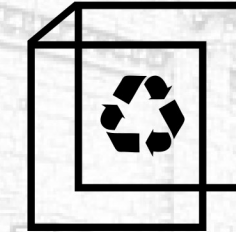


#1 TRASH POWERED GARDEN

The Distillery District — Waste

MAJOR PROJECT

make speak see
dublin dublin dublin



TRASH
POWERED
GARDEN



The trash powered garden is a recycling initiative that takes residential and retail recycling and reintegrates it back into the area in the form of kiosks and modular gardens, enhancing the character of the area and providing a tangible goal to taking part in the project.

STRATEGY

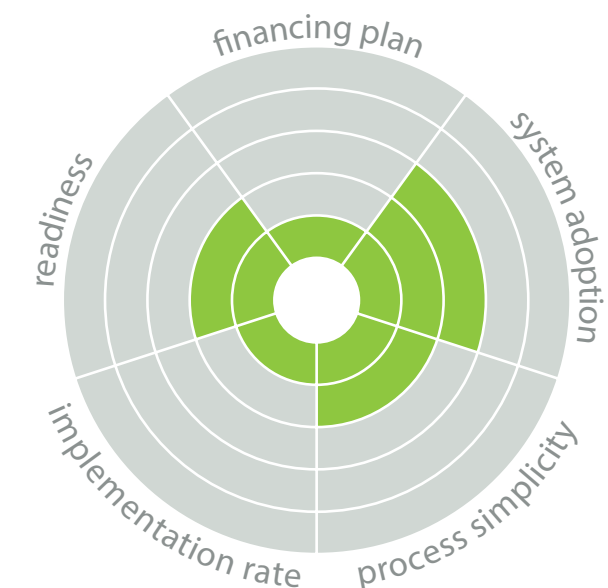
Integrating the new system with the current system of waste disposal in high-rises (bag colour requirements so the original garbage chutes can be used). The users are kept engaged through the project by being given a clear, physical goal through the development of the gardens.

COMPONENTS

- Pop-up podiums that offer engagement activities and area-branded retail (souvenirs), all made from recycled material
- Modular gardens that offer additional seating space, and “green corridor” conversion to add use and enhance destination appeal, also made from recycled materials from the area.
- Conversion of a derelict building into a recycling/processing plant
- Bag colour requirements for recycling in high-rise buildings

PROPOSED IMPROVEMENTS

The style and benefit of the modular garden could be enforced by requiring that existing outdoor seating areas maintained by restaurants and cafes be brought into the scheme. Combining this project directly with elements from team #2’s project could easily create an complete experience and address issues in application and execution.



#2 HOW COOL IS YOUR GARBAGE?

South Great George's Street — Waste

MAJOR PROJECT

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A system of integrating the user into the process of improving waste collection in the area.

STRATEGY

Changing the perception of the service into something fun and collaborative with a clear system of incentive. Employing engaging methods and events to hold user interest with redesign of physical/programming elements of the service, reducing confusion and increasing use and efficiency.

COMPONENTS

- Engagement app featuring pickup schedules, bin locations,
- Pop-up engagement activities podium/events
- Redesign of public garbage bins
- “Garbage Art” Event

PROPOSED IMPROVEMENTS

Combining this project directly with elements from team #1's project could easily create an complete experience and address issues in application and execution. Hiring of a staff member to facilitate the “Wall of Shame” and “How Cool is your Garbage” systems within the app would work better than relying on users generating the content.

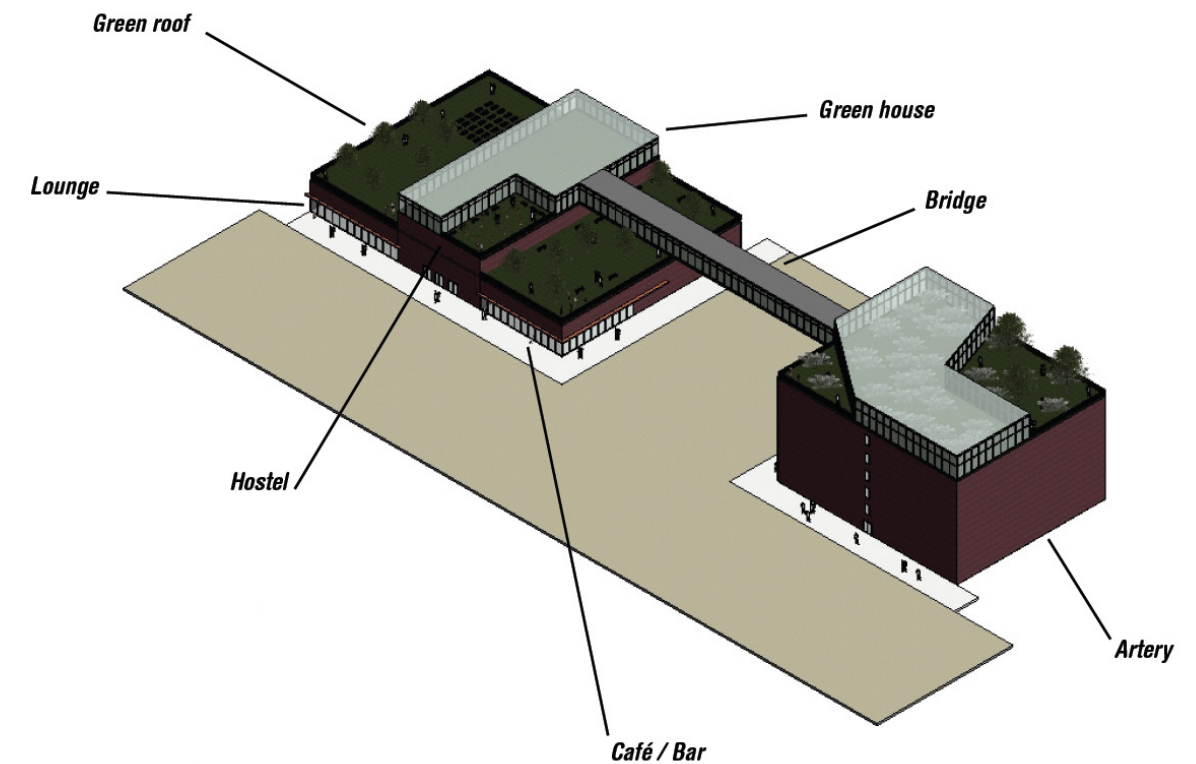
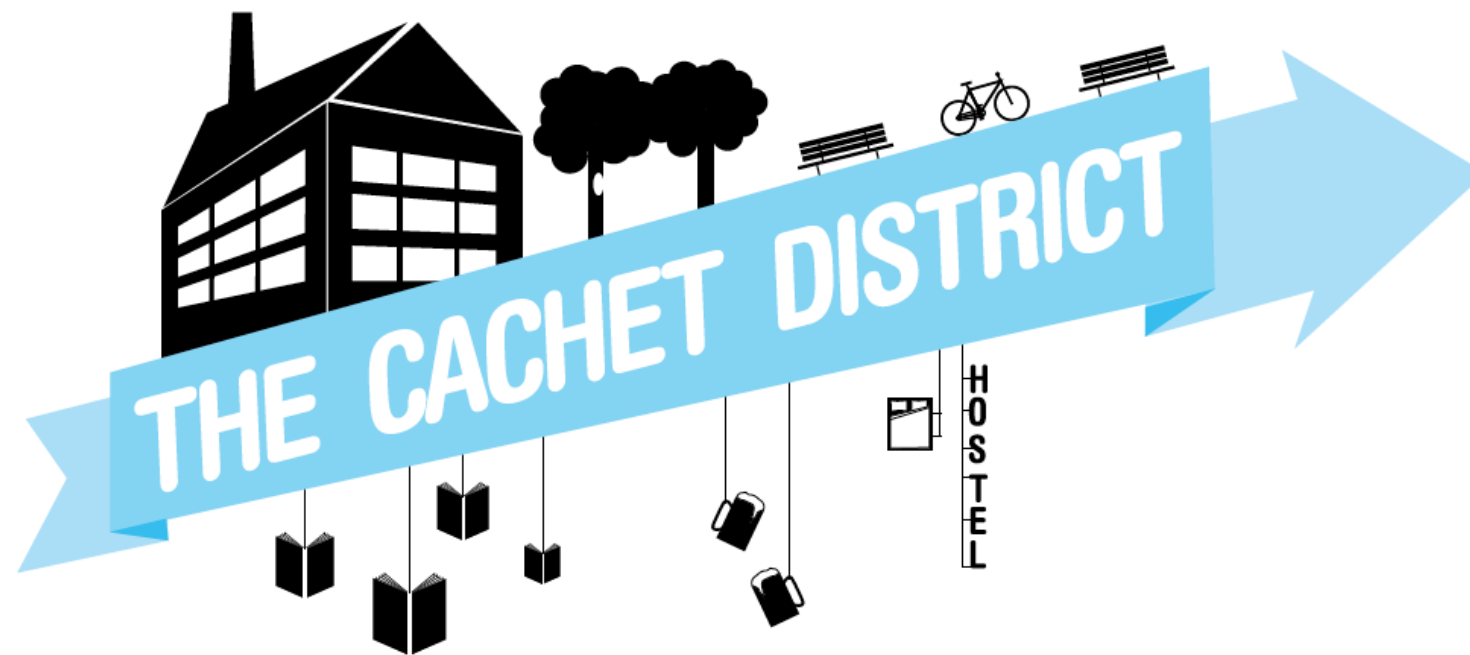


3 CACHET DISTRICT

The Distillery District — Tourism

MAJOR PROJECT

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A district revitalization plan to broaden the demographic of tourists attracted to the area and create a more friendly environment.

STRATEGY

Allowing tourists to more easily navigate to and through the Distillery District. Providing a way to stay in the area that targets a lower income level. Developing a new reason to visit the area that brings the multiple community members, both visiting and resident, together.

COMPONENTS

- Branding of district as Cachet District
- Boutique hostel, catering to varied income levels, with food share system
- The Artery, a neighbourhood hub with rental spaces, co-working spaces, and arts and culture programming
- The Ribbon Effect wayfinding system – three-dimensional ribbons that point towards locations of interest, directing people to and through the district

PROPOSED IMPROVEMENTS

District branding is not necessary and is detrimental – the Distillery District is already a strong brand. Viability of hostel is quite uncertain – why are there currently no accommodations? Re-thinking the food-share system of the hostel is necessary; currently the system has a low chance of success as tourists don't necessarily want to farm/garden on their holiday.



#4 CASTLE DISTRICT

South Great George Street — Tourism

MAJOR PROJECT

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dublin dublin dublin

CASTLE DISTRICT



LIBRARY GARDEN



TUNNEL AREA



TOWER PARK



A branding and revitalization plan to reinforce the identity of the Dublin Castle grounds and strengthen connections to the surrounding area, enhancing the visitor experience.

STRATEGY

Establishing a branded district, indicating a clear destination and experiential identity. Uniting the disparate stakeholders of the area in the operations and marketing of the district. Implementing public realm improvements to welcome visitors to the area, focusing on increasing awareness and accessibility.

COMPONENTS

- District branding and identity, including graphic identity and promotional channels
- District Development Corporation – multi-stakeholder organization responsible for area revitalization
- Public realm plan
 - Laneway system – rejuvenating access routes to Castle grounds, including carving a new path beginning on South Great George St. at Exchequer St.
 - Hubs – spaces for resting and refreshments, and socializing, with digital kiosks for information provision

PROPOSED IMPROVEMENTS

The Castle District Development Corporation needs to be better detailed, including the organizational, decision-making, and funding structures. The removal of parking spaces will need to be addressed, possibly through an underground or ancillary parking structure. Public realm interventions need to be tightened up and better reflect the branding of the district.

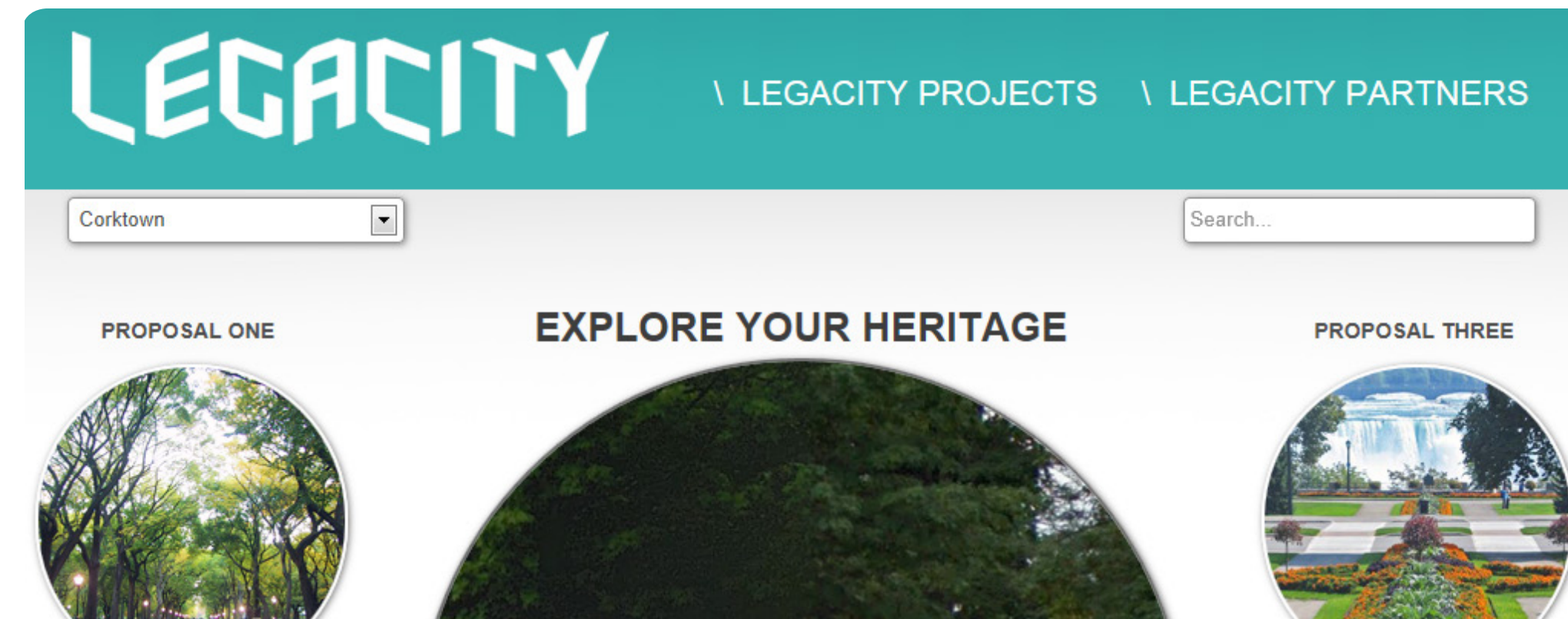


#5 LEGACITY

Corktown — Heritage & Dereliction

MAJOR PROJECT

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A consulting service that empowers and enables citizens to take more control over their neighbourhood heritage strategy – helping communities craft their legacy on their own terms.

STRATEGY

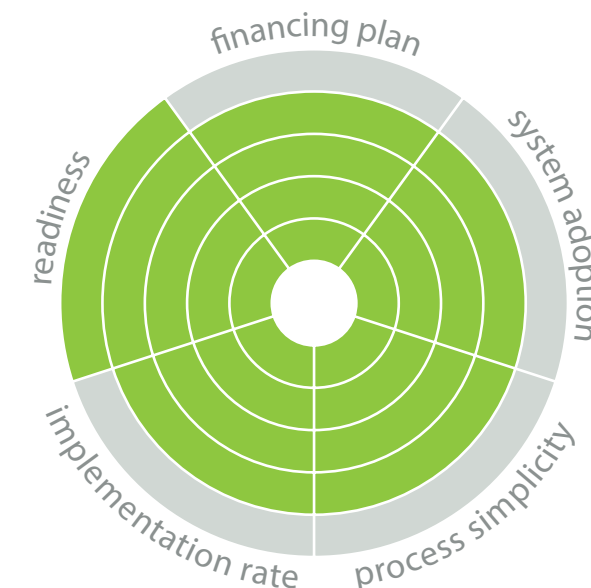
Partner with a neighborhood and its organizing bodies. Collect community heritage assets and citizen ideas for heritage projects through a website. Channel that energy towards meaningful projects through a voting system on professional or user submitted ideas. Inspire communities to support. Connect citizen chosen heritage projects with funders and designers.

COMPONENTS

- Pop-Up Legacity Neighbourhood Studio
- Website / Mobile App
- Launch / Marketing / Engagement Strategy
- Social Media
- Professional Staff

PROPOSED IMPROVEMENTS

Currently Legacity works in parallel with Toronto Heritage Services as a private agency. All Legacity restoration projects would need to abide by City of Toronto regulations and so this truly is a public-private partnership. This relationship needs to be further explored to expose additional constraints or synergy opportunities to improve the service.

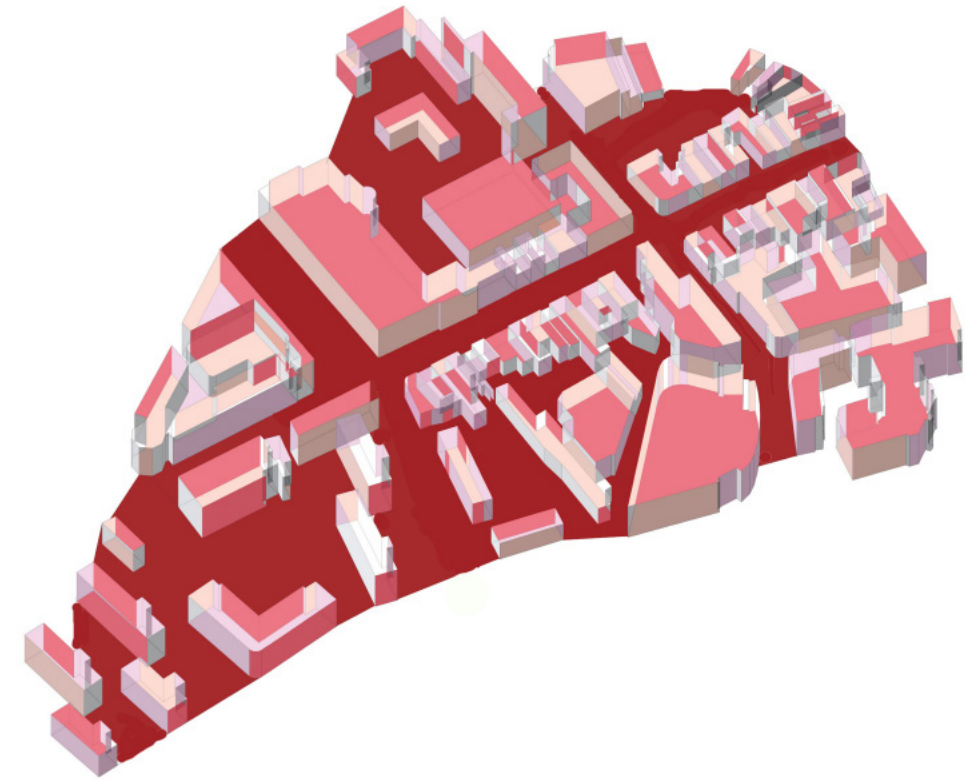


#6 VALENTINE DISTRICT

Aungier Street Area — Heritage & Dereliction

MAJOR PROJECT

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A rebranding and community animation strategy to re-imagine the Aungier Street area as the “heart” of Dublin through the theme of love and romance.

STRATEGY

Through environmental interventions, a new brand identity, programming and local businesses partnerships - create a unique romance themed district. Theme is supported by the local St. Valentine heritage. Interventions increase footfall largely via the green corridor connecting two adjacent parks through the district. Programming and rejuvenation of buildings through lighting, art, street furniture.

COMPONENTS

- New brand identity for district
- Street lighting / Building lighting
- Green corridor connecting adjacent parks
- Street Furniture / Information Panels
- Art Wall
- Cultural and Branded Programming
- Local business partnership strategy to compliment new brand identity.

PROPOSED IMPROVEMENTS

The financial strategy for this project needs to be created (who pays and how). There is also no evidence of how area residents are consulted. A better consultation strategy or more research to prove that the residents of this area would be interested in such are strategy.

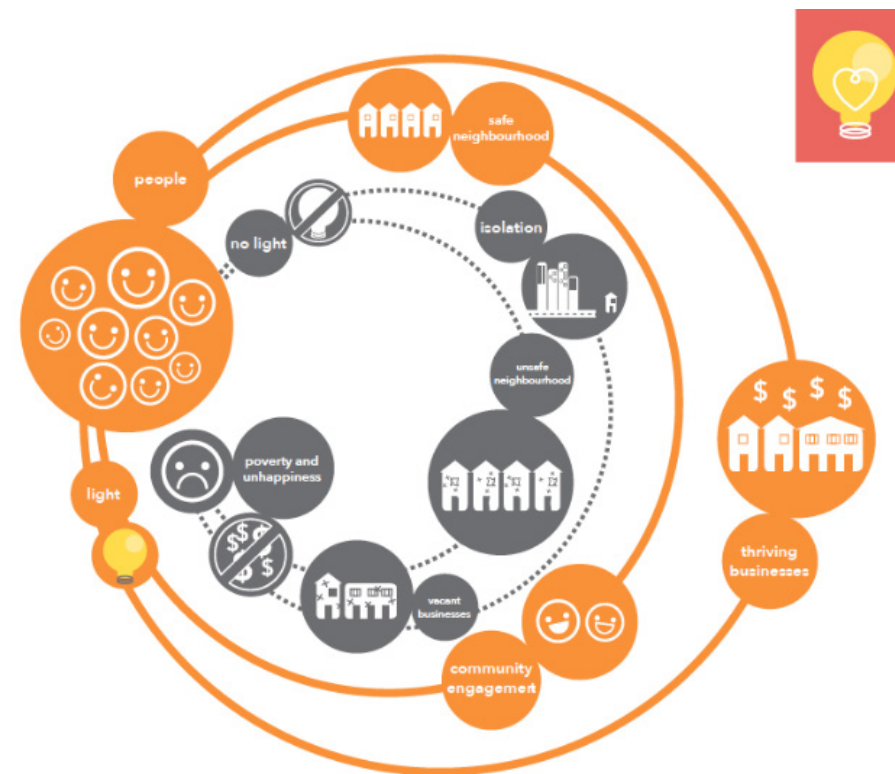


#7 LIGHTEN UP

Corktown Toronto — Lighting

MAJOR PROJECT

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Introduces affordability and sustainable lighting solutions that will also help promote safety and inclusivity within the community.

STRATEGY

Implementing a crowd-sourced lighting design that lets the community dictate its needs. Bring together disconnected stakeholders, generating social and economic capital. Encouraging use of area at all hours, following Jane Jacobs principle that a 24/7 city is a safe city.

COMPONENTS

- A 3 phase lighting intervention.
- Involves the local community, schools, professionals, and businesses to fund easy and inexpensive lighting throughout the neighbourhood.
- Events centered around education and full community resident and business participation.

PROPOSED IMPROVEMENTS

Create and implement methods of data collection to reveal patterns within the neighbourhood to aid in decision making and as a measure of success (eg. crime statistics).

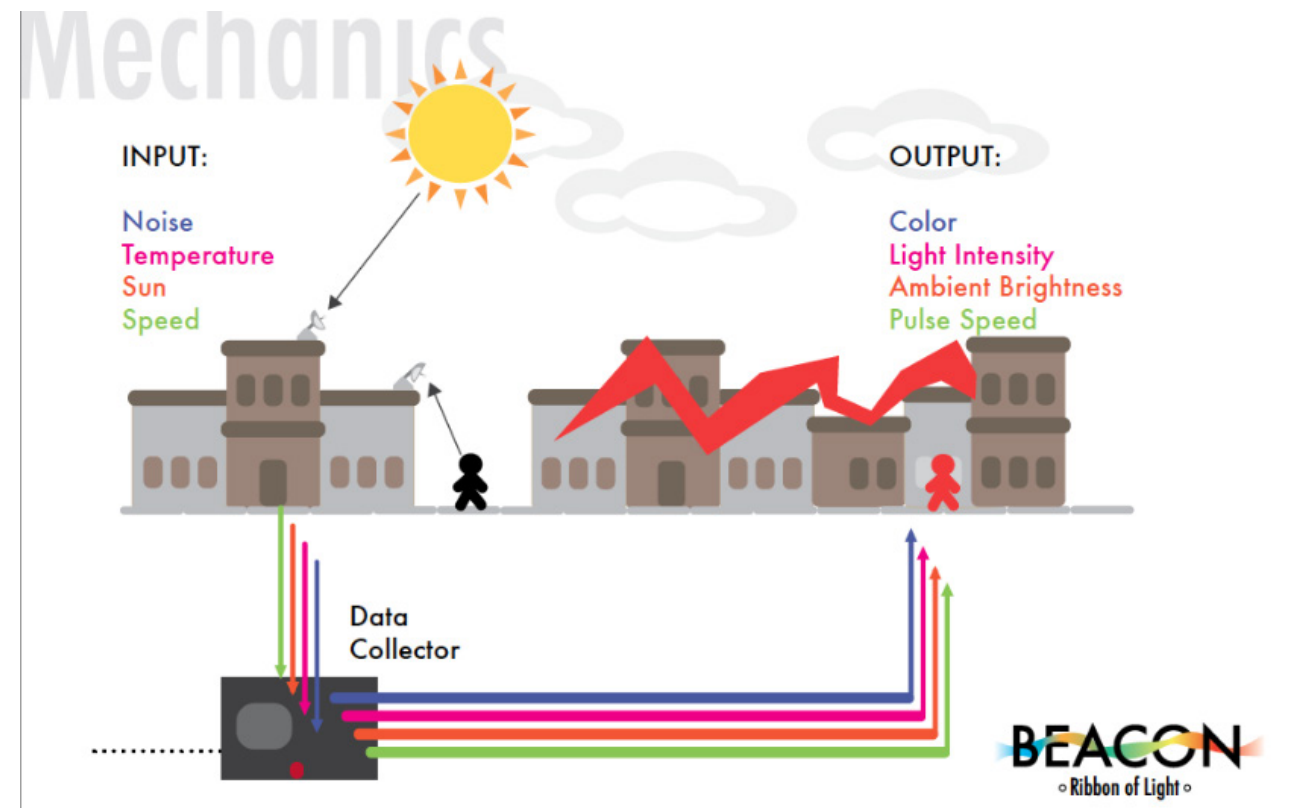


#8 Beacon

Aungier Street Area— Lighting

MAJOR PROJECT

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An artistic lighting intervention throughout the neighbourhood to bring in more business and reducing effect of and incidents of vacancy and dereliction.

STRATEGY

Taking advantage of new lighting technology to enliven and brighten the neighbourhood. Using artistic lighting to move infrastructure beyond utilitarian aesthetics and provide a beautification function. Collecting lighting data to help determine lighting needs.

COMPONENTS

- Building projections.
- A built ribbon of light built into and around buildings.
- Illuminated street furniture.
- Add a data collecting technology to produce light effects.

PROPOSED IMPROVEMENTS

A technology that would serve as a data base for community info would be more relevant - for example, collecting information on usage patterns would help determine lighting needs. A more appropriate lighting intervention would be one that is more subtle.



9 Plug In

S.t James Town — Energy



A fitness course composed of different stations across St James Town that produce energy when machines are being used. People are rewarded by credits they can spend at the local businesses when energy is being produced.

STRATEGY

By getting people to stay active, the strategy is to educate resident about energy consumption while keeping money within St James Town. In the long term, making more businesses come to the neighborhood and create a safer, more well utilised place.

COMPONENTS

- several covered and modular stations that protect fitness machines from the elements
- wall spaces on those stations for the community to express themselves through art and advertisement boards to educate on the benefits of saving energy.
- a path to connect the stations
- a campaign (expendable to other neighborhoods in Toronto)
- a reward systems at the local businesses.
- a card to collect credit when energy produced.
- a payback for the local businesses in the form of a tax deduction.

PROPOSED IMPROVEMENTS

Simplifying the system. Designing a phased implementation plan with fewer initial components.



10 Switch

Redmond Hill and Wexford Street — Energy

MAJOR PROJECT

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SWITCH

Game-ification of a public service related to energy consumption.

STRATEGY

Engaging the audience by showing the open data of their consumption and creating a gamification of the system in order to make people want to reduce energy usage.

COMPONENTS

- app
- website
- awareness campaign

PROPOSED IMPROVEMENTS

Create a better way to make people care about reducing energy consumption in general, so it is not only for their household consumption and money saving but also when they use other facilities to make sure that the pay back is not only on a personal level but it benefit the environment to a larger scale.



#11 THE PATH

Redmond's Hill & Wexford St — Social Services

MAJOR PROJECT

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Colour Codes

community service

education

food

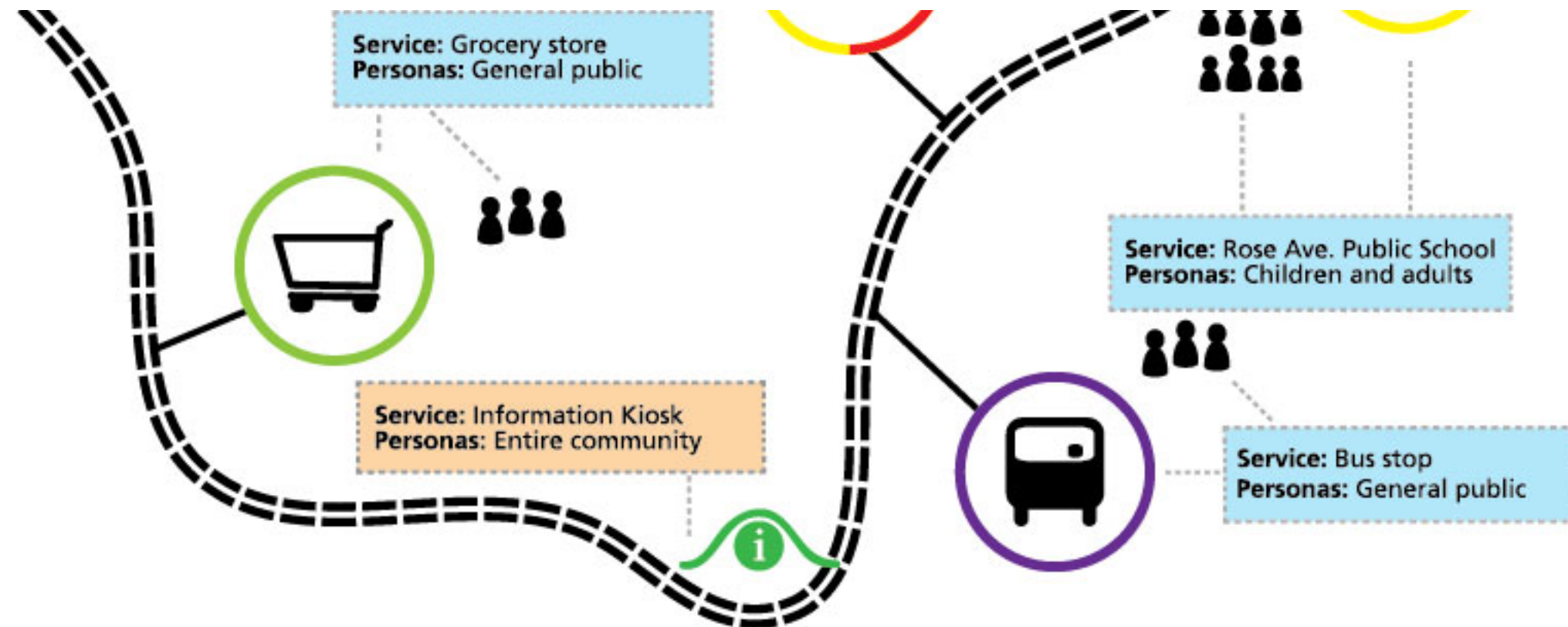
recreation

transit

religion

existing service

proposed new service



A physical path through St. Jamestown that connects residents and visitors to social services, destinations, opportunities and events.

COMPONENTS

- A meandering brick-lined pedestrian path throughout residential and commercial areas
- A corresponding bicycle path
- Public space to host events
- Interactive kiosks set in a creative spatial designs and scattered along The Path

STRATEGY

Improving access to social services in the area by increasing the visibility of 'hidden' assets and connecting them physically, while making improvements to the public realm.

PROPOSED IMPROVEMENTS

To increase the usefulness and relevance of The Path, informal paths and places where people congregate in the neighbourhood would need to be researched and observed so that existing patterns and behaviours would be supported. Residents and organizations could also be involved in designing, sponsoring or building pieces of The Path.



#12 SPARK

Redmond's Hill & Wexford St — Social Service

MAJOR PROJECT

make speak see
dublin dublin dublin

spark



A new kind of employment resource centre driven by a social space that cultivates interaction, and increases access and exposure to opportunities (job, volunteering, internships etc.).

STRATEGY

Firstly, Spark reimagines the space and experience of an employment centre, secondly, it co-locates existing but disparate services (FAS, Dept. of Social Protection) and generating revenue through a café & rentable work and event space.

COMPONENTS

- Interaction floor — Café, social space, Kidzone
- Exposure floor — Bookable flex space catering to larger group events
- Opportunity — bookable coworking space, Spark Coaches
- Access — Computer & print stations, Resource Library, link to DCC Library services
- Programming — in-house created programs (mentorship, Spark Sessions, Day in the life), partner programs delivered at Spark, social events
- Website — Crowdsources users needs, houses resources

PROPOSED IMPROVEMENTS

Spark could be improved by better integrating with unemployment services such as welfare delivery and, specifically at this location, connecting with the nearby Welfare Office.

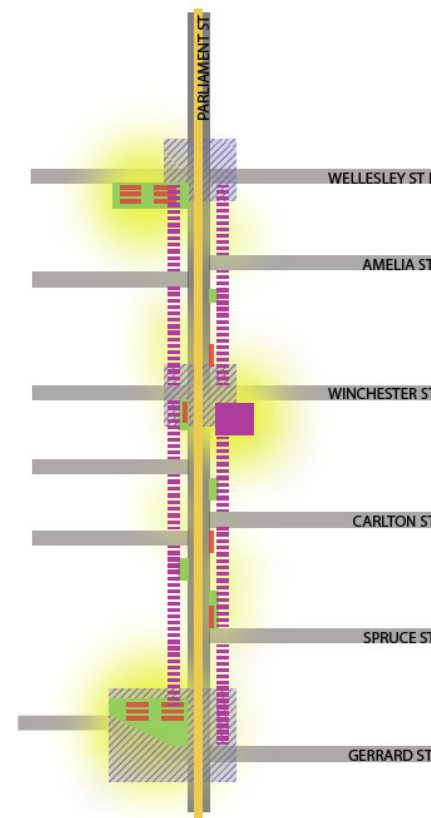


#13 MAKE YOUR MARK

Cabbagetown— Business Improvement

MAJOR PROJECT

make speak see
dublin dublin dublin



Make Your Mark is a crowdsourcing model for redesigning infrastructural elements of cabbagetown, making people feel safe and enjoy spending time in the area, improving business pride and partnerships, and ultimately increasing traffic and therefore economic activity.

STRATEGY

a crowdsourcing model to collect ideas from the public, pair down and design these ideas through a committee, and then work with the city to implement the designs.

COMPONENTS

- The development of a committee to oversee the project that is made up of BIA and local association and community members.
- Events (at annual Cabbagetown festival and BIA pop-up-shop) as well as a website, both used to allow people to design infrastructural features (including seating, lighting, green spaces, improved waste systems, cleaner facades, and creating a focal point in the centre of the area)

PROPOSED IMPROVEMENTS

- Creation of a business model to lessen the reliance on volunteerism
- Development of a scalability plan for how this structure could work for neighbourhoods of a larger size



#14 CAMDEN POINTS

Wexford St. and Camden St. Lower — Business Improvement

MAJOR PROJECT

make speak see
dublin dublin dublin



Camden

Camden Points is a rewards points card system that can be used at all participating businesses within the parameter of the defined area.

STRATEGY

The main strategy is to bring together businesses of the local area to all be a part of this rewards program. The second component is branding the area distinctly from the rest of Dublin, and promoting the points card itself so that more people will shop in the area, increasing traffic and therefore economic activity.

COMPONENTS

- Mainly, it is a rewards points card.
- As support, added seating and lighting to make the street more shopping-friendly.
- Branding the Dublin Bikes from the area with a “Camden” logo to market the area.

PROPOSED IMPROVEMENTS

- More thorough plan for how/which businesses will give incentives
- Creation of a points/bartering systems amongst the businesses of an area itself to support one another



#15 CONNECTION WITH THE CITY

Cabbagetown - Traffic

MAJOR PROJECT

make speak see
dublin dublin dublin



This project is a system of physical street objects that will improve access to the desirable area of Cabbagetown. It solves the problems of a lack of parking and accessibility, and alleviates the geographic isolation of Cabbagetown.

STRATEGY

Connection with the City attracts people to the area by making it safer and more accessible with its physical components. In the long run, it will stimulate the local economy.

COMPONENTS

- A three-storey, multi-purpose parking lot that will include a roof garden, cafeteria, recreation centre, food market, and food bank. Only one storey will be aboveground and it can hold up to 150 cars.
- Painted patterns on crosswalks to make them safer and more attractive
- Large, modern, and attractive bus stop shelters
- Temporary street seating for warmer weather months

PROPOSED IMPROVEMENTS

This project is currently a series of seemingly random components that do not come together in a system. They also require infrastructural change which is costly and takes a long time. We can consider the underlying theme of 'accessibility' in this project, instead of the complete physical rehaults, and create more achievable goals.



#16 DUBLANEWAYS

Wexford Street & Camden Street Lower

MAJOR PROJECT

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Dublaneways is a laneway network across the City of Dublin, supported by a digital platform and on-street presence. It improves traffic management, takes advantage of misused or abandoned space, and creates a safe route for pedestrians and cyclists.

STRATEGY

This project manages pedestrian and cyclist traffic by diffusing it away from the city's main streets. It is a way for Dubliners to use their city better. In the long run, Dublaneways can stimulate local economy, develop misused space, and bring the community together.

COMPONENTS

- The physical laneways network throughout Dublin, which includes pedestrian footpaths, park paths, back lanes, and other shortcuts
- A digital platform (website + app) that calculates routes, accepts submissions for favourite or new routes, and automatically collects user data to show “most popular” routes
- On-street information boards that show the laneways network map and Dublaneways information
- On-street markers for where the laneways start

PROPOSED IMPROVEMENTS

This project must further examine how the community-led development of the laneways could be ensured, and show how this is a guaranteed return on the initial investment of setting up Dublaneways. This could be done by DCC offering [monetary] incentives for laneway development in the future, community campaigns, or pop-up shops.



#17 HIVE

Regent Park — Food

MAJOR PROJECT

make speak see
dublin dublin dublin



A community-based training program which cultivates social networks and relationships, using food as a common point of connection

STRATEGY

Connect existing community assets with structured programming, focussing on the high youth population in the area as a point of entry.

COMPONENTS

- Skilled volunteers from post-secondary institutions
- Community Centre employees
- Various types of community gardens and a community kitchen
- Pop-up restaurant and market
- Training programs for gardening, selling, cooking, etc.

PROPOSED IMPROVEMENTS

Improve methods of engagement and actually getting kids to join the program. Utilise resources in the community in terms of adults, recent immigrant with different knowledge-bases, elderly residents, etc.



#18 FOOD

Camden Street Upper & Richmond Street South — Food

MAJOR PROJECT

make speak see
dublin dublin dublin



A community-based program that provides healthy, local food alternatives for a unified, self-sustaining human ecosystem

STRATEGY

Partner with local businesses to provide various food-related services to the community, eliminating food waste in the process.

COMPONENTS

- Field trips, nutrition classes, modified curriculum
- After-school program
- Food delivery services, food truck
- Community gardens, vertical gardens, greenhouses, green walls, rooftop gardens
- Adult cooking classes
- Incentives for eliminating waste

PROPOSED IMPROVEMENTS

Simplify to focus on a core goal, with less components.



#19 TAP

Regent Park, Toronto — Arts & Social Innovation

MAJOR PROJECT

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An interactive and dynamic network that connects people through social and cultural services.

Aims at solving the problem of lack of awareness of cultural and social services.

STRATEGY

Provide visibility and awareness of the cultural and social services through installations in the vicinity of the neighborhood.

COMPONENTS

- System of social community interaction boards that provides:
 - Dynamic information about social and local services in the community
 - Input portals for interaction and feedback
- Digital interface offers dynamic real time information such as calendar of events, Job classifieds, maps, multi-language translation about services.

PROPOSED IMPROVEMENTS

There is a possibility of vandalism of new installations and hence a low cost design solution would be most preferable.



#20 VIART

Camden St Upper & Richmond St South — Arts & Social Innovation

MAJOR PROJECT

make speak see
dublin dublin dublin



A platform for artists, community members and stakeholders to engage, share and collaborate on meaningful art projects.

An interactive website with member profiles, events and projects, in person networking, shared resources, professional development events and more.

STRATEGY

VIART builds on existing facilities and services provided for Artists by city of Dublin. Viart uses a model with Art at it's core that yield collective economic benefits across the economy..

COMPONENTS

- CREATE - Helps artists and community members to start an art project, join an art project or fund an art project
- SHARE - Helps artists and community members to share and trade skills and resources pertaining to art.
- EDUCATE - Helps artists share their knowledge and skills with the community through educational programs / workshops thereby enriching artistic skills.
- Conversion of a derelict building into a recycling/processing plant

PROPOSED IMPROVEMENTS

Prototypes of projects, events, educational programs achieving the objectives of Viart need to be designed to better understand the benefits offered.

