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E-participatory Approaches in Urban Design

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ABSTRACT

The phenomenon of planning involving citizen's participation in planning literature has been from the second half of the 20th century. Indeed, different methods and techniques have been used in the process. However, participatory practices are time-consuming and negotiations are tiresome. Accordingly, the integration of developing digital technologies into participatory processes has been seen as a potential to reach large audiences and provide time-space independence. Within the scope of this research, a detailed literature review was done regarding e-participation, and ten (10) examples representing the upper levels at the ladder of participation were examined within the context of the project, participation, and socio-technical criteria. SWOT analyzes were structured by grouping similar applications, and current trends for the use of e-participation in urban design have been revealed. The analysis showed that citizens e participation- participation tend to allow citizen design or location-based interaction, playful interfaces and game elements which can be sources for encouragement.

1. Introduction

Participatory planning/design practices have become increasingly widespread since the second half of the 20th century and have begun to replace top-down practices. These approaches, which focus on the interaction between actors, have become stronger with concepts such as the right to the city, civic participation, and citizen power. Since the 90s, the use of digital technologies in the world and the emergence of systems such as ICT and GIS have undergone a radical change in the production process of the urban space. The forms of communication in daily life have changed, data production has reached maximum levels, and the traditional participation processes has become time-consuming and costly. This situation required the integration of participatory planning with digital technologies. In its simplest terms, the concept of e-participation refers to the use of ICT in participatory processes. Accordingly, the ladder of participation was redefined, participatory planning met with digital

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