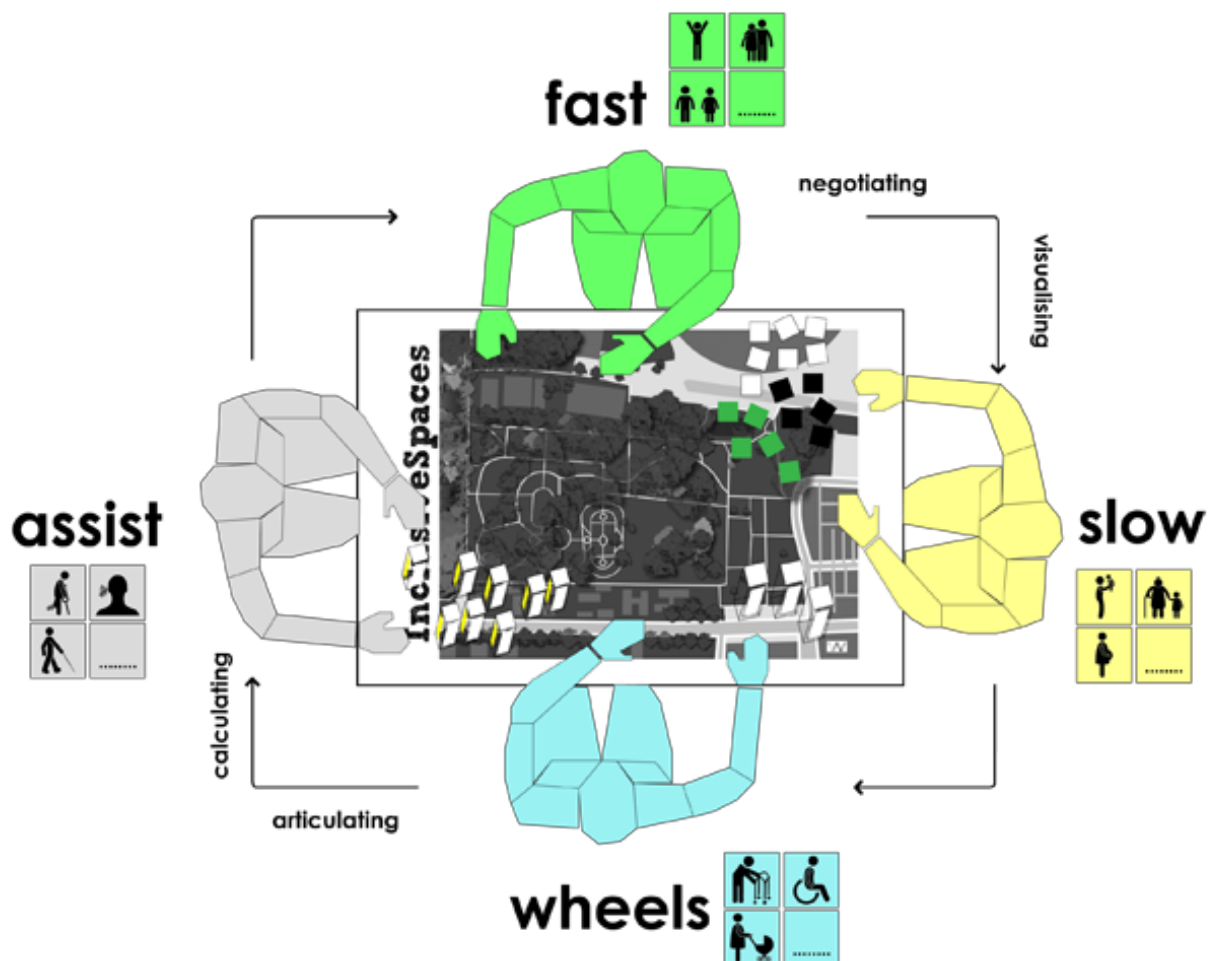


# Inclusive Spaces SIM

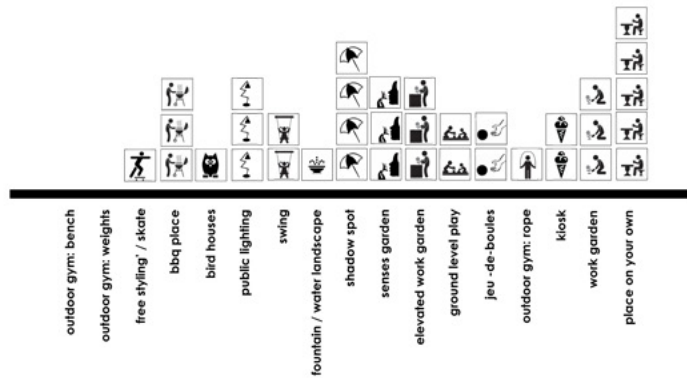
Skopje, North Macedonia

**InclusiveSpaces**

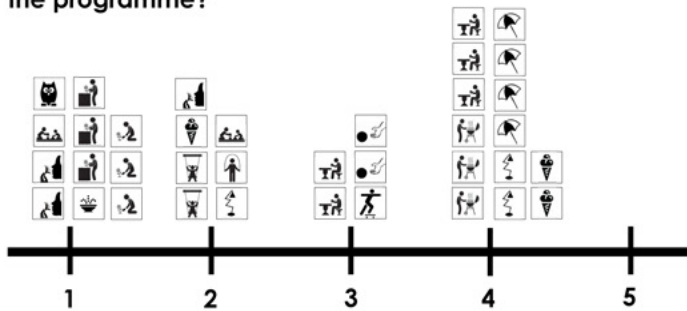


## scenario #2: Inclusive\_Gardens

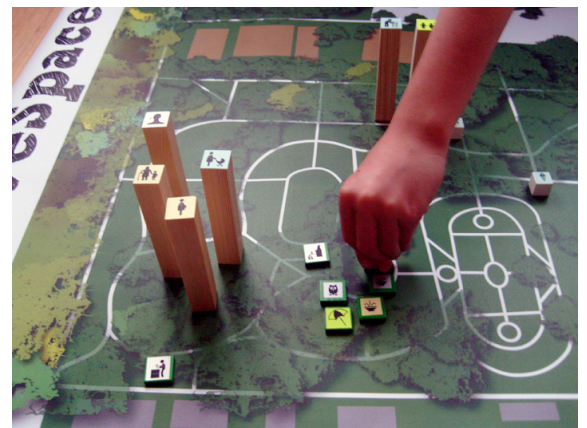
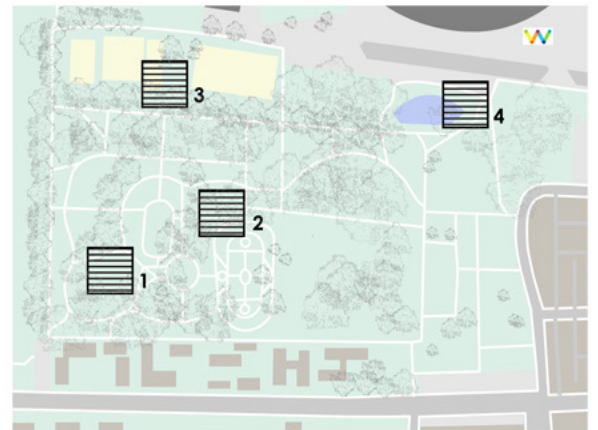
A: Which programme will increase inclusiveness?



B: Where to develop the programme?



Scenario infographic  
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## Introduction

Together with KOR-CSD, a civic society NGO of urban professionals from the city of Skopje, (North Macedonia). BLOK 74 developed an interactive simulation called “Inclusive Spaces”. The aim of this tool was to simulate how different needs from the different users’ groups can shape public space. The subject of the simulation was the Skopje’s main City Park, and the workshop was staged at the Faculty of Architecture of the University of Skopje. The solutions provided, as well as the process itself, can then be disseminated to other public spaces and parks in the city.



# 4

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The City Park is a classically landscaped green oasis in the centre of Skopje. Several new features have been added recently, to promote open-air recreation and accessibility to public space. Some of these solutions have been proven successful, some of them not, due to poor design and integration with the surrounding. From the public space design point of view, the aim of this simulation is to provoke a reaction in the workshop participants and allow them to generate better proposals for more inclusiveness in the City Park.

## The Sim Methodology for Inclusive Spaces

The simulation uses the BLOK 74's "Urban Sims" method of combining a role play and an existing urban plan as a "playing" field. This methodology positions public space stakeholders in a hypothetical experience of a typical user, and then builds a potential "journey" through some of the future spatial functionalities and characteristics. Skopje's City Park stakeholders (representatives of the municipality, citizens, urban professionals and design students) have taken different roles representing certain **characters** whose needs are usually overseen in the planning process.

The **characters** are divided in four main categories, such as:

- > the "fast" users, the ones without any barriers to physical activity (such as young persons, children, adults ...)
- > the "slow" users, with some barrier to physical activity related to their age or physical status (such as elderly people, small children (up to 3 years old), pregnant women ...)
- > "wheels" users, meaning the ones who are connected to the use of supporting equipment (such as wheel-chairs, baby carriages, or walk supporters ...)
- > "indirect" users, meaning the ones whose physical activity is strongly determined by a certain limitation, (such as blindness, deafness, or non-visible disabilities, such as depression, chronic pain, etc) and who are therefore dependant of the inclusive physical features of the space.

The Skopje's City Park Inclusive Spaces simulation journey takes place on a board game resembling the main physical features of the park. Along the journey the stakeholders will have to solve certain questions regarding the needs of the different characters, giving them the opportunity to reflect, react and be pro-active in recognizing the "user experience" gaps in existing spatial solutions, and directly propose new ones.

The interaction elements (props) that are used in this BLOK 74 Urban Sim are

- role profile explanations
- storyboard (or rules of interaction between different stakeholders)
- gameboard (representing the park and the journey path)
- **missions** for each role character, reflecting the physical and mental needs and restrictions of the characters and their specific expectations from public space.

The result of the engagement is:

- a prioritized list of new ideas to be included in the future's adaptation and investments plans for the park.
- quick evaluation of the ideas' potential for implementation
- a "bullet-pointed" list of requirements / expectations different stakeholders have from the newly generated ideas on the inclusiveness in public space.

In this way of engaging the stakeholders in an immersive experience, the sim creates an **open dialogue** atmosphere. It helps **transfer and capture the knowledge** that exists between different stakeholders and increases possible **efficiency and impact** of the ideas generated during the inclusivity "journey". It also provides **feedback on how to achieve financial, social and environmental sustainability** of solutions based on the expressed ideas.

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