SoFunTodoCity

Public space makeover sequence with design choices & assamblagable street furniture. Leaving the footprint of corporate brand Identity.

Imagined place - next to corporate office entrance

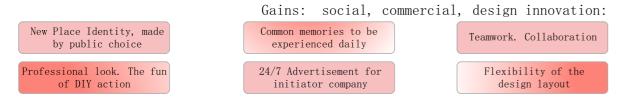


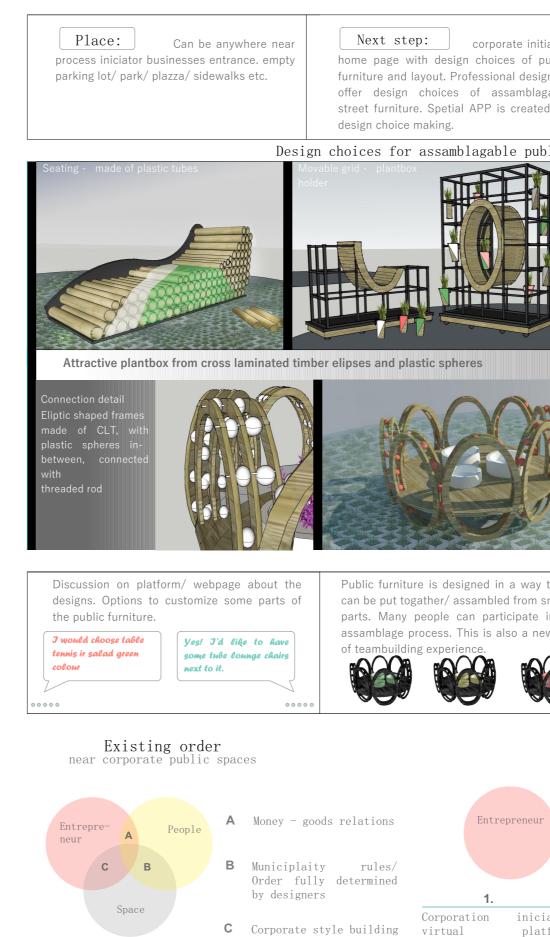
In the current situation, public space design is completely made by designers. Of course it has a professional look, but this situations doesn't leave any chance for design choicemaking and self expression for local inhabitants and every day bypassers.

The idea is a method, that consists of sequentive actions - combining interdisciplinary approaches (marketing, urban design, product design, social integration, communication and teambuilding), for public space makeover. The key actions are: assamblagable street furniture design options (several design choices) created by designers are offered to society, voting process for designs and layouts, and the final placemaking event, when the chosen designs are assambled. As a result, an attractive public space with unique identity is made.

There are large companies seeking for new and innovative ways for advertising, and who would like to stand out between competitors.

This kind of marketing activity in front or near the company's entrance, can be a powerfull tool, because of its uniqueness and long lasting effect.





entrance/ Parking lot for

customers

offering

street furniture.

choices

for

designs.

design

prporate initiated hoices of public ssional designers assamblagable P is created for	Marking the place: large screen on the "place design options and vo realtime.Voting process ta the home page.	oting process
gable public furniture: colour, shape, layout options		
	Styled bench made of metal vertical wood posts	
Teamwork. Creating public involvement		
ed in a way that it nbled from smaller participate in the is also a new way	The BIG Placemaking Even activate public participation. F lottery to stimulate partici discussion, choice making an assamblage event. Votevote.vote Design choices	or example, a ipating in design
	Со	onceptual change
"SoFunTodoCity" public space development sequence		
	1. 2. 3. ace & People & Entrepreneurs - all benefit	People
1.	2.	3.
platform	Voting process on virtual platform. Discussion and discovering winner designs	Big placemaking event, assamblage of street furniture design chosen by most of the

chosen by most of the

voters.

Place. Description of the sequence