

A MARTERRADE WHERE EVERYBODY BELONGS



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AR0095 Social Inequality in the City, Diversity, and Design
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Group 3

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1.0 INTRODUCTION

1.1 NEIGHBOURHOOD & CONTEXT

The Marterrade is situated in the Bouwlust and Vrederust district of The Hague (Figure 1), an area developed between 1953 and 1967 in response to the city's post-war housing demand. Characterized by a significant concentration of social housing, modernist urban planning, and well-integrated parks and amenities, the neighbourhood has long been an attractive destination for newcomers to The Hague and the Netherlands as a whole (*Bouwlust En Vrederust*, 2024).

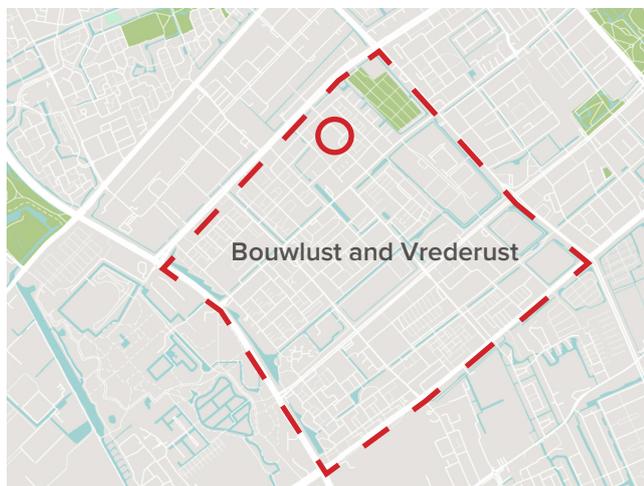


Figure 1: The Bouwlust and Vrederust neighbourhood of The Hague. The Marterrade is shown in the red Circle.

As a result, the area is home to a high proportion of migrants, with 76.5% of the population originating from outside the Netherlands, far higher than the citywide average of 59.2% (Figure 2) (*Wijkprofielen*, 2025). Data also indicates that many of these residents are relatively new to the community, with above-average migration arrival rates and a slight population increase (*Wijkprofielen*, 2025). This demographic shift is further reflected in the neighbourhood's declining average age, currently 38.3 years old, contrasting with the overall aging population seen elsewhere in The Hague (Figure 3) (*Wijkprofielen*, 2025). These factors suggest that The Marterrade and its surrounding communities are increasingly diverse, increasingly young, and undergoing a period of demographic transformation.

The evolving population, demonstrated by both an influx of migrants and generational change, can create a sense of imbalance or exclusion for certain groups living within communities like the Marterrade (van Heeswijk, 2011). Addressing these challenges in a contemporary urban setting requires a rethinking of public space, not only as a function of economic or legislative considerations but as a dynamic platform for exchange, communication, and participation among all community members (van Heeswijk, 2011). In a neighbourhood as diverse as The Marterrade and the broader Bouwlust and Vrederust district, this approach becomes essential. Redesigning the Marterrade is not solely about introducing more natural elements; it is about fostering social cohesion and ensuring that the space serves to unify residents of all backgrounds.

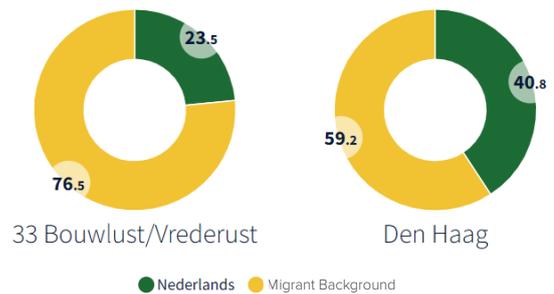


Figure 2: A significant portion of the population in Bouwlust and Vrederust have a non-Dutch background, with 17.3% more migrants on average than the overall city average (*Wijkprofielen*, 2025).

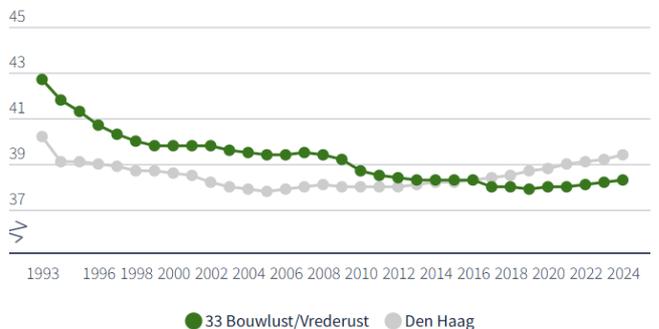


Figure 3: Average age of residents in Bouwlust and Vrederust vs. the entire city. The age of residents within the district has dropped below the city average, currently 38.3 years old (*Wijkprofielen*, 2025).

1.2 AIM & RATIONALE

Roughly five months ago, the doors of Kamerrade opened (Goris, 2024). This is a community centre located at the Northern entrance of the square on Marterrade. At this centre, the residents spoke of their dissatisfaction with the square. The staff of Kamerrade spoke of the need for an overarching identity of the neighbourhood. So, this report aims to find the dissatisfactions, the possibilities, and the challenges and to turn them into a design that is green and inclusive. Redesigning The Marterrade is not solely about introducing more greenery, but it is also about creating social cohesion and ensuring that the space serves to unify residents of all backgrounds.

The main research question that is answered in this report is:

How can we redesign the Marterrade Square to be socially inclusive and cohesive as the new centre of the neighbourhood?

To help answer these questions, there are a few sub questions that are answered first:

What is the current state of the square?

What are the wishes and needs of the residents?

What are feasible interventions that can be implemented?

What is required for these interventions?

What are the short and long-term outcomes of these interventions, and do they add to the desired vision?

These questions are answered throughout the report. Chapter 2 dives deeper into how these questions are answered and the type of strategies that were used. Chapter 3 shows the results of the co-creation sessions done with the residents of the neighbourhood to determine what they like and dislike about the square currently, and what they expect from a redesign. This chapter answers the first two sub-questions. Then, in Chapter 4, the Theory of Change is evaluated, resulting in several design proposals. In this chapter, the

feasibility, requirements, and outcomes of each intervention are discussed. Finally, a reflection of the entire design process is given in Chapter 5.

Through this report, we seek to understand the challenges currently faced by the community surrounding the Marterrade and the broader Bouwlust and Vrederust district. Using qualitative research, which is supported by several co-creation sessions with local residents, a design scheme has been developed to address many of these complex issues. While the initial motivation behind the redesign of the square came from a desire to strengthen residents' connection to greenery, it became clear that a more pressing need is to enhance their connection to one another. The proposed interventions, detailed in Chapter 4, prioritize the creation of inclusive spaces that invite social interaction, and foster a sense of community and belonging. In this redesign, greenery is not only a visual and environmental asset, but functions as a backdrop that supports meaningful human connection in a space that is beautiful, comfortable, and socially vibrant. We envision Marterrade Square not just as a greener space, but as the beating heart of the community where everybody belongs.

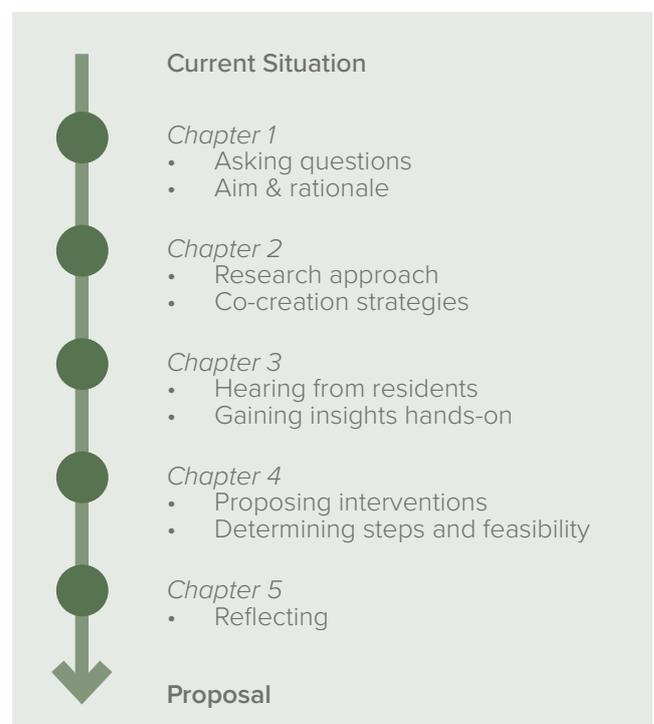


Figure 4: Summarized structure of the report, from considering the current situation to developing a proposal.

2.0 APPROACH

This chapter outlines how the research question is addressed and what strategies were used throughout the process. The approach consists of several steps, with three co-creation sessions at Kamerrade forming the core of the methodology. These sessions used evolving engagement strategies, adapted over time to better suit the specific context and needs of the residents. In the meantime the Theory of Change (ToC) evaluation was made while keeping the Asset Based Community Development (ABCD) approach in mind.

2.1 CO-CREATION APPROACH

While quantitative research provides a valuable overview of the wider neighbourhood, offering insights through demographics and statistical data, it remains a generalised lens. To redesign a square in a way that genuinely reflects its surrounding community, engagement is essential. Direct interaction with the residents, who are the everyday users of the space, is crucial to understanding the current experiences and the overall needs. A co-creation approach not only captures residents' current perspectives but actively involves them in imagining and shaping the future of the square, which leads to more inclusive and holistic outcomes (Keeyes, L., & Huemann, M., 2017). Each co-creation session centred on a distinct theme. The first focused on understanding residents' dislikes, likes, wishes, and needs regarding the square. The second explored residents' familiarity with Kamerrade and the square itself, whether they know how to access and engage with it. The third session invited residents to actively participate in shaping the first intervention for the square, marking a significant step toward shared ownership of the space.

2.2 ENGAGEMENT STRATEGIES

2.2.1 INITIAL STRATEGIES

During the first co-creation session, three initial engagement strategies were conceived to initiate

conversations with residents about the current state of Marterrade and their aspirations for a redesigned square. These included conducting informal interviews with residents, inviting them to place items on a map to visualise their ideal square, and using a ranking exercise in which participants arranged different square layouts from least to most desirable. These initial methods are outlined below:

Interview Questions

To better understand residents' perspectives and expectations, the engagement process began with one-on-one, conversational interviews. As Brinkmann (2022) argues, conversations serve as a rich and indispensable source of knowledge about both personal and social aspects of our lives. This strategy combined traditional interview questions with the use of personas, allowing for open, informal discussions. These conversations went beyond surface-level insights, exploring not only residents' thoughts, concerns, and aspirations, but also gathering more personal background information to help construct representative user profiles. Starting with open dialogue helped put residents at ease, fostering a sense of being heard and respected—which, in turn, encouraged deeper engagement. Interviews offered several key advantages: they helped build trust and rapport between residents and the team, revealed nuanced understandings of both individual and collective priorities, and ensured that a wide range of voices was included. In doing so, we aimed to ensure that the project is shaped by the real needs and ideas of the community. The full list of interview questions can be found in Appendix A1.

Context Mapping

To gather valuable insights and feedback from potential end users of The Marterrade, we proposed implementing the context mapping process. This approach will guide us in structuring a series of surveys aimed at deepening our understanding of how the space is perceived by its occupants and identifying necessary changes

to accommodate diverse user needs (Hens, 2025). Unlike informal or unstructured interviews, context mapping enables residents to express a wide range of ideas, opinions, and emotions by directly linking them to design outcomes (Hens, 2025). The structured nature of our survey offers a key advantage: it allows participants to articulate their needs and sentiments within the specific context of The Marterrade. By analyzing these insights, our team can piece together users' expectations for a redesigned square. This process also underscores the importance of presenting residents with various design options while fostering an open dialogue that welcomes suggestions and additional feedback on elements that would best enhance the existing space. By translating complex ideas, needs, and emotions into tangible design solutions, we ensure that The Marterrade evolves in a way that genuinely reflects the aspirations of its community.

The first approach involves curating a selection of design interventions that promote 'greening' within The Marterrade. These elements—including potted plants, benches, trees, playgrounds, security cameras, outdoor lighting, and more—would be presented as cut-out pieces, enabling residents to physically 'construct' their ideal neighbourhood park (Figure 5).

By using these cutouts, residents can select the features they would most like to see in a redesigned square and place them onto a printed layout of The Marterrade as it exists today. This process provides valuable insight into which elements are most appealing to the community and where residents envision them being integrated.



Figure 5: Cutouts of potential design interventions that residents can place onto the base map of the Marterrade Square.

To ensure the survey remains open-ended, residents will also be encouraged to suggest additional design interventions, providing us with further opportunities to explore how these ideas could be incorporated into the revitalized square.

The second idea involves presenting a selection of images depicting different types of parks, ranging from highly green and inviting spaces to more minimalistic or urban designs. Residents will be asked to rate these images from least to most desirable, helping us understand their vision for a better and greener neighbourhood and their preferences (Figure 6).

After the rating exercise, we ask the participants how each of the pictures makes them feel. This way, we also ensure careful recording of the emotions and values of residents. The photos and questions used can be found in Appendix A2.

1. Look at and compare examples

2. Rate these examples on a scale

← B D C A →
Comfortable Uncomfortable

← D C B A →
Welcoming Unwelcoming

← D B C A →
Pleasant Unpleasant

3. Answer questions

- In which of these places could you imagine yourself the most?
- Which of these places feels most realistic for the Marterrade?

Figure 6: Example of the second context mapping approach, showing three phases used to determine resident preferences and receive feedback.

Empathy Mapping

Empathy mapping serves as a valuable tool to build upon the insights gathered from the preceding surveys and interviews. By synthesizing our findings, we can develop empathy maps for various design interventions, analyzing how they are perceived through emotions, thoughts, speech, and actions (Figure 7) (Dam & Yu Siang, 2025). The strength of this approach lies in its ability to move beyond simply assessing the effectiveness of a design element; instead, it allows for a deeper exploration of how a design feature shapes residents' experiences, influencing their thoughts, conversations, and behaviours (Dam & Yu Siang, 2025).

Within the context of this survey, empathy mapping can be used to evaluate specific elements that contribute to the 'greening' of The Marterrade. Rather than solely determining who would use elements in the square, where they should be placed, and how they might function, an empathy map would help us understand how their presence influences residents' perceptions, interactions, and emotional responses. By applying this technique to various park features and interventions, we can gain a richer understanding of the local community and translate these insights into design solutions that enhance the overall experience of The Marterrade.

For instance, if planters were introduced to 'green' The Marterrade, we would explore their impact through the following lenses:

1. Thoughts & feelings: How would local residents think and feel about the presence of planters in the park?

Residents may experience a stronger connection to nature, a greater sense of privacy due to increased tree cover, and enhanced comfort if planters are strategically placed to create a buffer between the park and the street.

2. Sight & perception: What would local residents see if planters were added?

The park would feature more greenery,

offering a softer, more natural aesthetic. Additionally, the increased vegetation could obscure surrounding buildings and streets, fostering a more immersive, tranquil environment.

3. Sounds & atmosphere: What would residents hear if planters were introduced?

While planters themselves may not significantly alter noise levels, the creation of inviting spaces may encourage social interactions and community activities, enriching the park's auditory landscape with the sounds of conversation and engagement.

4. Actions & social impact: How would planters influence what residents say or do in their daily lives?

By acting as natural dividers, planters could create more defined and comfortable gathering spaces, promoting social interaction and community engagement. Additionally, they could be used for community gardens, offering residents opportunities to cultivate and care for plants, further strengthening their connection to the park.

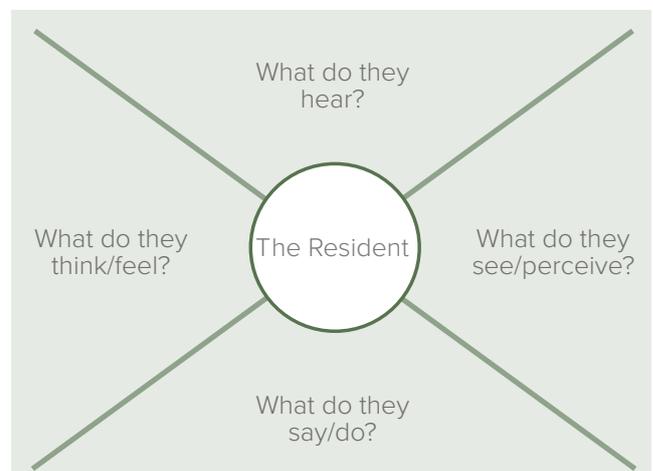


Figure 7: Empathy map diagram, which can be applied to different design interventions.

2.2.2 RE-DEVELOPED STRATEGIES

Based on the reaction of the residents towards the initial engagement strategies, we decided to change many of them completely. A detailed analysis of how they reacted is provided in

Chapter 3. Here, the changes and the reasoning for them are stated.

Interview Questions

After the first co-creation session, most of our engagement strategies were removed or adapted in order to become less structured and more conversational. The key engagement strategy that we prioritized was interviewing and initiating conversations with the residents. In order to ensure that conversations were taking place with community members of all backgrounds, we made sure to extend our reach outside of the Kamerade, engaging with citizens in the nearby streets and adjacent parks. Hearing from newcomers, younger residents, and individuals from different cultural backgrounds offered a more comprehensive understanding of the community's needs and aspirations. It is important to note that these discussions took place with less premeditated interview style questions; we initiated conversations by asking for citizens' general thoughts on the neighbourhood as it exists currently, and having a constructive dialogue about what could be added or improved within the space.

Context Mapping

The context mapping engagement strategy was also simplified in order to become more conversational, and less survey driven. Instead of making residents organize cut out pieces of paper, which many found confusing and difficult, we instead brought a map so that residents could point at spaces, show their routes, and share their ideas for the space. We also noticed that rather than attempt to design a park themselves, residents enjoyed pointing at printed examples of other parks, and commenting what they liked/disliked about them. We found this method extremely useful in transferring many of the broad ideas and concerns raised by residents to a tangible and realistic design.

2.3 DESIGN APPROACH

During the entirety of the co-creation sessions, a Theory of Change (ToC) analysis was created.

This is a design tool to help achieve a desired vision in a specific manner. It dives deeper into how and why a specific change is expected to be made in a particular context (Laverack, 2019). There are a few steps to take. Firstly, the current situation is established, and then a desired vision is created. Then, the missing parts are added that transform the current to the desired situation. This is done in a few steps. First, the input is stated, which are the factors needed to get to the desired vision. Then, the activities needed to get to the desired vision are presented. Moving on to the output, which brings meaning to the expected return of the activities. Lastly, the short and long-term outcomes are explained. These are the expected changes the outputs will activate. These outcomes can be compared to the desired vision. If these don't align, the ToC should be adapted accordingly until the ToC forms a complete cycle. So, during the co-creation sessions, we acquired insights about the current situation and the desired vision. Then, we used the ToC template to fill in the blanks and see if our outcomes fit the desired vision.

An important part in the ToC is the emphasis on Asset Based Community Development (ABCD). This is an approach that promotes community-driven development. It helps to highlight unrecognized assets within the community and helps guide the community to drive development themselves with these assets (Russell & Cormac, 2022). During the creation of the ToC it was always kept in mind to highlight the existing assets within the community.

There is also an emphasis on research-based assumptions. Assumptions are easily faulty, especially in a new environment. Therefore, it is key to support all assumptions in the ToC with research. This also goes for the design proposals that are explained in Chapter 4 and that were acquired through the ToC evaluation. Having research support our interventions ensures the desired outcomes of the ToC.

3.0 RESULTS OF THE CO-CREATION SESSIONS

This chapter shows the results gained throughout each co-creation session. Each session contributes new insights and findings and brings changes to the engagement strategies.

3.1 FIRST SESSION: MARCH 13, 2025

On the 13th of March, the first co-creation started with a few residents. This co-creation session was introduced to discover what residents desire regarding greening in the square in front of the Marterrade. The current state of the square does not meet all residents' requirements. It is a grand square with an impenetrable garden bed filled with plants and art pieces. There are some artsy benches surrounding the trees, a spacious parking lot, and widely paved walking paths.



Figure 8: The Marterrade Square taken on 13th March 2025.

During the co-creation session, five elderly residents were present. The group all knew each other because they had previously met at the cafeteria in the community centre, Kamerrade. They did not realize they were about to participate in a co-creation session with roughly twelve students. Nevertheless, they were willing to partake.

Six groups of one or two students prepared two engagement strategies to help understand

the needs of the residents. The surveys and games we brought, from the initial engagement strategies, weren't received well. They were too small or too hard for the residents participating to understand. So we interviewed them and asked about how they felt about certain possible intervention. Initially, the residents felt no need for the square to change, but as we dove deeper into their wishes and needs, we uncovered a few concerns and issues with the current square. Also some wishes were specified. Figure 9 shows the results of this co-creation session.



Figure 9: Residents' concerns and ideas from the first co-creation session.

The waste problem and the nuisance of the (fat)bikes were mentioned the most. The residents also mentioned that they do not regularly sit in the square, instead choosing to sit in a seating area within the garden. The residents all felt a great deal of safety in their neighbourhood, however, it should be stated that these elderly residents do not usually go outside after dark. They also explained that they do not normally interact with people with different cultural backgrounds or non-Dutch speaking residents. This suggests that there is a language and culture barrier that should be addressed to create more social cohesion. Additionally, it was interesting to hear that they liked having flower beds that attract butterflies, while vegetable gardens were not something they would be fond of.

Some of the engagement strategies we conceptualized were not well-received by the residents. They either found them challenging

or vague, or the items were too small. Regardless, the residents preferred talking about the different options. It worked well to ask them about different possibilities and hear their opinion. We discovered that simpler games, which included pointing or drawing, were most suitable and easier for them. Furthermore, the limited number of people, the lack of diversity among the residents, and the lack of diverse ages made it difficult to collect inclusive data. We desire to design a socially equal square, so we need to reach a broader audience to make that happen.

For the next session, we simplified our engagement strategies. We interviewed people at the co-creation session, and based on their input, a map could be made. This map is a simple representation of the Marterrade in the middle, and it has the three main green areas highlighted. The residents could point at spaces, show their walking/biking routes, and share their ideas on this map. Next to participating in the co-creation session, we planned to walk through the neighbourhood and go to hot spots to interview other types of residents that might not have heard about the co-creation sessions. These hot spots included the shopping centre, the mosque, and the library. This new strategy was implemented to find younger and different residents than the ones we have spoken to up to this point. We also invited them to participate in the following session while asking questions about their neighbourhood. Changing our engagement strategy in this way ensures richer results, which makes our placemaking strategies more inclusive for everyone in the neighbourhood and not just the elderly.

3.2 SECOND SESSION: MARCH 20, 2025

On March 20th, the second co-creation began. Our goal was to continue gathering input from residents about their desires for greening the square in front of the Marterrade. Specifically, we wanted to engage with people from different ages and backgrounds, as our previous discussions had mostly reflected the perspectives of elderly residents. To

reach a broader audience, we first walked to the large playground behind Kamerrade. The playground was lively, filled with children playing and families socializing (Figure 10). Many of the families knew each other, and the playground served as a social hub for parents as well. There were a few benches, but not too many, along with a large grassy field, a soccer pitch, and a sports field. There were no designated parking spots for bikes.

We asked several parents about their vision for this neighbourhood. They appreciated the large playground but wished for more playground equipment. Some mothers expressed a desire for additional (smaller) playgrounds throughout the area, as this was the only sizable one. However, one of the fathers we spoke with disagreed. The parents also mentioned a lack of greenery, waste bins, and public toilets for children to use while playing outside. Although they all described having good relationships with their neighbours, they also suggested that greater social cohesion would be beneficial. Surprisingly, none of the families we spoke with knew the community centre Kamerrade, but they did know of other initiatives specifically for children to play sports together in the neighbourhood.



Figure 10: The large park behind Kamerrade taken on 20th March 2025

After speaking with the families, we went to Kamerrade, where residents living near the square were present. Although there were more residents than the previous week, the majority were once again elderly. Nevertheless, we asked them about their perspectives and presented some of our developed placemaking strategies. The concerns and issues regarding the square that we gathered last week were all confirmed by the residents. Additionally, they mentioned other concerns and ideas, as shown in Figure 11.



Figure 11: Residents' concerns and ideas from the second co-creation session.

To gain deeper insights and facilitate informal conversations with residents, we structured our discussions around two key themes: their current relationship with the square and their vision for its future.

Residents' Relationship with the Square

When asked about their use of the square, many residents stated that they rarely, if ever, spend time there. The most common reasons included a lack of seating and the presence of more inviting spaces elsewhere, particularly in the smaller courtyards at the rear of the building. These courtyards are preferred by elderly residents due to their sunnier positioning, enclosed nature, and variety of seating and walking areas. However, these spaces are also locked from the outside, isolating them from the surrounding community. While this sense of enclosure may enhance feelings of safety, it also limits opportunities for social interaction and exchange.

Younger residents also expressed little connection to the square. Young parents noted that they preferred taking their children to the larger park nearby, which offers better facilities and is adjacent to a community centre. Youth and teenagers showed minimal interest in the

square as it currently exists but suggested that they might use it if it were made more appealing to their age group.

Across different demographics, the consensus is that the square is underutilized. While residents do not necessarily view it negatively, they feel that it lacks a sense of belonging. This highlights a key challenge: designing a space that is broadly appealing without making it too generic or uninviting.

How Residents Would Improve the Square

Elderly residents had mixed views on adding play areas for children. Some opposed attracting more kids, while others valued a nearby space for their grandchildren. With only one playground for young children in the neighbourhood, some saw this as insufficient. Any design intervention should balance child-friendly features with a peaceful atmosphere for those seeking quiet (Figure 12).

Residents drew inspiration from well-designed parks, favouring a mix of functionality and aesthetics. Many supported adding comfortable seating, accessible pathways, greenery, public art, and play areas. A popular idea was a plant-enclosed gathering space for both refuge and community interaction (Figure 12). Mosaic artwork was also suggested to enhance visual appeal and cultural identity. Teenagers, meanwhile, wanted a space like Kamerade, catering to their age group.



Figure 12: Examples of parks that residents preferred during the second co-creation session.

Overall, we found that the re-developed engagement strategies, which replaced more structured interviews and surveys with conversational activities, worked particularly well. We were able to connect with many of different types of residents within the neighbourhood and got interesting new insights from them. These methods also allowed us to gain a deeper understanding of how local residents currently view their neighbourhood and what they would like to see if the square were to be redesigned. Using these findings, we were able to conclude that many feel a lack of connection or care for their surrounding community. The Marterrade Square offers an opportunity to provide a sense of belonging, social cohesion, and pride within the neighbourhood. The proposed interventions must allow all residents to feel a sense of belonging through an inclusive design approach.

3.3 THIRD SESSION: MARCH 27, 2025

On the 27th of March, we took part in our third and last co-creation session. The goal of this session was to participate in the guerrilla gardening session with our team and involve the residents as much as possible. This was to enable residents to feel a sense of connection to Marterrade by directly contributing to its greening activities. This was an interactive engagement strategy we used with the residents, which enhanced greening while simultaneously understanding the residents' needs by involving them in the greening process. The gardening session included three aspects: replacing pavement bricks with biodiverse duckweed tiles that would grow into plants, creating the maquette, and designing and making a 3D scale model table.

Firstly, one team chose to work on installing the biodiverse duckweed tiles, and this was placed at the end of the way in front of the Marterradde entrance, as shown in Figure 13. This was a strategy used to enhance greening in a simple, effective, and sustainable way. Residents were also involved in the planting and positioning of the tiles, so they were directly involved in the process.



Figure 13: Planting the biodiverse duckweed tiles at the edge of the Marterrade entrance, with the help of residents.

Secondly, another team, which we took part in, was involved in the designing, sketching, and planning of the design of the scale model of Marterrade. We used tools like wood, stencils, and tree bark to make a basic design of the area into the model, which would be used to attract people walking past if they saw it. Here, we used this opportunity to engage with the residents and ask them directly which aspects of the centre they would like to be represented, such as, for example, a playground.

Lastly, all teams gathered together at the end to install the aspects of the design and place them onto the scale model table, shown in Figure 14, which would hold the planter for the neighbourhood. We all got together, including the residents, to paint the table and see the final version, as shown in Figure 15. In the future, the table will be filled with soil and plants, functioning as a planter with an attraction point and a form of social cohesion for the neighbourhood.



Figure 14: Colleagues and residents engaging with each other and developing the scale model table.



Figure 15: The final, painted design of the scale model table.

Residents' Perspectives on the Scale Model

Creating our scale model of the neighbourhood was not just about constructing buildings and streets, it was about capturing the essence of the neighbourhood. To ensure that our model truly reflected what mattered most to the neighbourhood residents, we engaged with them directly, listening to their insights and perspectives.

During our conversations, two neighbours immediately emphasized the importance of the playground that's located behind the Marterrade. They saw it as a central hub where all generations intersect, a place recognized by the entire neighbourhood. We also spoke with a group of elderly women living in the Marterrade to gather their thoughts on the model. For them, the most significant element

was the building they lived in. As they examined the model, they pointed out their homes, sharing stories about their daily lives and the happenings within their building. The scale model became more than a representation of physical space; it became a conversation starter, sparking discussions about community life and shared experiences.

Our original plan already included the Marterrade, a key feature of the neighbourhood. The input from the elderly residents reaffirmed its importance. Additionally, based on the insights from the two residents who highlighted the playground, we decided to incorporate the playground behind the Marterrade. This adjustment provided a more comprehensive view of the neighbourhood, linking spaces that held significance for different groups of people.

How Residents Would Improve the Square

Beyond the scale model, we also discussed our intervention ideas for the square with various residents to understand their perspectives on potential improvements.

One resident felt that the green space on the square was overly dense and concentrated. She preferred a more open design with less greenery. Adding seating in the green area could help create a more open feel. However, she also pointed out an issue: the existing benches were often dirty due to bird poop. If new benches were to be added, she stressed the importance of maintaining cleanliness, as unclean benches would likely go unused. Despite these concerns, she expressed enthusiasm for additional seating, as long as it did not take up too much space and maintained the openness of the square. Another resident commented on the artwork, noting that it felt too concentrated in one area. They believed that distributing the pieces more evenly across the square would enhance the visual appeal and create a more balanced aesthetic.

The elderly women we spoke with reacted negatively to the idea of adding new play features for children on the square. They

felt that the existing playground behind the Marterrade already catered to children of all ages. However, during a second co-creation session, we found that some parents at the playground disagreed. They expressed a desire for additional play elements, particularly for younger children, indicating a difference in perspective between different resident groups. Some elderly residents also expressed the desire for a playground for younger children at the square during the second co-creation session. If their grandchildren would visit them, they would have a place to play closer to their grandparents' home.

The residents we spoke with embraced the idea of adding planters to the square, with several actively wanting to participate in the design and placement of them. One of the most striking moments in our discussions was the reaction of elderly residents upon learning that a planter could be placed in front of the Kamerrade. Their surprise highlighted a deeper issue, they felt that making changes to their neighbourhood was difficult due to municipal restrictions. Despite this, they appreciated the idea of using the planters as a way to reflect the community's identity.



Figure 16: Residents' concerns and ideas from the third co-creation session.

3.4 SUMMARY OF CO-CREATION SESSIONS

During the co-creation sessions we obtained a sufficient amount of data from the residents. We spoke with people from different backgrounds, ages, ethnicities, and genders to be able to design the most inclusive square possible. Before going to into the design, a summary is made of all the annoyances and preferences of the residents.

The residents could all agree on the waste problem of the square. There are not enough

waste bins for regular trash and dog waste to keep the square clean. Because of the amount of waste stuck in the bushes, there are a lot of rats.

Residents also seemed in agreement about the nuisance of the children on bicycles driving on the pedestrian paths. These children should have a designated space where they are allowed to bike.

Multiple times, the lack of openness of the square was mentioned. The square's only purpose now is being a passageway due to the big, overgrown planter. There is no connection to the greenery, which makes the greenery more of a nuisance than a benefit. People are also missing colourful plants, biodiversity of insects, such as butterflies, and a seating area within the greenery. Opening up the greenery while adding benches and more colorful plants could increase the connection to the greenery. This could also go hand in hand with the visibility of the artwork, which is mostly invisible now due to overgrown plants. Residents crave new visible artwork.

Some residents also mentioned the lack of interaction between different types of people. People with a language barrier tend to not interact at all. This lack of social cohesion is also shown in different ways. People wish for more social spaces where they can meet and connect with people.

While most topics were widely agreed upon, there is one thing there seems to be a big divide on: the additional play area for smaller children. Parents and grandparents of young children especially felt a lack of play attributes for small children on the big playground behind Kamerrade. While others viewed this playground as big enough for all types of children. These two opinions should both be taken into account in the design proposal.

4.0 DESIGN PROPOSAL & THEORY OF CHANGE EVOLUTION

4.1 INTRODUCTION

The current design of the Marterrade Square is functional, but falls short of fostering a strong sense of belonging. Located in the Raden neighborhood and surrounded by a large playground, the square itself does not fully meet the needs of its residents. It lacks visual appeal and social cohesion, making it an undervalued public space. However, there is significant potential to transform Marterrade into a place where everybody feels at home.

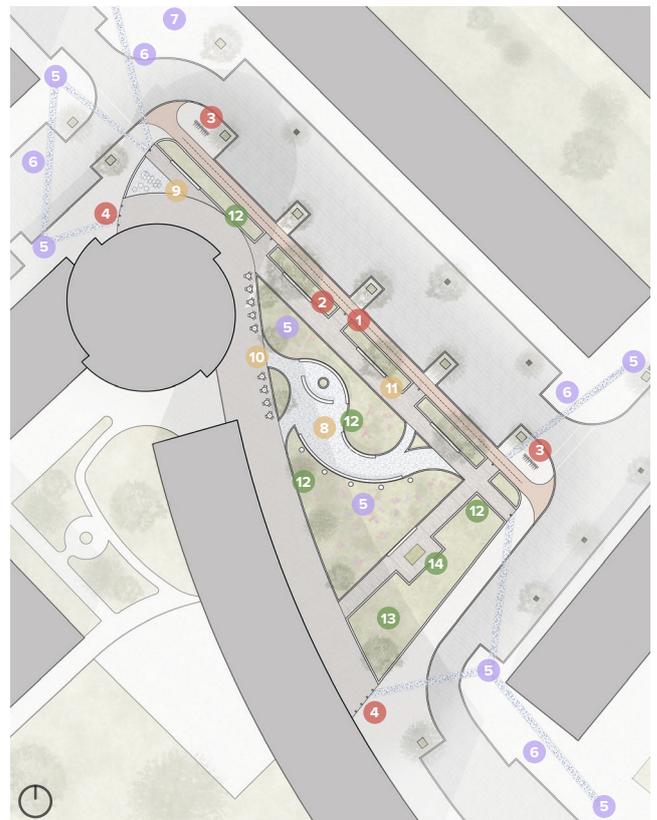
Our vision is to create a place where everybody belongs. We envision a space where individuals from different walks of life feel welcome, connected with each other, and engaged with their surroundings. Our aim is to develop an inclusive environment that encourages interaction, play, relaxation, and artistic expression. We hope to realize this through strengthening the relationship between people, nature, and art, using the assets already present in the neighborhood. We will work towards a square that is not only vibrant and dynamic, but also strongly connected to the wider neighborhood.

In this chapter, we will approach our vision through the Theory of Change framework. This approach allows us to map out the relationship between our current situation, the proposed interventions, and the desired outcomes. By systematically analysing the impact of our design decisions, we can better predict long-term effectiveness and ensure that Marterrade Square evolves into a place that truly serves the community. In the following, we will elaborate on our vision and outline the implementation of each intervention, followed by our final architectural design for the Marterrade Square. We hope to demonstrate how these interventions collectively contribute to a more inclusive and vibrant public space - a place where everybody belongs.

4.2 DESIGN & INTERVENTIONS

To realize the desired vision, our design approach focuses on four key interventions:

guiding traffic, showing art, making places, and creating together. Figure 17 visualizes our final design proposal. We will explore each of these interventions into more detail in the following, approaching our vision through the framework of the Theory of Change. It is important to note that these interventions are all connected to each other: These proposals cannot be seen separately from one another. Implementing these four interventions together will strengthen their impact on the neighbourhood.



GUIDING TRAFFIC

1. Bike Lane
2. Planters
3. Bike Parking
4. Bollards

SHOWING ART

5. New Public Art
6. Painted Paths
7. Painted Mural

MAKING PLACES

8. Gathering Garden
9. Play Area
10. Cafe Seating
11. Pathway Benches

CREATING TOGETHER

12. Garbage Bins
13. Community Garden
14. Gardening Table

Figure 17: Site plan of the Marterrade Square final design.



Figure 18: The Marterrade Square final design.

4.2.1 GUIDING TRAFFIC ●

Current Situation

At the centre of the Marterrade is an enclosed garden bed that serves as its focal point, surrounded by a large parking lot and wide paved pathways. The current layout of the Marterrade does not effectively regulate traffic flow, creating safety concerns for pedestrians. The excessive width of the pavements serves little functional purpose for pedestrians, making them an attractive route for (fat)bikes. The lack of clear separation between pedestrian and cycling areas leads to frequent conflicts, making the square feel unsafe and uninviting.

Desired Vision

We envision a square where everybody, both pedestrians and bikers, feels at home and safe. To improve the functionality and appeal of the Marterrade Square, revitalising the flow

of people and vehicles is essential. The key objective is to separate pedestrian and bike traffic, enhancing safety and comfort for both groups. We propose clear and designated pathways for both pedestrians and (fat)bikes. A dedicated bike path would encourage cyclists to ride safely, while families, youth, and the elderly would enjoy a vehicle-free central square. Establishing a bike lane and separating it with butterfly-attracting planters will separate the space destined for (fat)bikes from the pavement. Moreover, guiding traffic in this way will strengthen the wayfinding in the neighbourhood.

Figure 17 shows the addition of a bike lane to the square (#1 on map), separated by a green buffer of planters (#2 on map) between the square and the streets. In the current situation, the pavement is already divided into two sections by trees placed in the middle, as shown in Figure 20. Utilizing this existing layout, a bike lane can be designated on the

side of the trees closest to the roadway. This solution requires the addition of a bike lane, using painted marking to delineate spaces clearly and ensuring the bicycle lane is the same level as the roadway at its connection points, and adding planters between the bike lane and the sidewalks. The planters would be maintained by the municipality, as the municipality is responsible for maintaining the current greenery as well. Also, bollards would be placed at the ends of the sidewalks (#3 on map), to prevent (fat)bikes from speeding through an area designed for pedestrians.



Figure 20: The Marterrade Square currently, with wide and open sidewalks.

Inputs

The inputs that are needed to realize this intervention include:

- Permission from the municipality to create a bike-lane and add planters
- A budget to purchase the right materials
- The right materials, such as: paint and paintbrushes, planters, soil, seeds and plants, tiles, bollards
- Volunteers to help realize this solution by shaping the bike lane and adding the planters

Activities

Activities that need to be done in order to realize this solution, include:

- Communicating with the municipality of Den Haag to propose the idea
- Building and/or buying the tools and materials
- Building the planters with the help of community volunteers and promoting this

activity beforehand

- Painting the bicycle lane
- Ensuring the bicycle lane is level with the roadway at its connection points
- Putting the planters as a barrier in place
- Removing the benches around the trees
- Placing bollards at the ends of the sidewalks
- Continuous maintenance of the planters by the municipality

Outputs

What will be produced after realizing the activities, include:

- Permission and assistance from the municipality
- Circa 15 planters with insect-attracting plants
- A clear bicycle lane

Outcomes

In the short term, designated bike lanes will encourage (fat)bikes to follow structured pathways. With a clearer division between the bike lane and the sidewalks, pedestrians will feel safer. This will reduce conflicts between cyclists and pedestrians. In the long term, these interventions will contribute to a greater sense of order in the square, fostering an environment where all users can coexist. By reducing everyday nuisances, such as unsafe cycling behaviour, tensions between different groups will ease, leading to improved social cohesion. The improved wayfinding will ensure that both bikers and pedestrians understand how to move through the space. Fostering connectivity and accessibility by adding the bike lane, but also adding planters and thus increasing greenery in the square has a positive impact on social cohesion and mental health (Cardinali et. al., 2024; Wan et. al., 2022).

Taking a critical perspective on this intervention, several challenges should be considered. First, creating a bike lane and adding planters is not simple as it may seem at first glance. The roads in the neighbourhood of the Rade fall under the responsibility of the municipality of The Hague, meaning frequent and effective

communication with this key actor is essential for successful implementation (Ministerie van Infrastructuur en Waterstaat, 2024). The success of the design depends heavily on the cooperation and assistance of the municipality, as they are responsible for enforcing the new bike lane, maintaining the added planters, and monitoring the new traffic situation. Without consistent oversight, (fat)bikes may continue to use pedestrian paths despite the intervention. Lastly, while the intervention effectively addresses circulation and spatial organization, it places less emphasis on encouraging social interaction. Further consideration could be given to how this design might also foster social interaction, which is currently more of a long-term side effect than a direct goal.

4.2.2 SHOWING ART ●

Current Situation

The current design of the Marterrade includes a designated area for various artworks, some of which have been displayed for over a decade. The art pieces are presented within an enclosed garden bed, surrounded by a number of artistically designed benches.



Figure 21: View of the garden bed, featuring art pieces placed within and around it.

This space, however, has drawn several complaints from residents due to its lack of appeal. The garden bed is overrun with poorly maintained plants that grow excessively, in

some cases obscuring the view of the artworks. Residents have complained that the greenery is overly dense, which diminishes the overall sense of openness in the area. Additionally, due to the absence of proper waste bins, a significant amount of waste is often found in the garden bed. Overall, the artwork on the Marterrade and especially in the garden bed has a lot of potential however the lack of regular maintenance has led the area to feel uninviting.

Desired Vision

We envision the Marterrade as a distinctive and artistic area within the neighbourhood, where the greenery complements the artwork and provides a space for residents to socialize.



Figure 22: Vision for the future garden bed at Marterrade Square, with integrated artwork.

As shown in Figure 17, the purple dots with the number 5 indicate potential locations for artwork throughout the square, ensuring ample space for a variety of art pieces. The artwork situated along the perimeter of the square can serve as a form of wayfinding, guiding visitors toward the heart of the square, the garden bed. Our vision is to create a pathway with seating areas through the existing greenery of the square. This pathway will flow organically from the entrance of Kamerrade, diagonally across to the other side of the square. By adding these pathways, we aim to open up the space, enhancing connectivity and fostering a closer relationship between the art and the surrounding greenery. To prevent fatbikes from using the path one entrance will be at the same height as the pavement to ensure wheelchair accessibility, while the

other entrance will feature steps, making it inaccessible for fatbikes. Residents will be able to enjoy the artwork up close while socializing with their neighbours. The artworks will also serve as natural conversation starters, encouraging community interaction. The artwork will primarily be created by local artists, but we also plan to invite other residents to participate, including children and aspiring artists. Various types of art can be displayed, with pieces that require protection from external elements, such as the weather, being housed in glass enclosures, an example of this setup is shown in Figure 23. Some of the artwork will be interactive, enhancing its appeal and encouraging greater social interaction. In the long term, a mural will be realized with the involvement of neighbourhood artists. This mural will be painted on a blank wall facing Marterrade Square, allowing residents to enjoy it while spending time in the square. The designated location for the mural is shown in Figure 17, marked by the purple dot labeled with the number 7. Additionally, the artwork will be replaced after a set period, such as every three years, to ensure the square remains engaging and reflects the changing dynamics of the neighbourhood and its residents. HaagWonen will coordinate the changing of the art pieces, as they are in contact with the artistic residents. It's important to note that the mural will remain for a longer period, and become a recognizable landmark of the square.



Figure 23: Example of a display method for artworks such as drawings and paintings in an outdoor setting.



Figure 24: Example of a neighbourhood mural showcasing local identity and character.

Additionally, to address the issue of dog waste, we propose installing dedicated dog poop bins. These bins will be regularly emptied by the municipality, and if they are full or damaged, residents can report the issue through the municipality's website: <https://www.denhaag.nl/nl/meldingen/volle-of-kapotte-afvalbak-of-hondenpoepbak-melden/#hoelang-duurt-het>. Lastly, to address general waste, there will be a monthly clean-up event where local residents come together to clean up the area, followed by eating soup together provided by HaagWonen. This initiative, called 'Soup and Clean,' has already proven successful in other neighbourhoods. During this monthly event, any bird poop on the benches will also be cleaned.

Inputs

The successful realization of this project requires a variety of essential inputs;

- Budget for tiles and pathway construction
- Input from local artists
- Support from the municipality for permits and maintenance
- Dog poop bins

Activities

To bring our vision to life, a series of strategic activities need to be implemented, each designed to enhance the artwork, the space, and community engagement;

- Designing a pathway with benches
- Communicating with the municipality about opening the greenery and implementing the design with tiles and benches
- Gathering artists to divide the artwork

spaces and realize the art pieces

- Painting the mural
- Installing dog waste bins in strategic location

Outputs

To realise our vision, the following outputs will be delivered, each playing a crucial role in transforming the space and establishing a distinctive identity for the square:

- Permits obtained from the municipality of The Hague
- Completed pathway and seating areas
- Art installations placed throughout the square
- A recognizable mural painting, serving as a distinctive landmark in the neighbourhood

Outcomes

The short-term outcomes of the newly created spaces would include improved areas and opportunities for residents to gather and strengthen their sense of community. The seating areas and artwork are intended to foster spaces for dialogue and connection, encouraging increased social cohesion. As residents have expressed a sense of disconnection, particularly with those who do not share the same native language, these spaces will serve as a bridge, helping to break down barriers and promote interaction. Furthermore, the proximity of the seating areas to the artwork will enhance the residents' connection to both nature and art. Establishing accessible walking paths through the once-impenetrable garden bed will encourage exploration and greater enjoyment of the space (Cardinali et al., 2024; Wan et al., 2021). In the long term, the outcome would be the establishment of a unique identity for the Marterrade Square. Over time, this space would evolve into a cultural landmark, where diversity is celebrated, and the differences among residents are recognized as the community's greatest strength. This outcome corresponds with Grodach's findings (2011, p.26) that art spaces play a significant role in community development. They contribute to neighbourhood revitalization, and provide

opportunities to build and maintain social capital, peer networks, and a shared identity. The vibrant environment would become a symbol of inclusivity, creativity, and shared experiences, where art and public spaces serve as vehicles for connection. As the square continues to evolve, it would reflect the changing dynamics of the neighbourhood, becoming an enduring representation of the community's identity.

4.2.3 MAKING PLACES ●

Current Situation

Marterrade Square currently lacks a layout that encourages social interaction, making it feel more like a passageway than place to gather. The open space is undefined, with no dedicated areas for people to gather, sit, or engage in activities together. Residents have few opportunities to connect due to the absence of inviting communal spaces or seating. The benches around the trees are rarely used; residents find them unattractive, and their placement under trees means they get dirty quickly. The lack of play opportunities for young children is a point of debate. While a nearby playground caters to older kids, some residents feel the neighbourhood lacks suitable equipment for younger children, making it less inclusive for families. Others argue that the larger playground nearby is sufficient, dismissing the need for smaller playground equipment in the square. Overall, the square's uninviting atmosphere limits its potential as a true community hub.

Desired Vision

Our vision is to create spaces focused on creating inclusive and inviting areas that are inviting to both families and elderly residents, fostering opportunities for social interaction and community engagement. We propose creating designated areas for social interaction. To address the needs of families with younger children and elderly people with grandchildren - without dismissing the wishes of residents who did not want a playground in the square,

we propose a minor designated play area. No big equipment should be included, the big playground is nearby after all, but minor play facilities could be added to the square. We envision a hopscotch, to be located near the corner of the square by Kamerrade (#8 in Figure 17). This simple yet engaging feature will provide children with a place to play while ensuring the square remains accessible to all.



Figure 25: Example of children’s hopscotch games that could be painted on the ground.

Additionally, we envision expanding Kamerrade with a terrace, utilizing the open space in front of the community square. The terrace could be maintained by (volunteers from) the Kamerrade, secured to the ground to prevent theft, but also making sure the terrace is accessible at all times (Figure 26). The terrace (#9 in Figure 17) will offer a welcoming social space for residents of all ages to connect, interact, and relax. It will also allow parents to stay close to their children while they play. The addition of strategically placed bins will prevent any (extra) nuisance. Through this intervention, we aim to create places within the square that cater to both younger and older residents, transforming Marterrade into a space where everyone can feel connected and at home.



Figure 26: Example of cafe style seating within a public park.

Inputs

The inputs that are needed to realize this intervention, include:

- Budget for both the designated play area and the terrace
- Paint and paintbrushes for the hopscotch
- Tables and chairs for the terrace, including material to secure outdoor furniture to the ground

Activities

Activities that need to be done in order to realize this solution, include:

- Communicating with the municipality, applying for licence
- Painting hopscotch and possibly other games
- Placing the chairs and tables and securing them
- Communicating with the Kamerrade about the maintenance of the terrace

Outputs

To realise our vision, the following outputs will be delivered:

- A permit from the municipality
- A place for younger children to play
- A place for parents and residents to connect outside

Outcomes

In the short-term, the addition of the designated play area and the terrace will immediately offer spaces for play, relaxation, and social interaction, addressing both the needs of families as well as older residents. The introduction of multiple communal spaces will encourage a wider range of residents to use the square. Moreover, the play area and terrace will serve as a physical barrier, reducing the nuisance caused by (fat) bikes on the pavement, ensuring safer pathways for pedestrians. The square will be more accessible and (fat)bikes will no longer be able to shortcut through the square, enhancing safety for pedestrians.

In the long term, the square will evolve into the heart of the neighbourhood, a vibrant space where residents of all ages feel connected and engaged. The designated play area for children may help to create a cohesive community, although it should be noted that this is more common in schools than in a neighborhood (Holden, 2011). Over time, because of the mixed use of the square, the area will become a hub for community life, and thus social cohesion will be fostered (Cardinali et. al., 2024).

The outcomes of the intervention should, however, also be considered from a critical perspective. The success of the terrace relies on the efforts of Kamerrade volunteers, which may be difficult to sustain in the long run, especially when Kamerrade does not receive funding from the city municipality for the maintenance. Moreover, the impact of this intervention on social interaction may remain limited unless it's combined with community events hosted by Kamerrade.

4.2.4 CREATING TOGETHER ●

Current Situation

Many residents rarely spend time at Marterrade Square for various reasons, with younger residents in particular expressing a lack of connection to the space. The square lacks inviting elements that could draw people in

and encourage them to spend time there. This absence of engagement is also reflected in the minimal social cohesion within the neighbourhood. Some residents believe this disconnection is due to cultural differences and language barriers, which further limit interaction. Additionally, the greenery on the square is dense and concentrated mainly in the garden bed, leaving little room for accessible green areas where people can gather. By addressing these issues and enhancing the square's design, there are several opportunities to create a more inviting and inclusive space that fosters both social interaction and a stronger sense of community.

Desired Vision

Our vision is to create a raised planter featuring a scale model of the buildings surrounding the square. This planter, filled with soil and plants, will serve as a visual representation of the square and its surrounding area. The raised planter and scale model of the neighbourhood will be created with active input from residents, especially youngsters. They will have the opportunity to help identify the most recognizable elements of the area to include in the scale model, drawing on their deep knowledge of the neighbourhood. Additionally, residents will be invited to take part in the creation of the raised planter, contributing to tasks like sanding the wood or painting it. This hands-on involvement will immediately foster a sense of ownership. Placed near the Kamerrade, it will become a community-shared responsibility, with residents coming together to maintain it. Moreover, the raised planter will serve as an attractive central feature, drawing people into the square and piquing their curiosity. When people have gathered around the raised planter, it will act as a conversation starter, providing an opportunity for residents to share stories about their homes, their neighbourhood, and the events happening around them. This interactive element will help foster a stronger sense of community and encourage social interaction in the square.

Inputs

To bring the vision of the raised planter and scale model to life, several elements and resources are required:

- Wood and woodworking tools, including a sealing spray to protect the wood from the weather
- Soil for the plants to thrive
- Seeds and plants to create a green space
- Active involvement from residents, who will contribute their knowledge and ideas
- (Handy) volunteers to assist with the creation of the scale model and the raised planter
- Local engagement to ensure the project reflects the community's identity

Activities

To successfully realize this interaction and engage the community, the following activities need to be carried out;

- Collecting tools and materials needed for the construction and planting process
- Building the raised planter and creating the scale model of the square
- Filling the planter with soil and planting a variety of plants
- Actively reaching out to residents and passersby to encourage their involvement, whether through helping with the construction or contributing ideas to shape the project



Figure 27: Activities that were carried out with local volunteers to construct the raised planter.

Outputs

The completion of this project will result in the following outputs;

- A raised planter
- A scale model of the Marterrade Square
- A green space on the Marterrade Square

Outcomes

In the short term, the raised planter will serve as an inviting element on Marterrade Square, drawing people into the space. By actively involving the community in the greening of the space, the engagement of residents builds as they are all working towards a shared goal (Cardinali et. al., 2024). As a result, the raised planter will become a natural conversation starter, fostering social connections among neighbours. This simple exchange of small talk helps build a sense of community, allowing people to get to know each other in a relaxed and organic way. This is consistent with the findings of several studies, which suggest that green spaces promote social interactions by serving as communal areas where people can gather and connect (Wan et al., 2021).

In the long term, the collaborative effort involved in creating the raised planter will instil a sense of ownership and pride in the residents who participated. This emotional connection to the project will encourage ongoing involvement, as residents feel personally invested in maintaining the planter.



Figure 28: The constructed raised planter including a scale model of the Marterrade Square, prior to planting.

4.3 THEORY OF CHANGE EVALUATION

The revised Theory of Change (ToC) diagram below illustrates how the current situation of the Marterrade can be improved through our team's outputs and outcomes. The ToC highlights the concerns of the residents, reflected in the current situation heading, and this is marked with an associated colour. This colour is then addressed in the output section of the ToC, based on the desired version our team discovered.

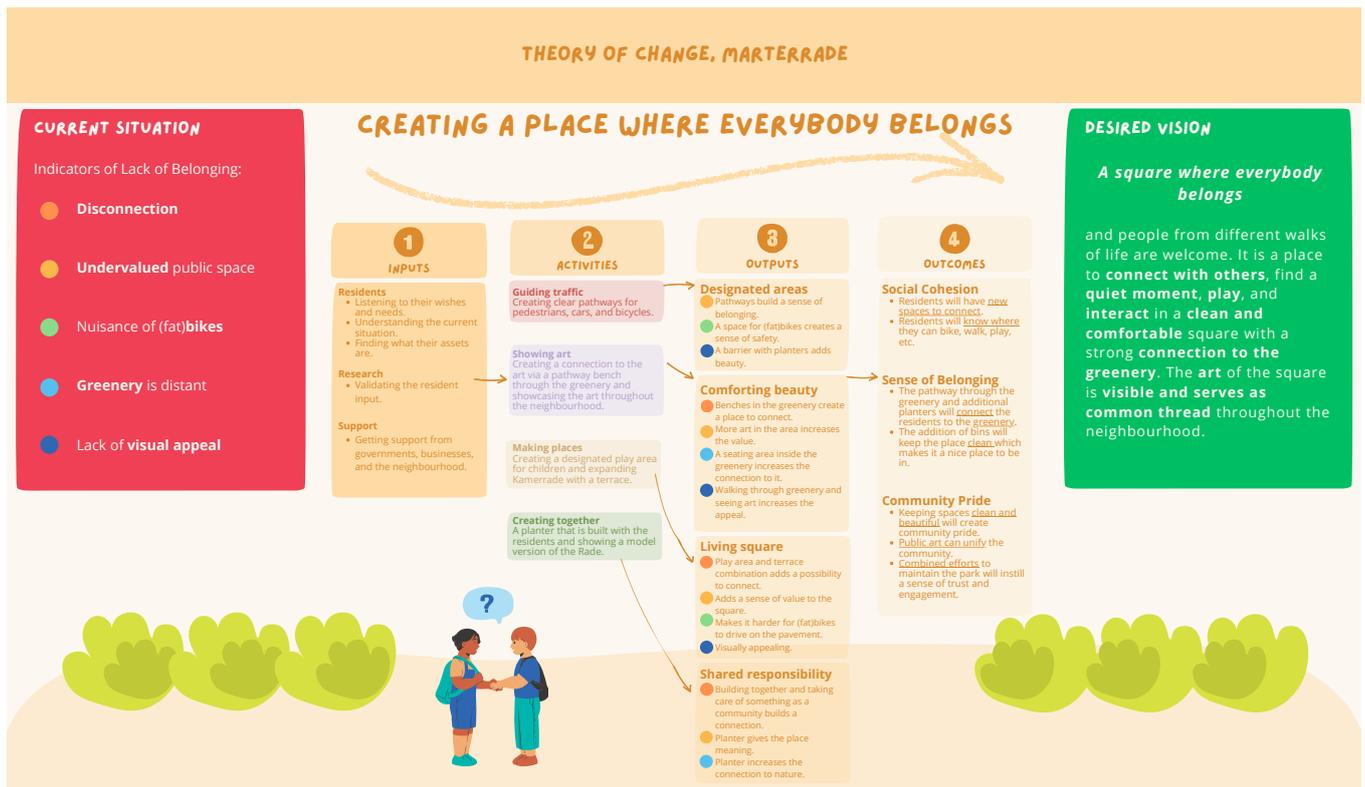


Figure 29: Theory of Change, Marterrade

5.0 REFLECTION

Throughout the experience of engaging with the residents in the Marterrade, we learned a lot in the process. There were moments in our co-creation sessions where we had to pivot or re-direct our engagement strategies. In the first co-creation session, we were hopeful and optimistic about meeting and engaging with the residents as we prepared various engagement strategies, such as empathy and context mapping. However, most of the residents who showed up were elderly and the strategies we used were typically perceived as complicated or confusing. We learned that we needed to adjust this and adapt our strategies for the upcoming session. For the second co-creation session, we had to pivot and reach out to younger residents and families, to understand their needs and wants for the square near the Kamerrade community centre. This involved many conversations and out-reaching, which resulted in a success for our design game. We had a clearer understanding of the residents' connection to the square, their concerns, and wishes. Lastly, for the third co-creation session, we were able to engage further with the residents in the greening of the neighbourhood, whilst asking them further questions about their needs and concerns regarding the social cohesion of the Kamerrade. Our engagement strategies were constantly changed and adapted, depending on which residents were present and how they received our strategies.

In terms of the Design Games, the feasibility was an aspect we considered slightly later in the projects' stages. For our four main interventions, the responsibility of who should maintain our proposed ideas was of deep consideration. Mainly, we decided that the longer-term projects, such as the showing art intervention which included an interactive bench built into the main green square, would need maintenance from The Hague municipality over a long-period. We do have some concerns regarding handing over this responsibility to them, as the deep desire to enhance social cohesion comes more from the residents, as opposed to local governmental officials. Moreover, we are also critical of how these strategies can be implemented and used

regularly by residents. For example, the bike line - we can only hope that all (fat)bike users would use the new lanes instead of reverting back to older habits and biking in the pedestrian area. Regardless, we are optimistic that the strategies combined will realise the communities desire to have a higher level of social cohesion to all actors, and the strategies will be used effectively.

If presented with this task again, we would make sure to spend more time engaging with the residents and reaching out to them via door-to-door interactions. This is to enable us to reach a wider range of residents and include the voices of residents that normally would not participate in our engagement activities. The residents familiarized themselves with us as time progressed, but within a moment, our project research had concluded. Additionally, it is crucial that we consider our interventions' feasibility, resources, and required finances ahead of time. We are now critical of the limitations of feasibility of an ambitious project, so this is something we could implement ahead of time and in the early stages of planning and ideation.

In summary, the main takeaway of this design project is that no matter how much planning is involved, as designers, we always have to make room for adjustments. We approached this Design Game using the ABCD theory, where residents' social cohesion is enhanced through the use of existing resources, making it a simple approach to utilise. However, successful cohesion is based on residents' commitment to maintaining the interventions.

Our engagement strategies had been thoroughly planned, but we still had to adjust them. Moreover, our design interventions were decided upon, but then the reliability and feasibility of the project had to be considered. However, by sticking to our goal and going back to our research questions of how we can improve the social inclusivity and cohesion of residents in the Marterrade, this kept our focus clear and consistent.

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7.0 APPENDIX

7.1 APPENDIX A1

Engagement strategy: Interview Questions

Interview questions (also with a Dutch translation, so we can use that during the first session):

1. What is your name? / Hoe heet u?
2. How old are you? / Wat is uw leeftijd?
3. What is your ethnic background? / Wat is uw etniciteit?
4. For you, what is the identity of the neighbourhood? / Wat is volgens u de identiteit van de buurt?
5. What do you like the most about your neighbourhood? / Wat waardeert u het meest aan uw buurt?
6. What do you dislike the most about your neighbourhood? / Wat waardeert u het minst aan uw buurt?
7. What do you think should be prioritised for change in the neighbourhood? / Welke veranderingen in de buurt zouden volgens u prioriteit moeten krijgen?
8. How content are you with the greenery in the neighbourhood on a scale of 1-10? (1 = totally dissatisfied; 10 = totally content) / Hoe tevreden bent u met het groen in de buurt, op een schaal van 1-10? (1 = compleet ontevreden; 10 = compleet tevreden)
9. Do you have ideas to make the neighbourhood greener? How? / Heeft u ideeën om de buurt groener te maken? Hoe?

7.2 APPENDIX A2

Engagement strategy: Context Mapping

Examples of parks to be ranked and analyzed by residents during co-creation sessions:



1: Concrete public square, green elements, minimalist benches, only accessible to pedestrians.



2: Mostly paved, limited amount of trees, chairs, only accessible for pedestrians.



3: Mix of concrete and green, car parking places, benches, playground, relatively small.



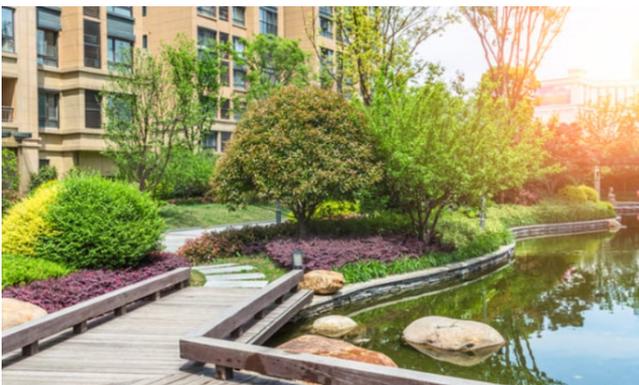
4: Mix of green and concrete, big lawn, playground, tents as meeting places, street with cars next to it, benches for social gatherings, very open.



5: Mostly concrete, water fountain in the center, benches, only accessible for pedestrians, fence around it.



6: Green, playground, lawn, walking path, car parking places and roads around it.



7: Green, pathway, water.

Questions relating to images:

How does your favourite image make you feel? Why is it your favourite?

How does your least favourite image make you feel? Why do you not like it?

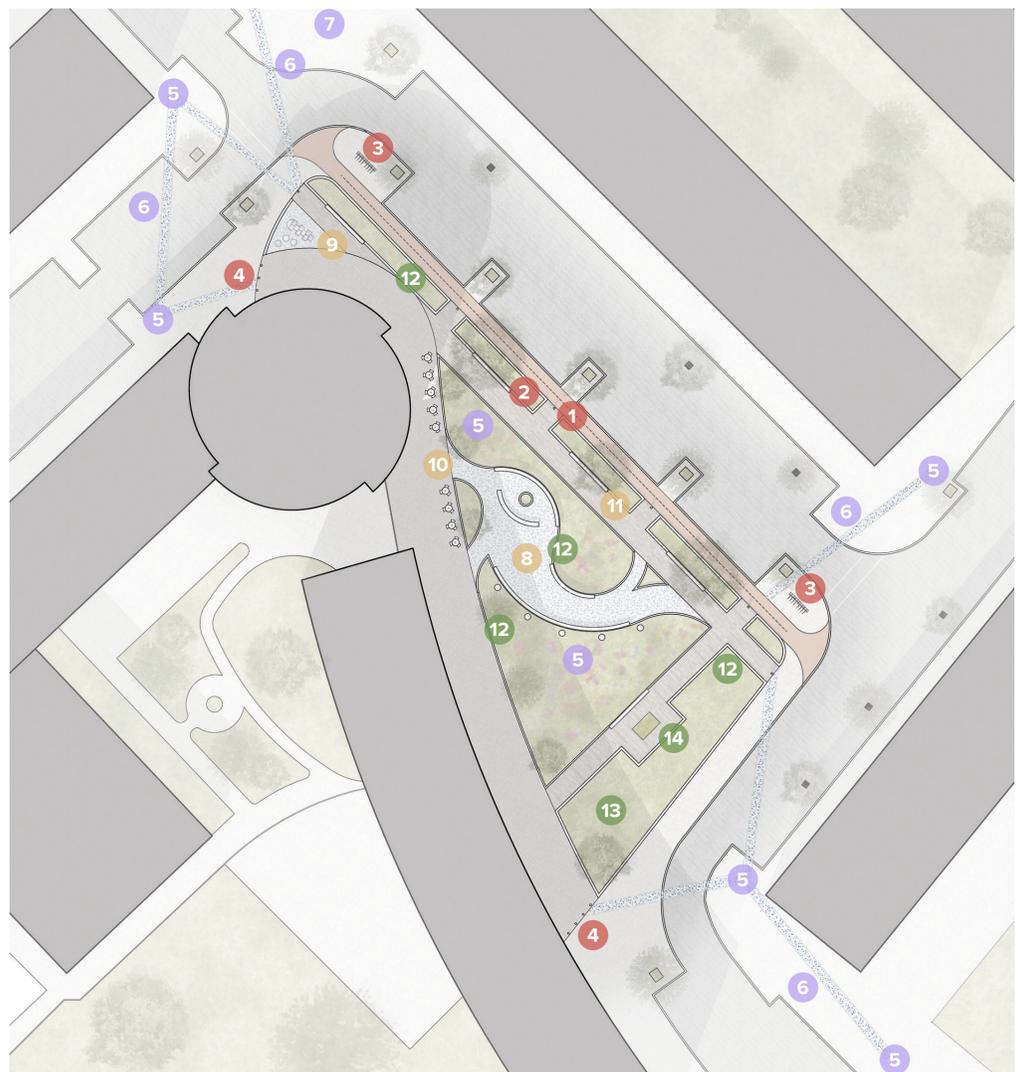
In which of these places could you imagine yourself the most?

Which of these places feels most realistic for the Marterrade?

A MARTERRADE FOR EVERYONE

Today, the Marterrade Square feels like an afterthought—lacking space for community, character, and meaningful engagement with local citizens. Through extensive co-creation with residents, our vision for Marterrade Square reimagines it as a vibrant and inclusive space. By reorganising local traffic, integrating striking public art, and providing welcoming social areas for all, we aim to foster a strong sense of community, creativity, and pride.

	<p>GUIDING TRAFFIC The addition of bike lanes, bike parking, and bollards will separate pedestrian and bike traffic.</p>	
	<p>SHOWING ART Public art will be added and made more visible throughout the park, naturally drawing in community members.</p>	
	<p>MAKING PLACES Creating inviting places for all will encourage social cohesion between different demographics and cultures.</p>	
	<p>CREATING TOGETHER Gardens, gardening tables, and waste bins allow residents to work together in order to create and maintain the park.</p>	



Marterrade Square Proposed Site Plan

IMPLIMENTATION				
Co-Creation	Gardening Table	Play Area	Traffic Solutions	Pathway Benches
Completed	Short-Term	Medium-Term	Long-Term	
Design	Cafe Seating	Waste Bins	Painted Art	Sculpture
			Gathering Garden	

GUIDING TRAFFIC	SHOWING ART	MAKING PLACES	CREATING TOGETHER
1. Bike Lane	5. New Public Art	8. Gathering Garden	12. Garbage Bins
2. Planters	6. Painted Paths	9. Play Area	13. Community Garden
3. Bike Parking	7. Painted Mural	10. Cafe Seating	14. Gardening Table
4. Bollards		11. Pathway Benches	



Opportunities for resident-run gardens

New beautiful public artwork

Gathering area integrated within existing garden

Cafe seating acts as an outdoor extension of the Kamerade

Barriers ensure that children are protected from vehicles

Artistic mosaic tiles integrated into park

Planters surrounding the park

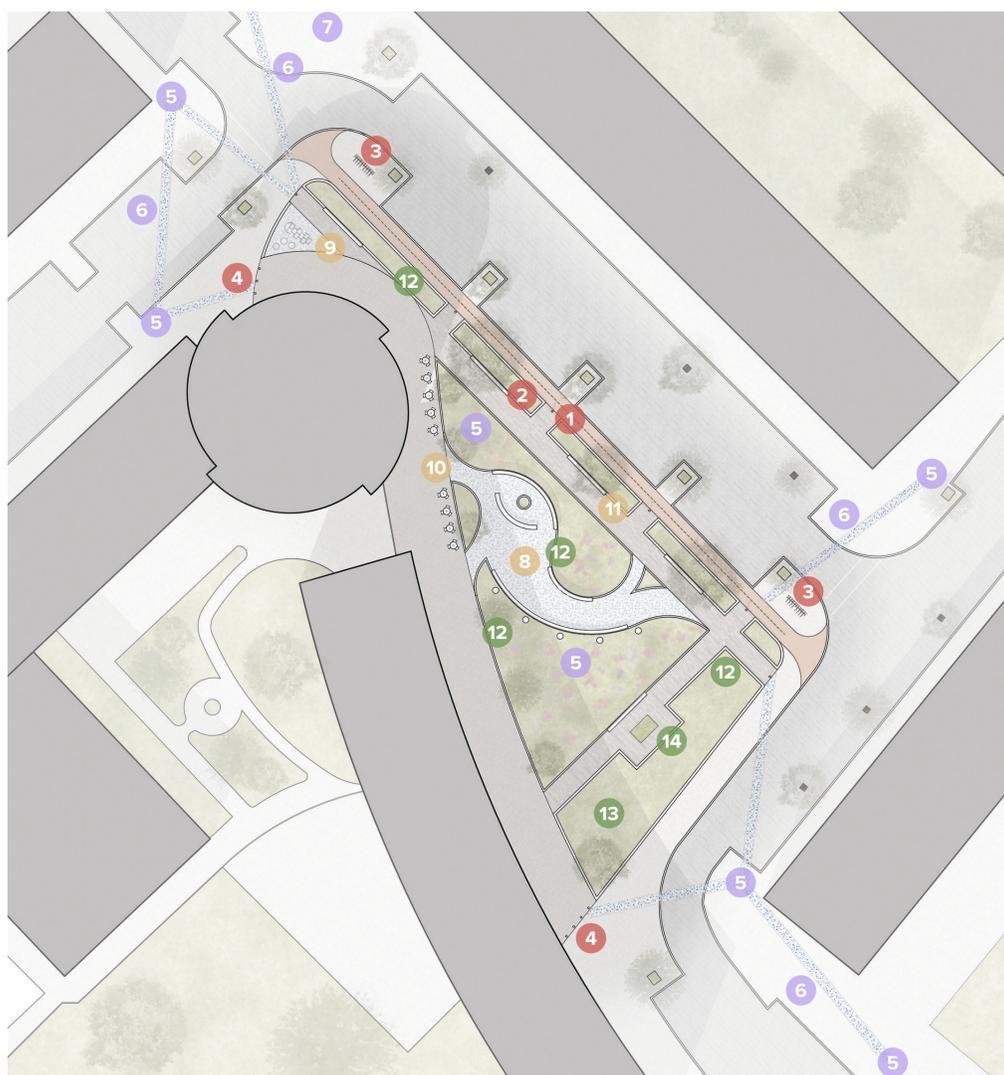
Integrated mosaic benches along pathways

Separated bike lane

EEN MARTERRADE VOOR IEDEREEN

Vandaag de dag voelt Marterrade plein als een vergeten plek, zonder ruimte voor gemeenschapsvorming, eigenheid of echte betrokkenheid van de buurt. Door middel van co-creatie hebben we, samen met de buurtbewoners, een nieuwe visie ontwikkeld voor het Marterrade plein: een levendige en inclusieve ruimte, waar mensen worden samengebracht. Door een herstructurering van het verkeer in de omgeving, integratie van kunst in de openbare ruimte en de creatie van uitdagende sociale plekken, willen we een sterke gemeenschap bevorderen, met ruimte voor creativiteit, ontmoeting en trots voor de buurt.

	<p>VERKEER BEGELEIDEN De toevoeging van fietspaden, fietsenstallingen, plantenbakken en paaltjes scheidt het voetgangers- en fietsverkeer van elkaar.</p>	
	<p>KUNST TONEN Openbare kunst zal beter zichtbaar zijn, wat buurtbewoners aantrekt om naar het plein te komen.</p>	
	<p>PLAATSEN MAKEN Het creëren van uitdagende ruimtes waar iedereen zich welkom voelt, zal de sociale cohesie tussen burens met verschillende culturele achtergronden bevorderen.</p>	
	<p>SAMEN CREËREN Tuinen, tuintafels en afvalbakken zorgen ervoor dat bewoners kunnen samenwerken om het park te onderhouden.</p>	



Voorgesteld plan voor Marterrade plein

IMPLEMENTATIE				
Co-Creatie	Tuintafel	Speelruimte	Verkeersoplossingen	Banken
Voltooid	Korte termijn	Middellange termijn	Langetermijn	
Ontwerp	Café Zitplaatsen	Afvalbakken	Geschilderde kunst	Bleedhouwwerk Tuin

VERKEER BEGELEIDEN	KUNST TONEN	PLAATSEN MAKEN	SAMEN CREËREN
1. Fietspad 2. Plantenbakken 3. Parkeren 4. Paaltjes	5. Nieuwe openbare kunst 6. Geschilderde paden 7. Geschilderde muurschildering	8. Tuin 9. Speelruimte 10. Café Zitplaatsen 11. Banken	12. Vuilnisbakken 13. Gemeenschapstuin 14. Tafel tuinieren

<p>Mogelijkheden voor gedeelde tuinen die worden onderhouden door buurtbewoners</p>	<p>Nieuwe openbare kunstwerken</p>	<p>Ontmoetingsplaats binnen een gezamenlijke tuin</p>	<p>Het buitenterras, inclusief zitplekken, dient als uitbreiding van de KamerRade</p>
<p>Blokkades zorgen voor de bescherming van kinderen tegen (fiets)verkeer</p>	<p>Mozaïektegels in het park</p>	<p>Plantenbakken rondom het park</p>	<p>Mozaïekbanken langs de voetpaden</p>
<p>Gescheiden fietspad</p>			