk®ioncode=33>

As Nina Craenen, who represented the redevelopment project, mentioned, boosting local businesses brings more liveliness with an increasing sense of security in the neighborhood, and makes residents more resilient. Ruben from DesignArbeid provided some examples from previous projects that helped realize these goals. In Johannesburg, they organized a free t-shirt-making workshop, a dance performance, and a piano event in 2007. These events made public spaces in a dilapidated neighborhood attractive again. Additionally, Ruben mentioned the big success of their project in Amsterdam called SamenDeStad, which collaborates with residents of De Punt to design their own neighborhoods through several workshops. These interventions help the neighborhood to decrease unsafe characteristics. In other words, bringing innovation to the neighborhood via design and art will foster its local economy in a way that arts and design make the neighborhood livelier and more attractive to visitors, which in turn stimulate local businesses. This is related to “Make”, one of the key themes for the redevelopment of the Hague South-West, which promotes local entrepreneurship and creates employment opportunities such as small-scale manufacturing in order to tackle unemployment. In Zichten, De Xarage is already a nice example of such a creative, small-scale business. Owner Rusen Koç explained how he wants to employ residents to start up a textile manufacturing business for the neighborhood. He wants to produce clothing in a fair, sustainable way while integrating designs from Islamic culture. Not only does this design intervention offer local employment opportunities, but Rusen’s project also aims to produce clothing that can instill a sense of pride to the residents of Zichten.



Figure 2.2: Design Workshop <https://designarbeid.nl/projecten/>

Mental and physical health of the residents

When walking around the neighborhood, we had the opportunity to get to know Sabra, the owner of Sabra’s Bootcamp (see figure 2.3), a workout and boxing gym located

in the Hague Southwest. She was in the military for 10 years and is also a Tae Kwon Do champion. However, Sabra's role in the community is so much more than just a training coach. She said that her goal is to improve the mental as well as the physical health of the community and especially that of women and children. She believes that by training the mind, the body will follow, and she's determined to help people in the neighborhood improve their health and wellbeing. One of the issues Sabra mentioned was that child obesity in the area is higher than in other neighborhoods of The Hague. Through her work, she hopes to help tackle such issues. Her statements confirm some of the information we had already collected regarding the physical health of the people in the area of Bouwlust/Vrederust (see figure 1.7). Apart from her boxing skills, Sabra is also a trained grief coach. She feels that there is a lack of mental health support in the area, and she wishes to help people deal with grief not only by offering emotional aid but also through her training and boxing. Sabra also offers defense classes to women who have experienced domestic abuse in the area. She wants to empower them and make them feel safer and more capable of protecting themselves.

However, in terms of mental health and loneliness, the statistics provided by the municipality in the graph below contradict what some of the residents of the area had to say (see figure 1.6). Although the data highlighted that the percentage of residents of Bouwlust/Vrederust who suffer from severe loneliness is higher than that of the rest of The Hague, the residents we spoke to expressed that they wanted to continue living in or return to De Zichten after the development project has finished. Among other things, they listed the "close-knit community" and "good relationships with neighbors" as some of the reasons they'd love to stay in the area.



Figure 2.3: Sabra's Bootcamp <https://www.ad.nl/den-haag/ex-militair-sabra-is-met-haar-bootcamps-een-begrip-in-den-haag-je-moet-ze-eerst-fysiek-breken~ab34db03/>

Quality of housing and general infrastructure

The main reason for the redevelopment of Zichten is the dilapidated state of the dwellings. As figure 2.4 shows, the average value of a house in Zichten is more than 100 000 euros below the average for the entirety of The Hague Municipality. Nina Craenen, who represented the three institutional actors behind the redevelopment project, stressed the importance of increasing the quality and quantity of social housing in Zichten. This finding supports the content of the policy documents we analyzed for assignment 1 (Ambitiedocument Dreven-Gaarden-Zichten, 2020). The poor quality of dwellings is also a main concern for the residents we talked to. Although they expressed their frustrations with aspects of the redevelopment process, they all agreed that the dwellings in their neighborhood were in dire need of renovation. When we asked them what they wanted to change in their living environment, they tellingly pointed at the housing blocs behind them. Some of the pictures we included in figure 3.4 show the dilapidated infrastructure and high apartment blocks. However, the residents did say they strongly appreciated their private gardens and single-family dwellings. Unfortunately, Nina Craenen mentioned that in order to build more social housing and more public spaces, these private gardens will have to go, and the houses will be smaller.

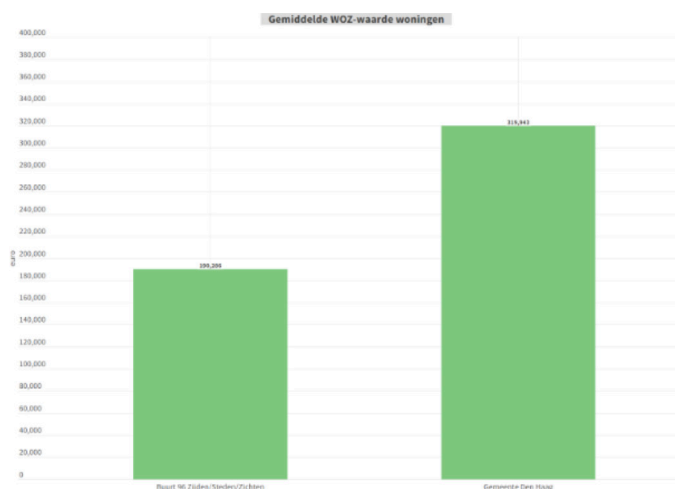


Figure 2.4: Average dwelling value Zijden/Steden/Zichten compared to The Hague <https://denhaag.incijfers.nl/live/>

The public spaces we observed during our walk throughout the neighborhood were not very inviting. The garden closest to Ruimzicht 9 had a limited amount of playground installations, but only one bench for parents to sit and keep an eye on their playing children. Additionally, there was only one street lantern, which makes the park inaccessible at night. Although there were some nice trees, two tall apartment blocks with ugly white walls framed the boundaries of the green space, creating a claustrophobic atmosphere (see pictures figure

2.5). We agreed there is a lot of green space and potential for great public spaces to be realized (Project for Public Spaces, 2018). On some walls, large murals or picture series already brightened up the physical outlook of the neighborhood (see pictures figure 2.6)



Figure 2.5: Pictures public park
Ruimzicht.
Authors' Picture



Figure 2.6: Mural paintings
and street art in Zichten.
Authors' Picture



Concerning local businesses, most shops and services were located on the ground floor of high apartment blocks. There was a considerable number of shops close to Ruimzicht 9, but most of them seemed empty on a Thursday morning. Yet, we walked by a cozy diner with a large pond in front where many residents seemed to meet to eat and catch up (see picture figure 2.7). At this location we managed to talk to some residents. Some of them said they wanted to stay in Zichten because all necessary facilities and services are within convenient proximity. Our observations and conversations contradict our previous findings which indicated a lack of local businesses and facilities (Ambitiedocument Dreven-Gaarden-Zichten, 2020). Nina Craenen also mentioned the redevelopment project aims to boost much-needed local commerce, but it seems that the already existing shops are being neglected.



Figure 2.7: Local diner Simit Sarayi Zichten. Authors' Picture

Resident participation and the redevelopment process

Nina Craenen told us that this reconstruction of the neighborhood is the biggest transformation project in the Netherlands on social housing. The project is led by the municipality, Heijmans and Staedion. As mentioned earlier, there will be more and smaller dwellings to increase the number of residents in social housing in Zichten. This makes the available public space extra important. Because dwellings will be demolished, the project involves displacement of people, which understandably comes with resistance and criticism from some residents. The institutions that lead the project aim to involve the residents and other stakeholders to participate in the decision making.

Currently, a traditional way of participation is used, which means people are gathered to attend discussions. A challenge with this is that the community is very closed. This makes it hard to get people out of their houses. Many people also feel like they have been wronged by institutions, and now have distrust towards them. An additional challenge is that many residents in the neighborhood don't speak Dutch and/ or are illiterate. To make sure people's opinions are heard, residents

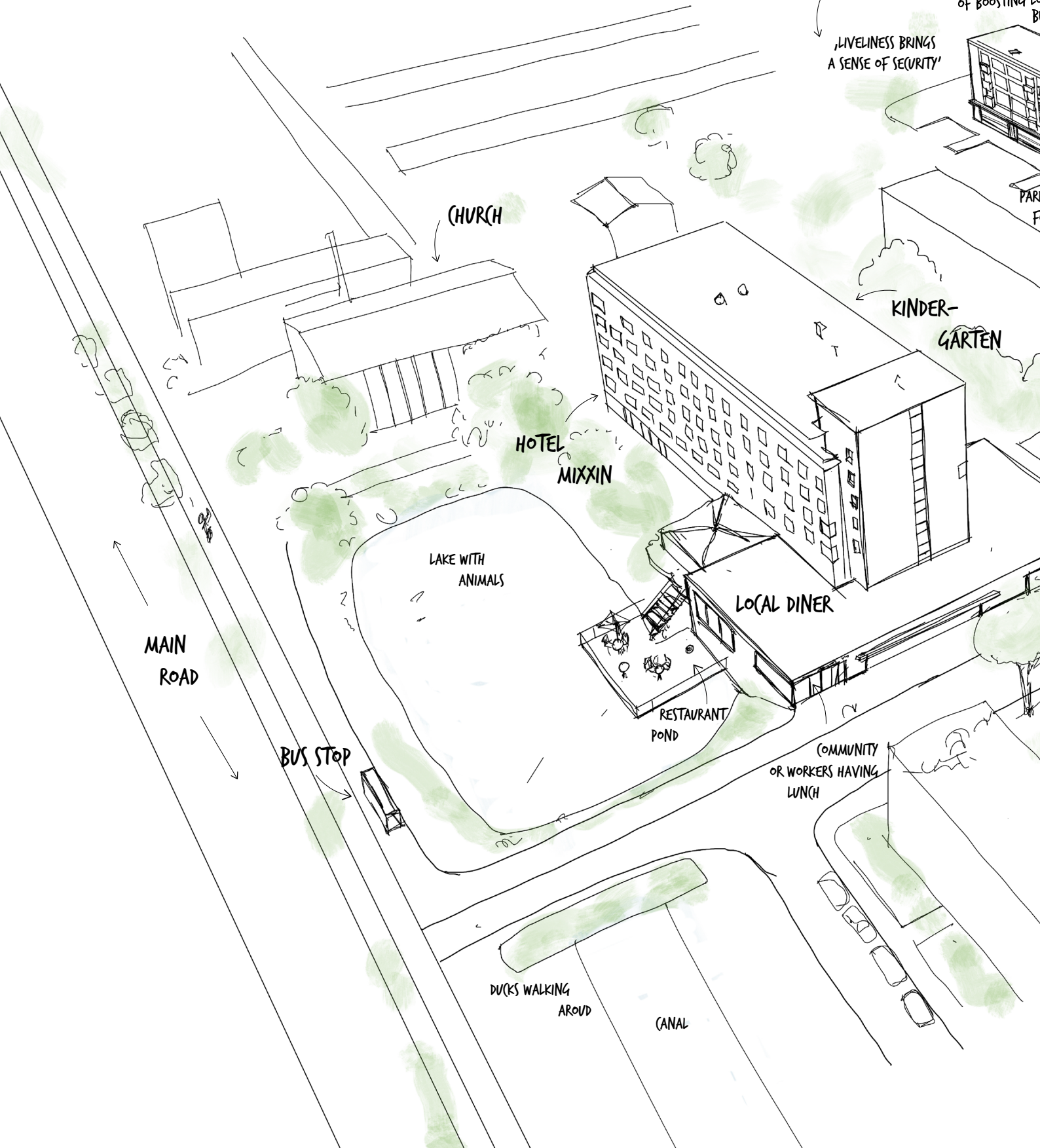
are approached when they are running errands or attending events not planned by one of the involved institutions. Residents have shown resistance and criticism as the project involves displacement and this comes with concerns about their housing situation and return to the area.

Stadion told us that residents currently feel like they have no influence on what is happening to them and feel like they are not being heard. The plans include the aim to increase the number of residents in the area. A lot of people are worried that this will cause an increase in cars in the neighborhood and a decrease in green spaces. Additionally, the residents we interviewed opposed the idea of having single family houses with flats on top, instead they prefer more houses for families. They also told us that they appreciate the area because there are nice people living there and there are a lot of shops nearby. They hope to stay in the area. The residents are concerned about the elder members of their community as they don't want them to feel the pressure to move out. The uncertainty surrounding the renovation project is making people uneasy, for example they want to renovate their homes but are unable to do so because they don't know when they will have to move out. Residents feel unheard because they give their opinion, but don't feel like anything is done with it. They are eager to learn more about the decision making process.

DesignArbeid showed us that art is a possible option for participation. Art can encourage discourse, bring people together, and empower people to make their voices heard. Public art can create dialogue, provoke discussion, and ultimately promote inclusive and engaged societies. Besides this, art is visual and can take away language barriers, making the participating more inclusive.

Other ways to create more participation is to make places for the community where people can talk with each other and with institutions in an easily approachable and accessible way. An example of this is the renovation of courtyards to make more meeting places. During our visit we met Dennis van Toorn. He is working on an initiative called 'spullenbak', translation: stuffbox. This is a shop that gives out boxes to people to donate their things they don't want anymore. The things are then either donated, recycled or used in arts projects for children. The shop also has a coffee table where everyone is always welcome. On the 22nd of March, Dennis is opening a neighborhood kitchen in the neighborhood. The goal of this is to get people out of their houses and meet each other on the street and learn from each other's cultures. Before this he has organized free neighborhood barbecues to bring people together. Places like this are perfect for participation because they are easily accessible and approachable.

POVERTY
UNEMPLOYMENT
LIVELINESS IS A PRO
OF BOOSTING LE
B
'LIVELINESS BRINGS
A SENSE OF SECURITY'



CHURCH

HOTEL
MIXXIN

LAKE WITH
ANIMALS

MAIN
ROAD

BUS STOP

LOCAL DINER

RESTAURANT
POND

KINDER-
GARTEN

DUCKS WALKING
AROUND

CANAL

COMMUNITY
OR WORKERS HAVING
LUNCH

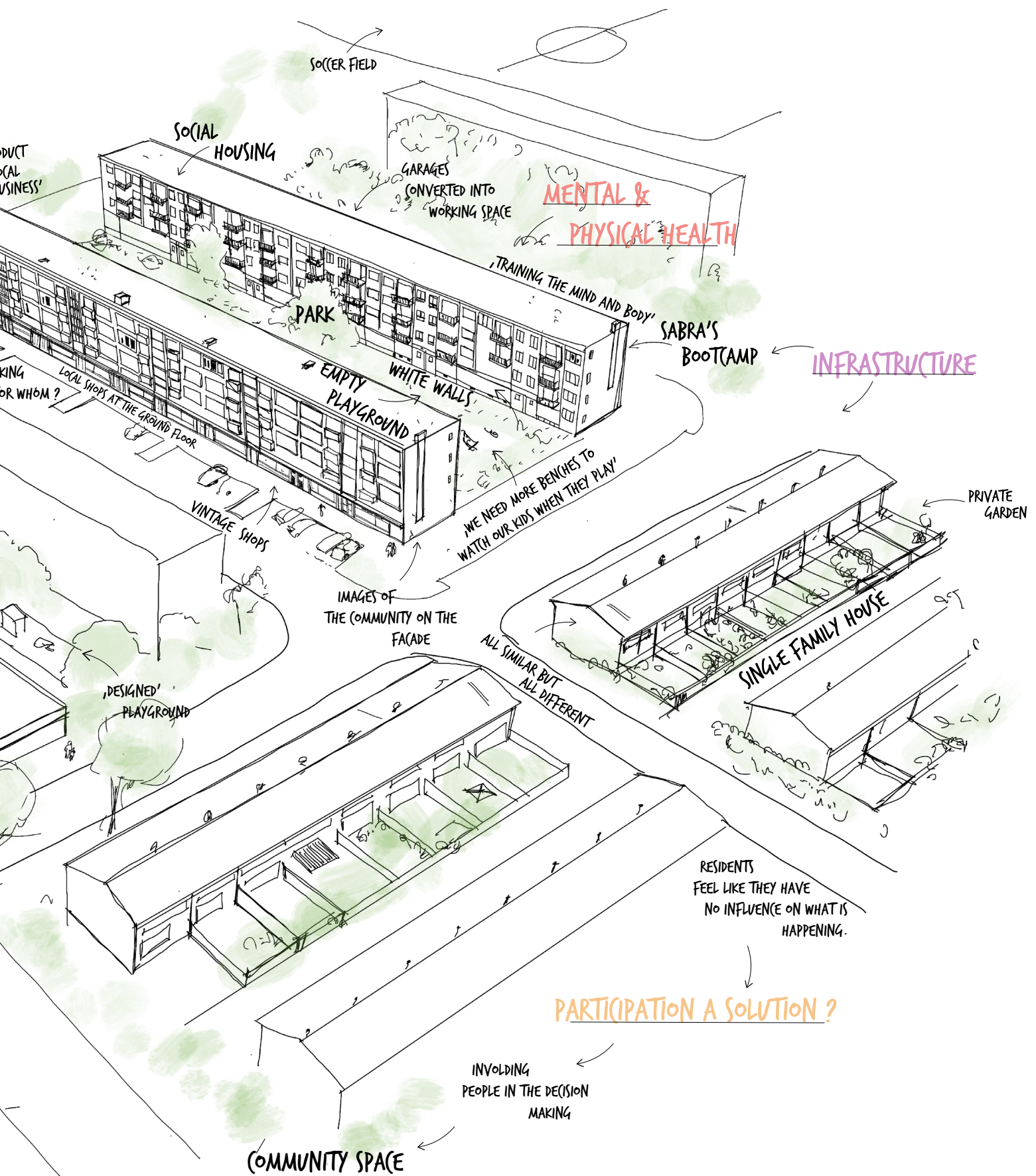


Figure 2.8: The Zichten neighbourhood, inspired by Jan Rothuizen's work. Marion Achach

CHAPTER 4

Design Proposal ‘Build & Bond’

Our design program called ‘Build & Bond’ aims at fostering community and craftsmanship among the residents of Zichten via the shared design, construction and maintenance of a mobile, wooden pavilion that can serve as a location for community workshops, coffee and food distribution and communal gardening. We were inspired by a similar project called ‘Pierre Séward en devenir’, which was executed by Parisian students in an impoverished neighborhood of Paris (see figure 3.1). They constructed a temporary pavilion in recycled materials in a district that experiences similar socioeconomic challenges as Zichten. The process was a cooperation between students of the school of architecture and the inhabitants of the city.



Figure 3.1: “*Pierre Séward en devenir*” Project realized in 2021 by the ENSA PLV students for the Cité Pierre Séward in Paris
<https://instagram.com/cite.pierre.seward>

On the one hand, our design proposal aligns with DesignArbeid’s call for participatory art as a means to politicize and connect residents. On the other hand, we follow the municipality and Staedion in their main theme for the redevelopment of Zichten: ‘Make, meet, move’ (Balster, 2022). Our design proposal consists of three phases, which we aim to execute chronologically. In this report, we elaborate on each phase. Afterwards, we provide a stakeholder analysis to discuss the most important actors for our project.

Phase 1: Painting event: Decorating the white panels in the public garden

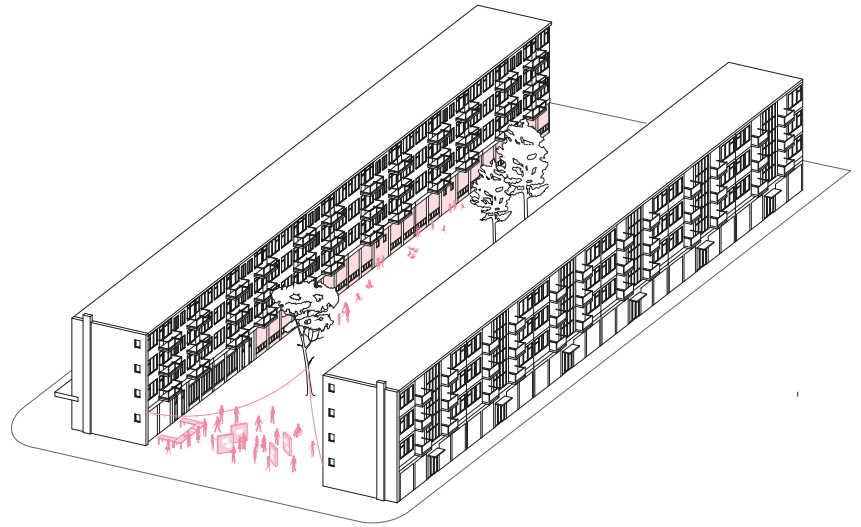


Figure 3.2: Painting event and Pop-Up. Marion Achach.

As a first step, we are planning to hold a painting event that encourages children to paint white panels in the public garden of Ruimzicht during the Spring holiday. Although we recognize that this park has great potential to become a vibrant meeting location for residents, its current dilapidated state does not make it an inviting public space. In Chapter 3, we discussed how the dirty white panels adorning the walls of the park negatively affect the general outlook of the space (see figure 3.4). Following the principle ‘Lighter, Quicker, Cheaper’ for creating great community places, we believe painting these panels is an easy and cheap intervention that positively impacts the sense of comfort people feel when walking through the park (Project for Public Spaces, 2018).

The idea behind the drawings is to show the presence of children in the neighborhood by using their handprints. We will ask children to draw with their hand palms. This will make them reflect on the physical space around them and their memories in the neighborhood. Showing presence is important for them to feel connected with their neighborhood and enrich a sense of belonging. We aim to convince property owner Staedion to allow us to paint the white panels by illustrating how our event fits within their project of ‘placemaking’ in Ruimzicht to improve the neighborhood together with the residents (Zuidwest, n.d.). For this purpose, we can refer to the participative project ‘Jumping in Hanoi’, executed by the collective Recetas Urbanas in 2022. Just like our group, the architects behind the project chose to collaborate with children, volunteers and schools to construct a communal playground. The project resonates with our design proposal which seeks to involve children in the design process, from its first ideas to its final realization (see figure 3.3).



Figure 3.3: “Jumping in Hanoi” project realized in 2022 in Kassel by Recetas Urbanas. <https://recetasurbanas.net/proyecto/jumping-in-hanoi/>

To attract participants to our painting workshop, our group will reach out to schools. Examples of schools in the neighborhood are De Grote Beer and de Pyramide. We will ask to give a brief presentation about our project and distribute flyers that children can share with their parents. Another important stakeholder is the new community kitchen, where we already made contact with the main employer Dennis van Toorn. He allowed us to put up flyers and he was willing to share contacts he had with mothers of the neighborhood that have extensive networks. After many conversations with residents of Ruimzicht, we learned that loneliness and lack of connection is particularly a problem for the elderly and childless inhabitants of the neighborhood. To accommodate their needs, we will also reserve some panels for adults to leave their handprints on the walls. Additionally, we will make sure that our flyers are not addressed to families alone and we can put flyers in the mailboxes of all residents of Ruimzicht. By following the advice of the residents, we follow another principle for creating a great community place, namely the principle ‘the community is the expert’ (Project for Public Spaces, 2018). Moreover, we learned from the community workers at the Buurtkamer that mouth-to-mouth publicity is crucial for the success of any event. Therefore, we will also knock on doors and try to talk to as many residents as possible.

Our event will be held with free snacks and drinks, potentially together with the Community Kitchen. The aim is to make the adult residents talk with each other and connect while the children are painting. Additionally, our group will organize a pop-up stand to pitch our idea for a community construction in the public garden, which is the backbone of the second phase of our ‘Build & Bond’ design program. This pop-up stand could be realized with the support of DesignArbeid. To make our idea more tangible for the residents, we will provide pictures of similar pavilions constructed by resident communities, such as the ones in Paris (see figure 3.1 and figure 3.5 below) and the

one in Copenhagen (see figure 3.4 below). Again, we believe in the strength of mouth-to-mouth publicity during the event to convince residents to sign-up for our free workshops on a community pavilion. We hope to find people that are excited to participate during the construction event, and also hope to find residents with skills in construction that would want to help coordinate during the event.

In conclusion, the painting of the panels would be a one-off event, but the broader goal is to offer opportunities for residents to interact with each other, establishing relationships between them and growing a sense of community. Community workers such as Dennis van Toorn and the employers of the Voedselbank highlighted the importance of building trust with the residents prior to organizing large projects. Therefore, our painting event is the crucial first step in our 'Build & Bond' program that will eventually lead to a more elaborate cooperation with residents to design and construct an outside pavilion.



Figure 3.5: Inside pictures of the Community Kitchen. Picture Annika Waltmann.

Phase 2: Workshop on community construction of a pavilion

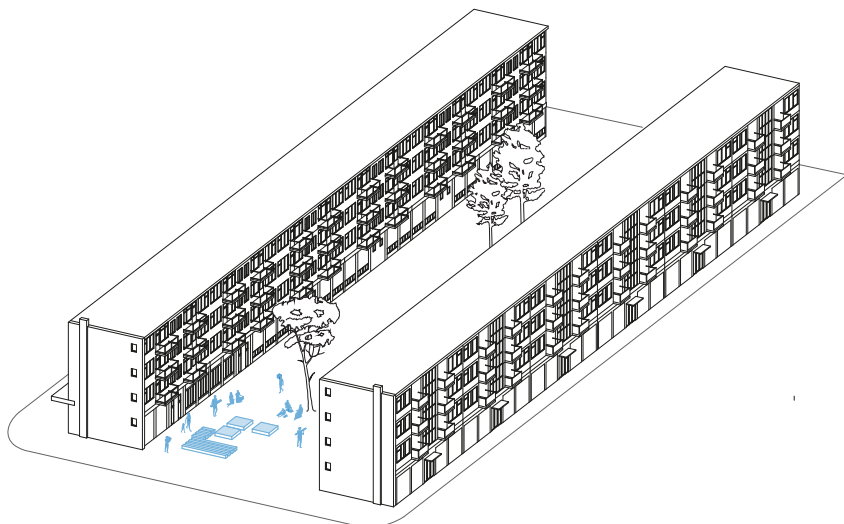


Figure 3.6: Construction Workshop. Marion Achach.

In the second phase, we will organize workshops on the community design and construction of an outdoors wooden pavilion. The pavilion can take many different shapes as the residents themselves will be responsible for deciding upon the design and its features. Our conversations with residents and community workers at Voedselbank taught us the importance of letting the locals lead the project. This will foster a feeling of shared responsibility and commitment and will make sure residents engage with the construction for a longer period of time. To make our proposal more concrete, we provide two international examples besides the project discussed in figure 1. First, in Copenhagen, Mikkel Kjaer and Ronnie Markussen worked together with residents to build a two-story ‘Impact Farm’ from ready-made components. Not only does the construction allow for community farming, but there is also a seating area that can be closed in Winter so people are sheltered from cold weather. Kjaer and Markussen illustrated that such a farm can be built anywhere within 10 days and it is easily destructed and reconstructed elsewhere (see pictures figure 3.7).



Figure 3.7: “Impact Farm”
by Mikkel Kjaer and Ronnie
Markussen, Co-founders,
Human Habitat, Copenhagen
(Denemark), n.d.

A second example of a potential community construction is another project by students from the Architecture School of Paris La Villette. They built wooden furniture constructions for public gardens with removable chairs that can be stored underneath tables and benches at night (see pictures figure 3.8). Such furniture is easy to design and would provide a solution for the current lack of benches in the garden at Ruimzicht, for instance for parents to watch their children play.



Figure 3.8: “Construction de mobilier” by La Rue Collectif, ENSAPLV, Paris (France), February 2019. <https://www.instagram.com/laruecollectif/>

During our painting event in phase 1, we will provide pictures of these constructions in our pop-up stand to make our idea more tangible for residents. Of course, they are but examples and interested residents are free to imagine and design a very different construction. The main aim of our design workshops will be to bring together the residents of the neighborhood in a common project to build a community space in the garden space of the study site. As such, our project targets both the ‘meet’ and ‘make’ goals of the municipality and Staedion, making it more likely that they will accept our proposals. Indeed, one of the main aims of the ‘Build & Bond’ program is to tackle the high levels of loneliness and isolation in Zichten. As discussed in phase 3 of our program, this community space will serve as a meeting place, a food distribution space, a possible exhibition space and a potential location for events and workshops. Moreover, Dennis van Toorn expressed interest in connecting the pavilion to the Buurtkeuken during Summer as an outdoor dinner place. Inside the Buurtkeuken, there already is a door opening to the garden of Ruimzicht. It would thus be very feasible to offer coffee, drinks and meals via the pavilion when the weather allows. If the pavilion would be designed in a way that it can be closed off during winter, it would be accessible to the Buurtkeuken throughout the entire year.

Concretely, we hope to gain the support of DesignArbeid to organize workshops with interested residents to brainstorm on the design of their own pavilion. These workshops could be

organized in the makerspace 'Made in Bouwlust' at Ruimzicht. This local community initiative already offers apprenticeships in practical skills, such as carpeting, to residents and would thus be the ideal location for our community construction. Additionally, the aspect of temporality will be crucial during the design process. The only requirement for the pavilion that we will impose is that it has to be built in such a way that it can be easily dismantled to be rebuilt and reused elsewhere. If the public garden at Ruimzicht would become inaccessible due to the reconstructions, the community pavilion could easily be set up elsewhere in Zichten. This way, it can provide a mobile, yet permanent meeting space in the neighborhood in times of big changes and uncertainty. The international examples we discussed previously have proven the feasibility of this goal. In the spirit of the principle 'Lighter, Quicker, Cheaper', the community construction will be built with easily accessible, economical, and recycled materials, such as wooden pallets (Project for Public Spaces, 2018). The use of wooden pallets already proved to be a success in the pavilion built by students in Pierre Sémar, Paris (Pierre Sémar en devenir, n.d.). A cooperation with community initiative Spullenbak could be considered to allow the supply of materials for the project. We will not bring people with skills in construction from outside the neighborhood, because we heard from Dennis van Toorn and the coordinator of the buurtkamer that the people in the neighborhood have a lot of skills. We hope to find enthusiastic residents who have skills in construction and who are willing to help. This way the pavilion is made by residents for residents.

One of the major aspects of this proposal is the importance of the participatory approach. By allowing the inhabitants to design and build the pavilion themselves, we can provide the tools for knowledge sharing and interaction. Frediani and Boano (2012) show that allowing residents to lead their own design process stimulates a sense of ownership and responsibility. Moreover, throughout the workshops, locals will meet neighbors with similar concerns and build allyships, which facilitates a form of direct democracy. Indeed, via their design they can address certain social issues that they want to tackle. In this way, this event will contribute to the politicization of the space. Ultimately, participatory design will foster a sense of community among residents and help them realize their shared interests.

People with certified competencies in the field of construction, such as employees of DesignArbeid or Made in Bouwlust, would guide the design workshops and offer advice. Moreover, this approach favors the maintenance of the project over a longer period. The inhabitants will know how to repair or modify it if necessary and will take care of it.

Phase 3: Participatory governing and maintenance of the community pavilion

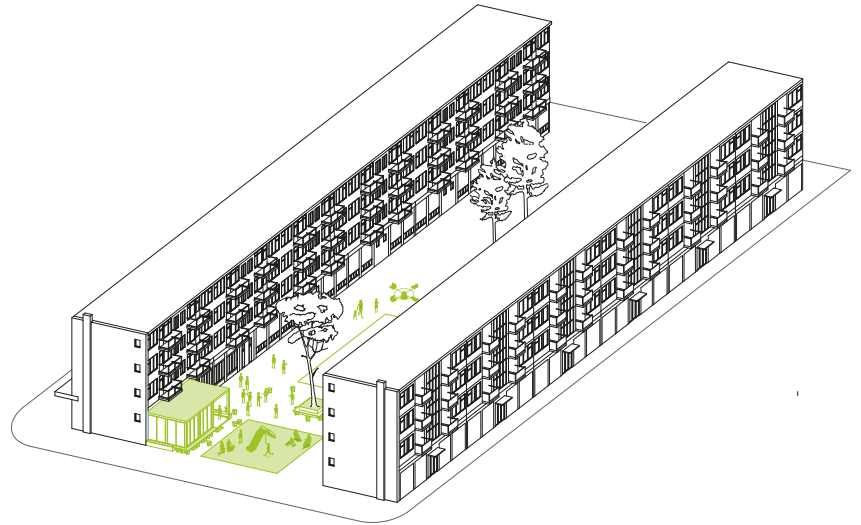


Figure 3.9: Pavillon : a community space. Marion Achach.

It is our belief that the design and construction of a community pavilion can be realized relatively quickly within the scope of a few workshops, possibly within 2 to 3 months. Afterwards, the third phase of our 'Build & Bond' program aims to ensure a permanent engagement of residents with their construction, regardless of the temporary location where it is set up. The most important step to achieve this would be to set up a voluntary council of residents who share the responsibility of maintaining the pavilion. This council will be talked about during the construction workshop, this way residents who helped to build the pavilion could if they are interested. The council would, for example, make sure that every night the pavilion is in good condition and all loose furniture, such as benches or chairs, is gathered and stored away. Residents assured us that a community construction would be better maintained because residents will want to surveil it as it is a product of their own creation.

Beyond maintaining the pavilion, the responsible committee would also be the point of contact for residents and committees who wish to organize an event at the pavilion. Therefore, the pavilion will have an announcement board where local initiatives and residents can put up flyers to promote events or projects. Phase 2 already discussed a potential collaboration with the Buurtkeuken, but there are many more possibilities to put the pavilion at use. For instance, the pavilion could serve as a greenhouse with boxes for planting vegetables or fruits. As in the example from Copenhagen, there could be a vertical farm for residents to maintain (see figure 3.7). Additionally, schools such as De Grote Beer and De Pyramide could

use the pavilion for outdoor activities or workshops. The community construction could also become a meeting space for community workers who want to organize sport or skills workshops. We are thinking of Sabra's Bootcamp and Dennis van Toorn's idea to offer self-defense classes to residents. Most of the local inhabitants we talked to expressed the need for a low-key meeting spot where people can just come and have a cup of coffee and connect with each other, without too many strings attached. Our pavilion would be the perfect location for that. These functions for the pavilion are just examples, it is up to the residents to decide and organise what they want to do with the pavilion.

By volunteering as a member of the pavilion committee, residents will learn a lot about direct democracy by being in constant contact with peers and deciding together upon the initiatives that will be organized at the pavilion. Additionally, they will be in constant negotiation with Staedion and the municipality to discuss the relocations of the pavilion as the reconstruction of Zichten continues. The community pavilion answers perfectly to the authorities' wishes for placemaking in the neighborhood and it fits within their slogan to make residents 'Make, Meet, and Move'. Therefore, we hope to negotiate a volunteering salary for the members of the pavilion committee to reward them for their community efforts. Our proposal will not only politicize the members of the pavilion committee, but it will also offer opportunities to all residents to organize debates and talk about their position in the changing neighborhood. As such, the 'Build & Bond' design program goes beyond merely connecting residents by politicizing the entire community.

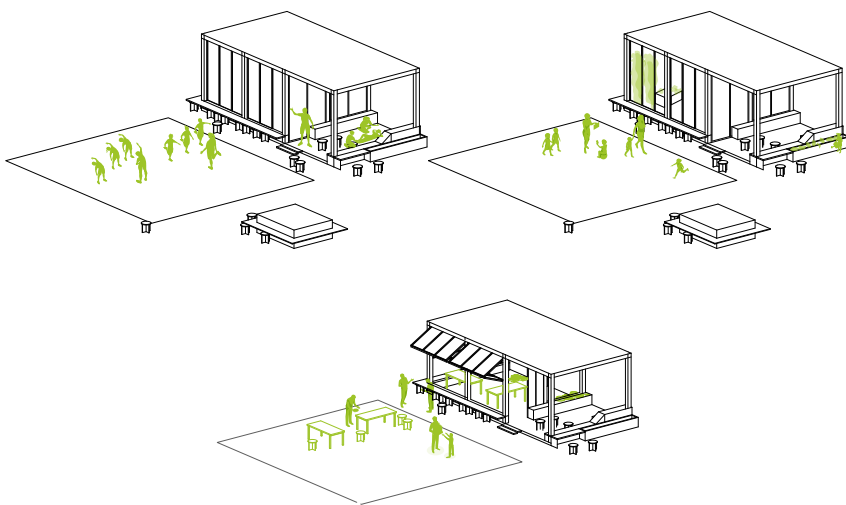


Figure 4.1: Multi-use. Marion Achach

Stakeholder analysis

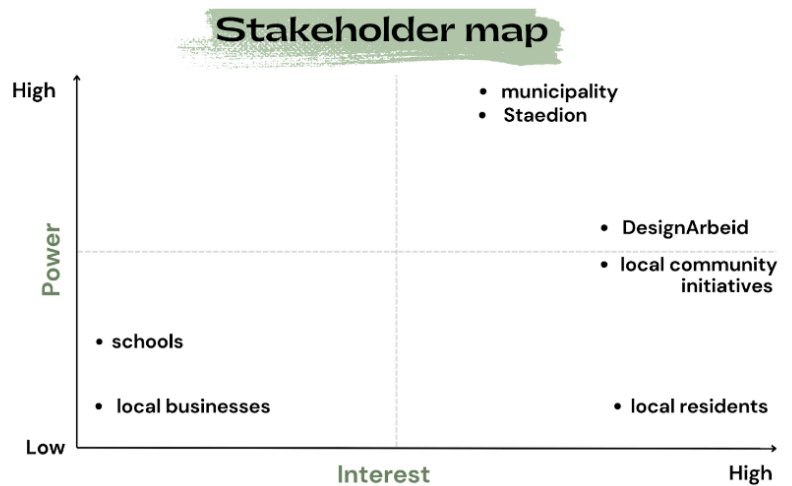


Figure 4.2: Stakeholder map. Marina Kokkinou.

For the stakeholder analysis of our design program proposal, we made a stakeholder map (figure 4.2). This map visualizes the estimated power and interest of each actor in our project. Below the map, we give a brief overview of each actor and their role within our design proposal.

DesignArbeid/TOON

Concerning power, DesignArbeid is an important enabling factor to organize a design intervention in Zichten. We hope to benefit from their expertise and engage them as a supporting actor in our painting event and design workshops. Additionally, DesignArbeid has high interest in our project as their main goal in the neighborhood is to politicize the local communities via participatory art and design. It is of considerable importance for the success of our project that DesignArbeid proves willing to support our program logistically. They already built a network in the neighborhood and they have a lot of expertise on the practical organization of participatory design interventions. However, they expressed two main concerns about our current proposal, namely: 'How will we successfully reach out to and involve residents?' and 'How will our project politicize the space?' In our design proposal, we elaborate our strategy to promote our program based on the insights we got from talking to residents and community workers. Additionally, phase 3 discusses our view on the politicization of the community.

Municipality

For our design intervention, the municipality is a stakeholder with high power because they can forbid our program and even sanction us if we work outside of the legal framework. Since they invested a lot of money in the redevelopment

project for Dreven-Gaarden-Zichten, the municipality also has a high interest in our design proposal. Because of this, we need to carefully consider how to approach the municipality with our plans. DesignArbeid motivated us to politicize the residents by making a communal design without permission of the municipality, thus balancing on the line between legality and illegality. However, community worker Dennis van Toorn warned us to not go against the authorities too much, as this will limit the durability and the chances of success of our project. This will be a difficult balance. We decided to pitch our proposal to the municipality as an example of community placemaking in Zichten. Placemaking is an important goal for them as they want to brighten up the neighborhood in cooperation with the residents (Zuidwest, n.d.).

Staedion

As the dominant housing association in Zichten, Staedion has high power in the execution of the entire redevelopment project, including potential design interventions by local initiatives. As such, we see the position of Staedion on the stakeholder map as very similar to the position of the municipality. Because Staedion owns a considerable amount of property in the neighborhood, their interest in how our design program will influence the surrounding buildings and infrastructure is high. Therefore, we have to carefully consider how to approach them. Like with the municipality, we'll have to balance between doing everything with their permission on the one hand, and acting on the boundaries of what is allowed or accepted by them on the other hand.

Residents

The residents are perhaps the stakeholders with the highest interest in the outcome of our design program. As the participatory art project will be developed for and by them, they are the ones who decide upon the eventual execution of the program. Yet, they have less power in influencing Staedion and the municipality to accept or forbid the program. Especially because many residents are renters of social housing, they can claim less rights concerning the redevelopment of their neighborhoods. For us, it is crucial that we build trust and strong contacts with the residents. Indeed, their participation is the fundamental element to the success of our design intervention.

Local community initiatives

Local community initiatives play an important role, mainly because they are very invested in the community and are passionate about improving the neighborhood. For our project, local community initiatives are crucial stakeholders.

They have great interest in it because the main goal of the project is the strengthening and empowerment of the people in the neighborhood. Furthermore, those initiatives hold relative political power, since they consist of a large network and can mobilize resources and support if needed. Some of the initiatives that will play an active role in our project are the Community Kitchen, Spullenbak and Made In Bouwlust. The Community Kitchen can provide food for the gatherings for the project to attract residents and will also use the space after the completion of the project. Spullenbak can provide materials and also draw on its network of volunteers. Last but not least, Made In Bouwlust can also play a central role in our project. As a 'makerspace' with apprenticeships, it can offer skills and knowledge for the construction of our design.

Local businesses

Working with local businesses can help communities build stronger, more stable economies and a stronger sense of place. Even though for our project local businesses have relatively low power and interest, they can still provide a valuable network of people and get the community on board with the project. For example, De Xarage and Sabra's Bootcamp are two examples of local businesses in the area that have great impact and influence in the neighborhood. Furthermore, if the space contributes to the attraction of more people to the area, this can benefit local businesses enormously.

Schools

Schools will also play a crucial role in our project. De Grote Beer and De Pyramide are two examples of schools in the area that will be used to reach out to children and inform them about the first part of the project, which includes painting the graffiti mural in the community garden. Even though the schools themselves do not have great interest in the project, they do have relative power in the sense that they have a large network and access to students and their families. Besides access, schools also have high levels of trust within the community and should therefore be considered important stakeholders to keep in mind when working on the project.

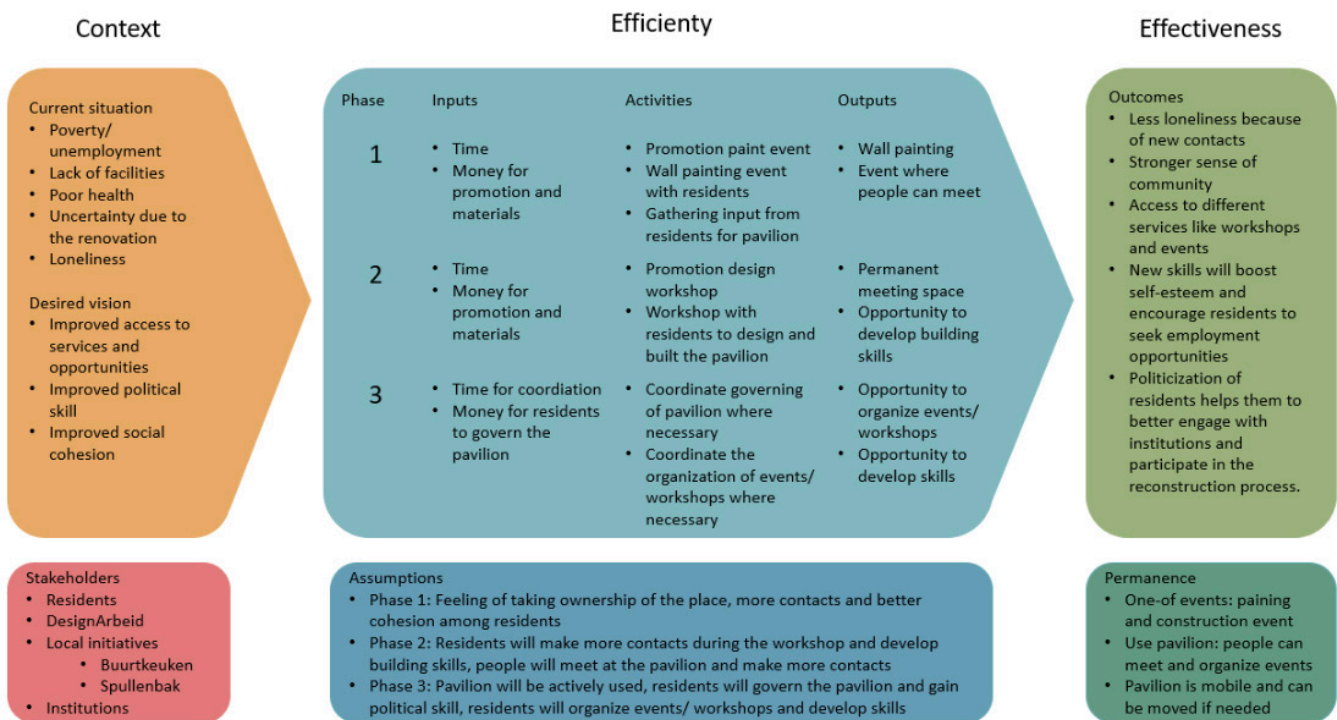


Figure 4.3: Theory of Change. Annika Waltmann.

Theory of change

To critically analyze our proposal we used the theory of change approach. This way we can clearly show how the current situation and our desires lead to our actions and activities and how our actions and activities lead to the desired outcomes. Figure 4.3 shows an overview of the theory of change. Below the figure is a detailed description of the theory. This chapter also functions as a conclusion because it summarizes the proposal and answers the three research questions in the last two paragraphs

1. Context

- **Current situation**

The neighbourhood suffers from many different issues such as poverty, low-quality dwellings, and lack of public facilities, leading to a negative reputation and low livability standards compared to the rest of the municipality (Den Haag in Cijfers, 2023). Poor mental and physical health and loneliness further complicate the quality of living. The municipality aims to tackle these issues by reconstructing the neighbourhood. Because this is an intense and long process that involves the relocation of residents, current residents are unsure and worried for their future on top of existing issues.

- **Desired vision**

We envision that our proposal will improve the access to services and opportunities and improve political skill among residents during the renovation process and afterwards, all while bringing people together and creating more social cohesion using the 'Make, Move, Meet'- principle.

- **Stakeholders**

We aim to involve residents in the process since the proposed design will be theirs. DesignArbeid and local initiatives are key stakeholders since they are very knowledgeable of the neighbourhood and can provide us with resources. We will pitch our idea to Staedion and the municipality as part of their 'placemaking' policies they're experimenting with. Towards the residents, we will not speak of the municipality & Staedion to not lose trust. We seek collaboration with institutions to be provided with financial resources.

2. Efficiency

- **Inputs**

We will invest time in planning the activities and involving residents. We will provide coordination where it is necessary. The project further acquires some financial inputs to get materials. We hope to receive this from Steadion. We seek collaboration with local initiative Spullenbak to help provide

building materials. We also seek collaboration with local initiative Buurtkeuken to help provide food and drinks.

- **Activities**

The first activity is phase 1: painting event: kids will paint the white panels in the public garden. We will promote this event to residents by giving presentations at schools in the neighbourhood and spread flyers through the neighbourhood. During the event we will pitch our idea to the parents and other adults that visit the event to get their input on phase 2. Phase 2 is the Workshop on community construction of a pavilion. Residents will design and construct the pavilion themselves. Phase 3 is the participatory governing and maintenance of the community pavilion.

- **Outputs**

Phase 1 will provide the public garden with a wall painting made by children and other residents from the neighbourhood. This painting event also facilitates a meeting place. Phase two will provide the residents with a mobile construction that can be rebuilt anywhere to provide a permanent meeting space in uncertain times of reconstructions. The design workshop is also a meeting place for residents and a place to learn new skills. Phase 3 provides residents with an opportunity to organise events and come together. Residents will govern the pavilion and organise events that they want themselves. We will only coordinate where necessary.

- **Assumptions**

Phase 1 will connect people more to the public garden. Because the residents are leaving their 'stamp' on the wall, they will feel more as if the place is theirs. Meeting others during the event might lead to people finding more contacts in their neighbourhood and better cohesion among the residents. The painting event from phase 1 is only once, but the pavilion made in phase 2, provides the residents with a permanent meeting space. Because the structure will be mobile, it can easily be moved if necessary for the renovation of the buildings. During the design workshop for the pavilion, residents can develop their skills. In phase three the pavilion will be actively used. The committee that governs the pavilion will learn new political skills. Residents will organise events/workshops, which again allows them to develop skills and gain political skill. The events/workshops can be anything the residents want, and they can learn from each other and meet each other.

3. Effectiveness

- **Outcomes**

A self-made pavilion and wall painting project by residents

can help combat loneliness. When people work together towards a shared goal, it provides an opportunity for social interaction and connection. This type of collaboration and engagement can be especially beneficial for individuals who may feel isolated or disconnected from their community. By participating in these types of projects, residents can not only create something meaningful and lasting for their neighbourhood but also form new friendships and strengthen existing ones. Overall, community-driven initiatives such as these can provide a sense of purpose and belonging, helping to promote well-being and a stronger sense of community. Workshops and events will be held in the pavilion which creates access to different services to gain new skills. The new skills that residents acquire, will boost their self-esteem and encourage them to seek employment opportunities, which answers the first research question 'How does the design proposal create improved access to goods, services and other opportunities, in the context of the limited space?'

The second research question is 'How does the proposal create 'political skills' and facilitate a form of direct democracy?'. The residents can acquire political skills by organizing events for the pavilion and governing the pavilion. Additionally, the politicisation of the community can enable them to comprehend and engage better with institutions. This, in turn, can make them feel more empowered and better equipped to participate in the neighbourhood's renovation project. By gaining these valuable skills, residents can not only contribute to the project's success but also improve their own prospects and become more active and engaged members of their community.

- **Permanence**

The third and last research question concerns the permanence of the proposal 'How do you deal with the constant temporality of 15 years (actors, strategy, timeline)? Which alternative uses are possible in the medium term, including use of temporary architectural constructions?'. In the short term we will organize the painting event and the construction event. In the medium term residents can govern the pavilion and organize events with coordination if needed. During the lifetime of the pavilion, the buildings around the courtyard will be renovated and it is likely that the courtyard will be used to store building materials. In this case (or if the pavilion cannot stay at its original location for another reason), The pavilion can be moved because it will be built in a mobile way. This way we can ensure that the pavilion can last during the entire construction of the neighborhood and afterwards.





Figure 4.4: Impression. Marion Achach.

CHAPTER 5

Reflection

We all agree that the Design Game assignment was the most out-of-the-box, instructive learning experience we had so far in our master's program. Although we had studied processes of social inequality in class extensively, the Design Game really challenged us to think about practical implications of the theories we learned previously. All of a sudden, we had to come up with concrete, tangible interventions that would benefit one of the most vulnerable communities in The Hague. We learned that looking up other international examples really helped us to find inspiration and to get started on our own proposal. In that regard, we are grateful for the many examples we received from Ruben from DesignArbeid.

We all felt that we benefited greatly from being on-site during the Design Game sessions. Not only did this allow us to visualize the neighborhood we were studying, but talking to residents also challenged some of our findings of Zichten that we based on online data and reports. For instance, severe loneliness came up as one of the main mental health issues that residents of Zichten were struggling with. Yet, when we talked to three women of the neighborhood, they mentioned that losing the close neighborhood connections was one of the things they feared the most during the reconstruction process. A later conversation with two residents at the Voedselbank taught us that it was mainly elderly people and one-person households that were suffering from loneliness and isolation in

Zichten. This insight helped us to contextualize the statistics on loneliness. More importantly, we adapted the first phase of our program accordingly to reach out to the elderly and one person-households via flyers etc. Without these conversations with residents, we would not have realized that only targeting families with children would not solve the issue of loneliness in Zichten. If we would participate in a similar project in the future, we would definitely spend more time talking with more residents. In fact, we would try to include some residents in the very first steps of the development of our design program.

It was also truly inspiring to learn from community workers such as Dennis van Toorn, Sabra, Rusen Koç and Ruben from DesignArbeid. Although they were engaged in different activities, they were all committed to supporting the social fabric in Zichten. Sometimes it was clear that community workers had different views of how to help the residents. For instance, Ruben preferred to politicize the local communities by helping them stand up against the authorities, whereas Dennis advocated for a more consensual approach, seeking common interests and cooperation between the municipality, Staedion and the residents. These tensions in turn made us reflect on how to go about the difficult relationship between authorities and residents when this relationship is characterized by distrust. In the end, we decided that there is more merit for our project to get both authorities and residents on board with our proposal. Despite these different perspectives, a general message we learned from all community workers was that initiatives created for vulnerable groups should always be established in co-creation with vulnerable groups. That is why residents will be fully in charge of creating and surveilling the community pavilion themselves. Again, we would probably not have encountered these inspiring people if we had stayed within the boundaries of our classroom.

Concerning the delegation of tasks, every group member took up their responsibility and the workload was evenly distributed. We considered the diverse backgrounds of our group members as an asset and we managed well to let everyone play to their strengths. For instance, Marion created detailed maps of Zichten and visualized our ideas while Annika's background in design and engineering came in handy to structure chapters such as our Theory of Change-reflection. At the same time, Moet, Marina and Sofie had considerable experience with drafting organized reports. Our design proposal improved considerably because we could tap into a pool of such diverse skills. In general, we enjoyed working together as the atmosphere in our group was always respectful, productive and enthusiastic.

In conclusion, we all learned a great deal from the Design Game because for most of us, it was the first time we developed a design intervention. We got to put our theoretical insights about social inequality and diversity in the city to practice by creating a concrete proposal for an architectural design in the neighborhood. By being physically present in Zichten, we learned that the community itself really is the expert. Overall, the learning process was truly enriching and we are confident that this experience will help us when thinking about community participation in our further careers.

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B&B

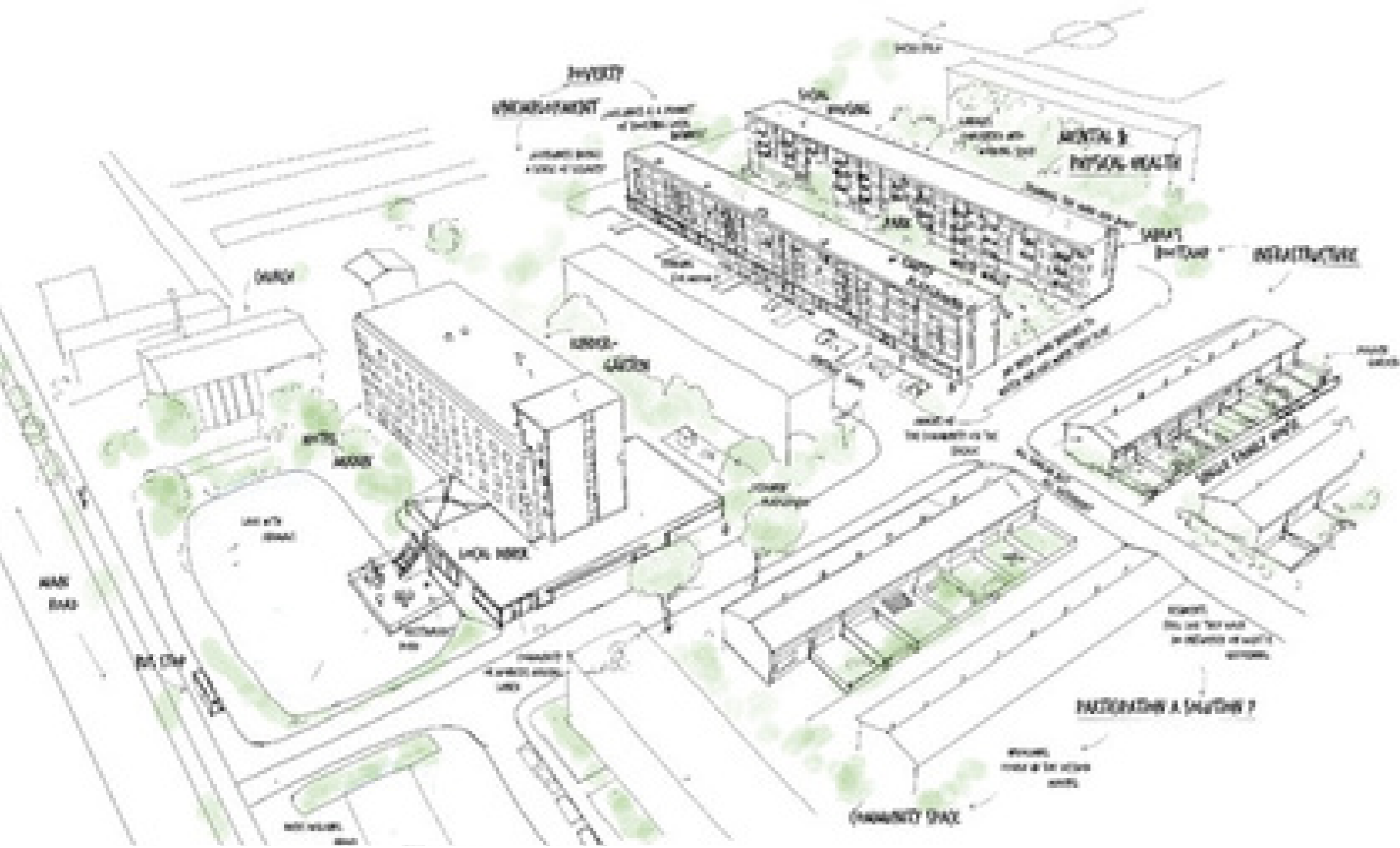
Build and Bond in De Zichten

Our Aim

- BRING ALL RESIDENTS TOGETHER
- RESIDENTS PARTICIPATION
- EASY TO BUILD, MOBILE AND SUSTAINABLE
- MADE BY THE RESIDENTS FOR THE RESIDENTS
- ADAPTABLE OVER THE TIME

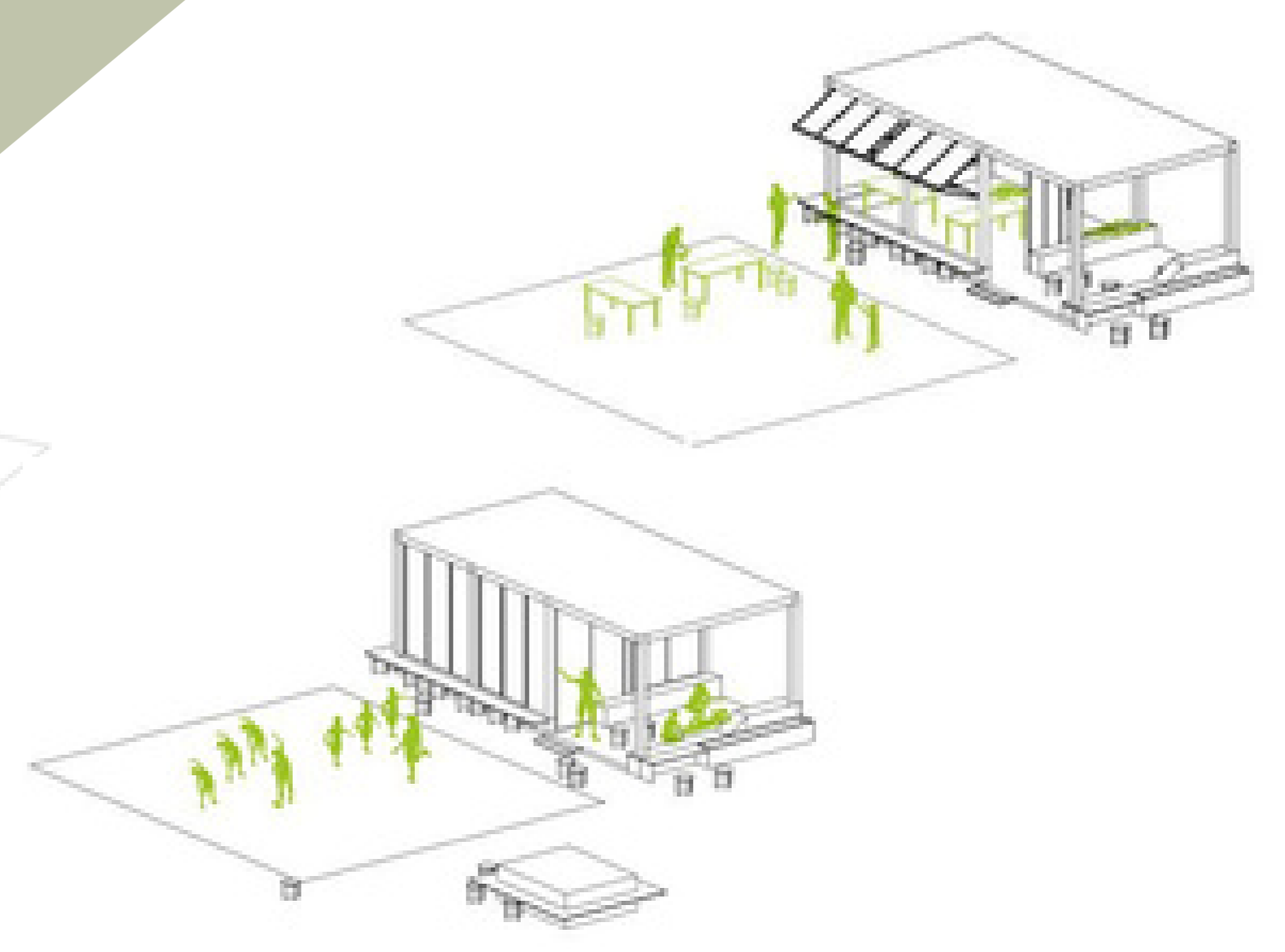
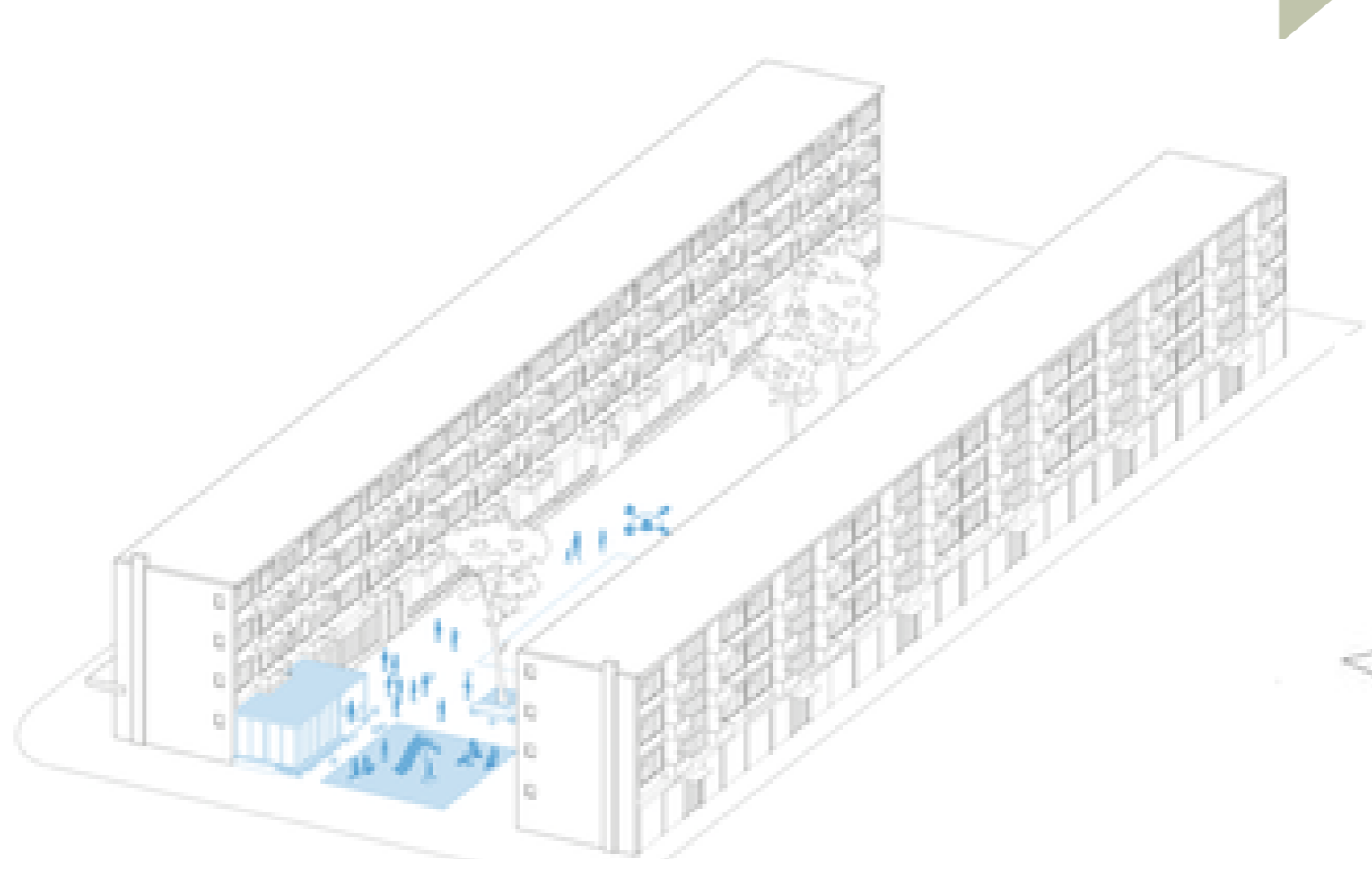
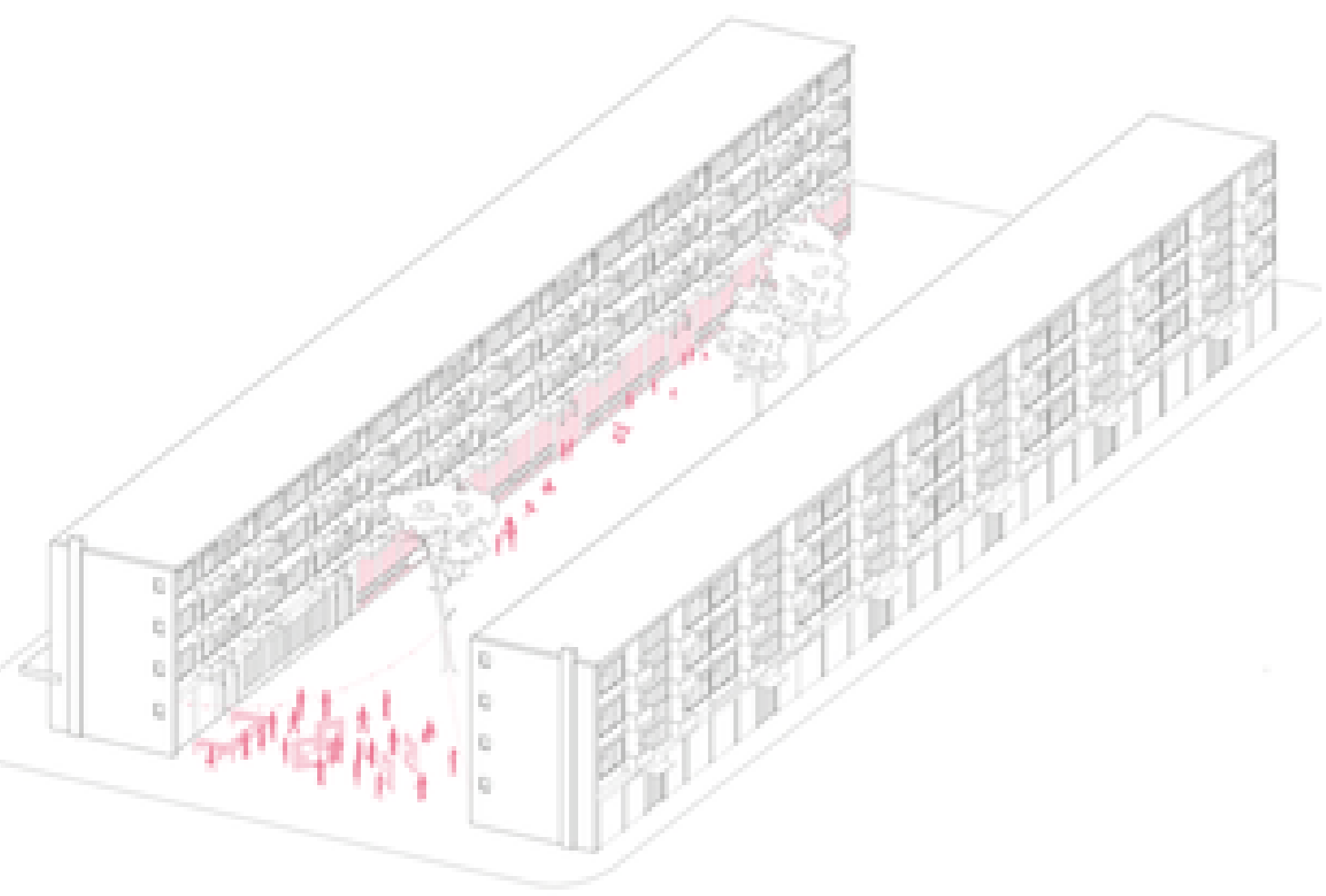
Main Issues

- mental and physical health
- poverty and unemployment
- infrastructure
- participation in redevelopment plan



Design Plan

Throughout the process
Collaboration with
De Buurtkeuken,
Made in Bouwlust,
& Spullenbak



1st Phase

Graffiti Event

Paint the white panels in the public garden



2nd Phase

Workshop on Community Construction

the residents design and build the project themselves



3rd Phase

Participatory governing and organizing events

maintain the community pavilion for multiple purposes



Design proposal Zichten 'Build and Bond' - April 2023