Advancing Tactical Urbanism
How placemaking and cosmopolitics generate social sustainability enhancing tactical urbanism
Abstract

Placemaking is a collaborative approach to redesigning spaces into places that improve their community value. Placemaking practices claim to be quick and easy to implement which is true in comparison to government level plans and policies but do not appear quick at an individual level. Tactical urbanism tackles the problem of slow change with a bottom up process that allows for fast changes to urban environments that can be conducted at an individual level. The spaces addressed by tactical urbanism are spaces that do not work to their intended use; they are underused, empty, or unmaintained. These spaces can vary in size and type. They can exist within a timeframe that is shorter than a change can occur from a quick placemaking practice hence why tactical urbanism becomes the appropriate response. Many of these places require responsive and swift action if they are sought to be improved. The spaces and designs that are tandem often have lasting positive effects in their communities. Concepts from cosmopolitics will be tied with placemaking principles to see if they are able to enhance and bring another element to tactical urbanism. The combination of these elements will aim to create care in relationships between humans and place. This report will explore how placemaking principles, cosmopolitics and tactical urbanism can be used to create meaning and sustainability in spaces making them great places. Experimental interventions are used to put these concepts into practice. The interventions are focused at several locations around Linnaeus University campus.

Keywords

Placemaking, Tactical urbanism, Cosmopolitics, Social sustainability, Care

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1 Introduction

Creating great places is a difficult task no matter what level of government, experts and organizations you involve. Using placemaking principles a process starts to develop and with the right synergy of efforts great places can be created. Since few entities have these efforts at their disposal, small bottom up approaches are more accessible to the general public. The name for these approaches is tactical urbanism. Alone it is a tool for the public to make concise contributions to their community. Tactical urbanism can greatly benefit from the additions of selected elements from placemaking. With the addition of an understanding of cosmopolitics, tactical urbanism become more socially sustainable by introducing care into relationships between humans and places. To begin this process, an introduction to placemaking is necessary to understand what goal is to be reached.

2 Placemaking

Placemaking is one of the most important topics I have learned while studying planning at the University of Waterloo and many of its facets are lessons, predominantly about social sustainability, have been reinforced during my design studies at Linnaeus University.

The Project for Public Spaces (PPS) is a non profit organization that helps people make great places and strengthen communities. Their definition of placemaking is: “Placemaking refers to a collaborative process by which we can shape our public realm in order to maximize shared value” (What is Placemaking, 2018). A thorough way of understanding Placemaking is through its eleven elements:

- The community is the expert
- Create a place, not a design
- Look for partners
- You can see a lot just by observing
- Have a vision

![Image](attachment:Figure_1.png)

**Figure 1:** The Place Diagram (What is Placemaking, 2018)
Start with Petunias, lighter, quicker, cheaper (small steps)
• Triangulate
• They always say it can’t be done (ignore naysayers)
• Form supports function
• Money is not the issue
• You are never finished (placemaking is an ongoing process)

To put it simply, placemaking is about making great public places. To define great places we can refer to the Place Diagram.

The four main sections of the Place Diagram are sociability, uses and activities, access and linkages and comfort and image which are all divide further into sub-sections. Access and linkages refers to how easy it is to access a place which takes into account private, public and active forms of transit. This also includes how easy it is to get through a space. Comfort and image includes the aesthetics of a location which often reflects a place’s perceived safety, level of maintenance, care and how easy it is to rest and relax. Uses and activities are what attract people to a location; if a place is empty it often implies there is something wrong. Finally sociability which is the most difficult out of the four to achieve usually relies on the three before it to be successful. It is the high interaction rate between people in a place and when successful, people feel an attachment to the place and community. Examples of these attributes and elements in practice are illustrated in 5 to 10 on Hennepin and Perth Culture Center.

5 to 10 on Hennepin in Minneapolis, USA, was a five block summer festival that created a “platform for marginalized, predominantly homeless communities of Hennepin Avenue to express themselves creatively through arts, culture, and music” (5 to 10 on Hennepin, 2016) with the collaboration of local and national companies, collaboratives and levels of government. This location hosted three events with cultural activities and performances bringing new life to an underused space. Continuing after the festival PPS and the Hennepin Theatre Trust worked with the local government to create a long term plan for their community.

The Perth Cultural Center based in Perth’s city center was not functioning at a high capacity despite its excellent location and access to transit. The Perth Redevelopment Authority collaborated with the PPS and local community to activate this district. The district was mostly used as a throughway hence the plan was to create a space where people of all ages could use during any time of day, any day, any season. As the project progressed an urban wetland, stage, seating, wifi, projecting equipment, ice rink and more were added to the district. As the improvements were made other cultural organizations began to create their own visions enhancing the space further. With many small and some inexpensive changes the cultural district became a highly sought destination and had its own new character (Perth Cultural Centre Place Plan, 2009).

Both Perth and Hennepin are locations that gained incredible benefit from the PPS and its placemaking strat-
strategies. These projects exemplify exactly what urban planners, municipal government, communities and their leaders should strive for and they provide a good framework to achieve these goals. Despite their claim for quick changes producing impressive results, they do not appear quick from the perspective of individuals. Many of these principles are applied at levels of government that have the resources to work with urban planning whereas this project does not. When addressing connectivity and linkages a municipal and regional government can decide how their transit works, the layout of their rights of way, how uses and housing are distributed throughout. The top down role governments and larger organizations play in urban planning and placemaking are crucial for urban development but due to their magnitude they take significant time to work.

For an independent designer, placemaking is a difficult topic to tackle. Small actions that focus on small problems are where a designer’s role lies. Well thought through and active changes can improve small spaces. These actions are the small steps that make placemaking accessible and not exclusive to larger entities. Since placemaking is such a broad field only some of its concepts can be used at an individual level.

2.1 Narrowing Scope

To focus on what can be done at an individual level only certain concepts can be utilized from placemaking theory and urban planning. Pieces that can be utilized at an individual level include: observation and research, the Power of 10+, starting with petunias (small steps), and eyes on the street.

Observation and research are crucial when working with urban planning at any scale. To attain an excellent result from any project it is always necessary to conduct thorough observations and research to become an expert in one’s undertakings. The knowledge gained at this stage is what separates site specific designs which work in harmony with their settings from cookie cutter solutions imposed on sites that may do more harm than good.

The Power of 10+ is a tool used for placemaking developed by PPS. This tool can be used at different scales whether looking at an entire city or a small park. The tool helps remind planners of the human scale since it is often forgotten when looking at a city as one large entity (The Origin of the Power of 10, 2009). The idea is to improve places by having many reasons to people to use and inhabit them. A range of activities attracts a range of people diversifying spaces and creating a balance between activities and uses. These activities can include enjoying artwork, proper seating, music to listen to, food to eat, history to learn, space to work out, and games to play.

Starting with petunias is a metaphor for working quickly, inexpensively and taking initiative (Madden & Wiley-Schwartz, 2010). These are the first steps that are taken to bring about larger change. The nature of these small steps is if something does not go as planned it is not a significant setback. The short term improvements
can be flexible and be reconfigured to adapt to change and improvement.

Eyes on the street was a phrase coined by Jane Jacobs, an influential journalist and urbanist, in her book The Death and Life of Great American Cities. What is meant by this statement is that there are eyes that belong to the street; those who occupy the space and live abutting the space are its proprietors. Due to this perceived ownership, neighbourhood safety and levels of comfort increase (Jacobs, 2011). People are often what make a place, acting not only as observers and actors but also as the activities and points that bound areas. Large amounts of people become self-propelling engines that can entertain themselves and create something out of nearly nothing.

These four facets are what will be taken forward and melded with tactical urbanism. The product of this relationship will be the birthplace of interventions whose goal will be to improve spaces around Linnaeus University Campus.

3 Tactical Urbanism

The newest movement to come out of urban planning and urban design lives within new urbanism. New urbanism is a movement that promotes walkability and connectivity without forgetting about the natural environment. Diversity in housing and uses, emphasis on aesthetics and comfort all reach towards the goal of sustainability and improving quality of life (Farr, 2008). The next step that was popularized in new urbanism is tactical urbanism. Since placemaking can be a long and difficult process, people have taken it upon themselves to take action and make improvements to urban spaces using minimal time and resources.

“Tactical urbanist projects tend to demonstrate some of the following characteristics: a reliance on ingenuity, a preference for rapid deployment, a willingness to experiment and revise in process, a tolerance for error and perceived failure, an ability to value intangible benefits such as new and improved relationships and proof of concept, and a willingness to start (and sometimes stay) small.” (Murno, 2017, p.51)

Tactical urbanism is nonexclusive and an accessible bottom up process that could be utilized by any individual, group or community (Silva, 2016). These actions can be purely aesthetic and simply lead to beautification of areas that require it or they can be a series of actions that lead to a larger goal. Tactical urbanism are the baby steps that everyone is able to take that leads towards placemaking. The baby steps are the small changes people can make to improve their spaces, making change palatable for all. Some successful movements within tactical urbanism include guerilla gardening and park(ing) days. Guerilla gardening is the repurposing of underused or empty land for gardening, usually done without permission. The movement is intended to raise environmental and social issues from community aesthetics to local and sustainable food. Similarly the park(ing) days’ intent is to reclaim underused parking lots and individual parking spaces by converting them into community friendly uses such as pocket parks, seating and eating areas. Reclaiming the sites designated solely for automobile use increased the value of the pedestrian public realm making many concrete areas desirable and inviting even for a moment (Lyndon et al. 2012).

Tactical urbanism focuses on relatively small spaces compare to placemaking practices. To work with these smaller spaces an advanced understanding of them is necessary. Cosmopolitics offers a perspective that sheds new light on this understanding process.

4 Cosmopolitics

Cosmopolitics can be broken down into “cosmos” and “politics” to understand its meaning. Cosmos referring to all entities and anything else that must be addressed in the governance, decision making processes and power that make up politics (Latour, 2007). The critique within the moniker is that politics are dominated by humans while other entities and other diverging worlds are forgotten. Cosmopolitics attempts to redistribute power and focuses on all entities rather than being human dominated. Practically it is difficult to give power to other entities such as fauna, flora and places hence the responsibility defers back to humans to work in the presence of these other entities. Adding cosmopolitics to decision making and designerly practices does not entail a final correct approach but rather a method to broaden perspectives and raise awareness of these other entities and their well-being (Stengers, 2005).

Natalie Jeremijenko, an artist and engineer illustrates the concept of cosmopolitics in her projects including a few examples such as the environmental health clinic at New York University, the tadpole bureaucrat project, and communication technology for birds. The environmental health clinic is a place where people come not with personal health problems but with environmental health problems. She calls patients that come to the clinic “impatients” since they do not want to wait for top down changes to address environmental health issues. The tadpole bureaucrat project is an experiment where tadpoles are named after bureaucrats that make changes that affect water quality. The project includes tadpole
walkers which are devices that let you walk your tadpole as if you were walking a dog. Since this is such a strange sight, a person walking a tadpole is likely to be questioned by passersby about the walker. The questioning would lead into a conversation where the person with the tadpole walker would introduce the tadpole, explain the name, what they are doing and what the decisions of said bureaucrat are. This leads to social networking not just for people but for tadpoles. Communication technology for birds is a project that revolves around motion sensors connected to a speaker near bird perches. When birds land on a perch they activate a voice recording that would try to coerce people to feed the birds. Personifying birds and giving them a voice draws human attention and encouraged people to share their food (Jeremijenko, 2012).

Another example of cosmopolitics in practice can be found in Climate Cosmopolitics and the Possibilities for Urban Planning. Concepts of cosmopolitics are utilized by planners in Sydney, Australia to promote socially diverse, urban livable spaces which also consider how we live together in cities with non-human elements: bird populations and their habitats. The project allows the residents of Sydney to become aware and involved by aiding the planners in their work meaning that all citizens have the power to help the bird populations through their involvement (Houston et al. 2016).

These examples focus heavily on non human living entities while this project will focus on spaces and specific sites. Since the project will target non human, non-living entities the dynamics will be different. Elements from these examples that will be taken forward into this project include: others’ participation as seen in the example from Sydney and unique and novel sights from Jeremijenko’s tadpole and bird projects to instill curiosity in people attracting them to act and explore.

5 Sustainability

Principles from placemaking inherently support facets of sustainability. Placemaking and tactical urbanism specifically target social sustainability. Social sustainability is difficult to calculate and quantify since it has to do with complex social systems and is generally qualitative. Often approaches to the evaluation of social sustainability rely on qualitative studies and do not rely on number crunching. The results of actions that are considered socially sustainable can be difficult to predict likewise with placemaking initiatives. Placemaking compared to other urban design practices has much higher chances of success due to participatory methods used in its process but even with a higher success rate it is difficult to pre-dict and quantify the amount of success a placemaking project will have. Despite these difficulties it is still possible to predict and anticipate some of the benefits from placemaking practices.

Social sustainability refers to everything that affects human wellbeing. This includes factors such as human health, emotional needs, family, and community (Rogers et al. 2012). This project and placemaking specifically target community when referring to social sustainability. On Maslow’s hierarchy of needs placemaking addresses the higher steps including the sense of belonging (to a community). Relationships to family, friends, groups and communities help create a sense of belonging. Placemaking is similar but gives a space for relationships between people to grow while simultaneously creating relationships between people and these spaces. Birthed from these relationships between people and spaces, a sense of attachment grows along with care and ownership. The relationships that are formed and strengthened by placemaking practices do not encompass all of social sustainability but they do target a specific aspect of it that is important to human wellbeing.

Changes to urban spaces that happen through the principles of placemaking strengthen the bond between communities and those spaces. The growing relationship between community and space increases sense of belonging and social capital (Bijl, 2010). Placemaking practices have more than just these benefits since placemaking practices are often targeted at areas that need change. In the example previously stated, 5 to 10 on Hennepin focused on marginalized communities and homeless populations. The event led to further planning with local government to improve the communities, facilities and resources for these people. Tactical urbanism is the small individual steps that lead to this larger change and goal. They allow for customization and personalization of spaces by any individual allowing for more dynamic relationships with care to form between people and place.

6 Care

Care is the catalyst of relationships. Relationships between humans survive on care but are complex and involve other factors. Looking past human relationships, it is clear that care is need in every existing relationship. Care is how we maintain our world and all the actors within it, it is how relations are created, sustained and balanced (Bellacasa, 2017). Looking again at cosmopolitics and the existing environment, Donna Haraway states that our bodies do not have to end at our skin and
that the care we give ourselves should extend past our individuality. Thinking in the presence of and with others including non organic entities such as one’s setting is an extension and act of care which can form and nurture relationships (Haraway, 2000). Aiming further Donna Haraway extends the position from thinking with to living with when she writes about dogs as domesticated pets (Haraway, 2016). The notion of care is stronger when living with but it is a stage of care that should develop after thinking with is met. Starting at the beginning, actions of caring and not caring are what make and unmake relations. It it also important to realize that care is not an obligation; obligation would actually diminish care. Care is a condition and in practice care can be just doing something. Through care and the repair and maintenance it entails, relationships are able to thrive. Care becomes a method and a motivation for making spaces into places. Instilling even small seeds of care into people becomes the first step of this process.

7 Space

Space is an ambiguous term and can refer to many things. There are many different types of spaces but this project with focus on small spaces that are underused, empty, unmaintained, or have high potential to be more. Some examples of these spaces include:

Construction sites which are often overlooked and not properly taken care of since they exist for short amounts of time

Empty public spaces such as fields and courtyards which are created as spaces for activities and socializing but fail due to the lack of effort in maintaining them, lack things to do and lack of people moving through the space

Places that you only temporarily occupy that act as throughways such as long paths and alleyways; usually places of origin and destination of human movement are designed for but their connective infrastructure counterpart is often forgotten

The medium of my project will revolve around these spaces and my goal will be to turn them into places. I plan to do this through adding meaning to these spaces, “space plus meaning equals place” (Dolan, 2012, p.42).

Some examples of spaces have been improved that this project takes inspirations from are the Philadelphia Museum of Art, the Future Shack, the Wast-Ed workshop, and the Neighbourhood party workshop. The Philadelphia Museum of Art which while under construction had less access to the art indoors. In response to this issue, it replicated pieces of art and put them on the plywood walls surrounding the construction outdoors (Hümbs, 2017).

Figure 4: Philadelphia Museum of Art external construction exhibit (Hümbs, 2017)
Temporary designs and installations do no only have to focus on beautification and aesthetics, they can be more meaningful and contribute to public good by providing a rapidly reactive solutions to unexpected problem. Sean Godsell Architects created the Future Shack which was a temporary housing solution for emergency relief (Brower et al. 2009). It was a affordable way to create new spaces that helped many people in need. Good loc-
cal and immediate examples of newly created temporary spaces are provided from my peers, one from the proj-
ject Wast-Ed where the group created a space outdoors to run their workshop. The space was made from found and reclaimed furniture around Linnaeus University campus and the participants of the workshop. The space lasted for a couple hours but drew attention from other students encouraging socialization and constructive conversations. The Neighbourhood Party workshop held by Sofia Ratzinger for her bachelor project was a temporary space she created in her apartment building. The space that she used was the foyer and a nook under the stairs in the apartment. Previously the space was empty and not inviting. For the workshop furniture, carpets and pillowed were placed to create a comfortable space with seating, refreshments and good company. Few outsiders joined the workshop but it gained the attention of every-
one who passed by. For a short time this became a great place.

Elements that the project can benefit from displayed in these examples are how people can make a place, using existing materials instead of buying new can make making places more affordable and approachable and solutions do not have to be permanent to solve problems and make spaces better.

8 Space + Meaning = Place

The outline of my practical work will revolve around the equation of Space + Meaning = Place. My goal is
to give meaning to spaces to extend the amount of time people interact and stay in these spaces. Once any in-
teraction occurs, the experience will be where a relationship between human and places originate. Concepts from placemaking, urban planning, tactical urbanism and cosmopolitical theory become the meaning that will change spaces into places.

8.1 Space

The setting for my experimental interventions will be lo-
cated at Linnaeus University campus in Växjö, Sweden. I will select spaces that I am familiar with. They will be locations that I deem underused, mistreated, unmaintained, and empty. I have taken the role of this decision making due to two main reasons: my daily use and observation of many of these spaces making me a self pro-
claimed expert and due to my background in planning an urban design.

8.2 Meaning

Theories from placemaking and cosmopolitics are what will drive the meaning to change spaces into places. Cosmopolitics strives to build bridges and connections between diverging worlds to eventually create a com-
mon world (Blaser, 2016). There exists a current discon-
nect between the world of the settings and artefacts that compose temporary spaces and the world in which hu-
mans act and exist. The result of this disconnect are the underused spaces around us. Cosmopolitics will provide a strong foundation to study spaces and create site spec-
ificity which is a crucial factor in the success of placemaking and urban planning. With the implementation of placemaking and cosmopolitics it is possible to encourage people to use these spaces more than they are currently used. From the activity these underused spaces will undergo relationship will begin to form.

8.3 Place

A place is a successful space that can be created using placemaking elements. A great place exemplifies the qualities shown in Figure 1: The Placemaking Diagram. As an individual, I do not anticipate to create great places to the same scale as an entire community and their collaborators striving for the same goal. Rather I plan to revitalize small temporary and underused spaces. The revitalization is meant to intrigue people, make them stop and spend a moment and start some thought and conversation about that place. Ideally these places will inspire people to understand that small changes can make a difference to a space and convey the message that anyone can make these changes.

9 Practical Work

For my practical work I have embraced tactical urbanism and worked with spaces around Linnaeus University. With knowledge of placemaking both from research pertaining to this report and from previous studies in urban planning I created experimental interventions with the motive of drawing student pedestrian attention. From their attention the interventions were meant to nudge people into spending a longer moment in these spaces, spark interest, conversation and socialization over the relevant spaces and topics addressed. Further the interventions were meant to help conceive care and develop relationships between humans and places. The spaces I have worked with are ones on campus that I am familiar with and that I have deemed to be underused, mistreated, empty or had strong potential to become more. I turn these spaces became my collaborators for this project. The spaces were transformed in ways that are non-intrusive, reversible, non-damaging, and minimal. The purpose was to change these spaces as much as possible with minimal physical manipulation. These spaces were addressed with interventions that were fitting to the setting and that were site specific. The interventions were meant to be unique and eye catching while being simple enough to recreate and develop in other compatible locations.

Each intervention has a tag that directs the observer to a blog that has more information about each intervention. The blog allows people to find out more information about the projects, comment on the projects and post pictures. The blog’s purpose was to act as my standby since I was not be present at every moment to answer questions and to update people about the project’s progress. The blog had current information that was readily available to anyone with a smart device and internet connection.

9.1 Construction Site

The first space that I selected was a construction site of a new building on campus next to the M building. The exact location was a fence along a path that connected some of the residential buildings to the university buildings. The path is one that I used several times a week and have observed other students using on a regular basis. Before construction, the path was abutting a parking lot and during the earlier phases of the construction the path was closed for several months. Now the construction is concluding hence the path is now open again to the public. The remnants of the construction has left an eyesore encouraging me to work with this site.

Taking inspiration from the Philadelphia Museum of Art external construction exhibit in Figure 4, I was interested in making a small gallery of artwork to attempt to hide the mess left from construction and add something worth observing. I printed three pieces of artwork from a Swedish artist that was born in Vaxjo Municipality, and four pieces of work from a New Zealand artist and attached them to a fence surrounding the site. My hope was that the difference would cause people to slow down on their daily walks and enjoy the blocked view of the mess left from construction. The names and origins of the artist were also displayed so that people who were interested could take some information away from the intervention.

During the ten days that the intervention was on display I observed people walking by the artworks and some individual slowing down while they walked but no one took the time to fully stop and observe the gallery. I observed the gallery at four different times during the day for about fifteen minute each time. The intervention was underwhelming as it did not provide much activity. I attempted this intervention because it was inexpensive and quick to carry out. Taking inspiration from starting with petunias I believed that making small, quick changes to the environment would slowly bring some aesthetic change to the area. Aesthetic change is not a topic that I dedicated sufficient research to hence retrospectively it seems like an illogical decision; nor did it have any sustainable benefits. Due to simplicity of the intervention it was easy to repair any damages to the gallery which I did often. The moments when I actively repaired the gallery are when I believed it received the most attention.
Figure 7: Construction site intervention

Figure 8: Construction site intervention close up
from passersby which I found to be significant information and something I would carry forward through the rest of my interventions.

After ten days the intervention deteriorated from inclimate weather conditions and was then removed.

9.2 Garbage and Recycling Station

Another location that drew my attention were the garbage and recycling stations designated for for the apartment buildings I was living at located at Stallvägen 42-44. The stations are two small, closed roof structures with locked doors which can be seen in Figure #. The reasoning for my interest in these structures was that everytime I visited them there was always a mess from people leaving there trash on the ground or carelessly throwing it away. The misuse of this location made it a fitting candidate for an intervention.

The method I wanted to use to intervene in this scenario was to find a way to make people care more about their actions and the impact they caused. I wanted to personify the stations as if they had their own personalities and characters. I took loose inspiration from cosmopolitical design examples when designs where conceived in the presence of other entities. Since the stations were not organic entities and would not themselves benefit from cleaner settings, I thought that if I was able to project a personality and characteristics onto them I could help design “for” them. From this concept I gave the stations faces with eyes and speech bubbles asking humans to keep them clean hoping that this would make a differ-
ence in people’s actions. From my observations after I installed the intervention I saw no real change in the cleanliness of the stations and little reaction from the expressions themselves. Admittedly, this became a juvenile and immature attempt for change with little proof that these actions might prove effective. I did however try to replicate eyes on the street and starting with petunias to initiate this intervention since it was quick and inexpensive to create and brought literal eyes to a location where more surveillance would benefit the area.

Despite the failures of this intervention I believe that it could have proven more successful given more resources and more effort from my part. Building on the expressions of the stations, I could have added more elements to the stations to give them more characteristics such as daily changes in what their speech bubbles said, extra appendages and other changes to show that they are being taken care of daily. Taking inspiration from Natalie Jeremijenko’s project about communication technology for birds mentioned earlier in this paper, if I obtained the appropriate resources it would have been beneficial to record messages that would be motion activated when the facilities would be in use. The sudden voices would have likely caught more attention than merely the printed signs and speech bubbles. I predict that giving the stations actual voices would cause more change in people’s habits or at least draw attention to their actions giving them reason to think about those actions and potentially reconsider them. If given the time and resources I would like to explore these options further.

This intervention also illustrated some of the boundaries of tactical urbanism works with some of my selected elements from placemaking and cosmopolitics. There exists a limit where doing little may not be enough. That limit is not a clear line but something that can be discovered from eyes on the street and observation and change during these experimental interventions.

9.3 Bus Shelter

At the Slottstaden bus stop behind the M building on campus the city has build a small bus shelter in late 2017. The bus stop is often used by students during all times of the day and most days of the week. The buses arrives at this stop every ten minutes during peak hours and approximately every thirty minutes during late or early hours. Due to these wait times it is acceptable to expect students to be found waiting at this location during any time of the day. The shelter is made of three glass walls, a roof and a board with information about the buses in Växjö. Due to the high traffic and variety of students using the stop it is an interesting spot for an intervention due to its high potential.

This intervention was quite simple yet experimental, it

Figure 11: Bus shelter intervention
started only with a hung white board marker and a simple question: Is this a bad idea? My hope was that people would take initiative and understand to write or draw with the marker on the glass walls which became the canvas for my intervention. This project easily followed the concept of starting with petunias since it was an extremely inexpensive intervention, it is easy to manipulate questions and remove what had been added to the space. The intervention quickly became maintained and influenced by others. For example during the day that I put up the intervention people were quick to add drawings that would normally be considered inappropriate. Hours after people had erased these drawings and added more appropriate drawings and positively answered my question. I also started a game of tic-tac-toe which was added to by others waiting at the stop. From observing the stop while people were waiting for the bus there looked to be more people talking at the bus stop and actively using the marker to write, draw or play games. After the first defacing of the bus stop it had not happened again. I believe that Jane Jacobs’ eyes on the street and the safety/pressure from other people benefits the intervention by encouraging people to add meaningful and fun contributions versus negative ones. I feel that a very small seed of care may be forming from this relationship and some people show their care by cleaning and maintaining the bus shelter. The main concept I tried to implement in this intervention was the Power of 10+. By adding activities to a space where people were likely to be, the space became more exciting, interactive and unique.

9.4 Statues

In front of the M building on campus there is a statue next to the main entrance. The building is used daily by students and the entrance by the statue is the most common point of entry and exit resulting in high flows of students during peak times. The statue is part of a series called Hide and Seek by Maria Miesenberger. Due to the busy location and high exposure to pedestrians it was a logical candidate for an intervention.

The idea for this intervention was again inspired by starting with petunias, as well as the power of 10+. The intervention included putting clothing on the statue in order to draw attention to it. The statue itself was easy to clothe due to its outreaching arms and human scale. The clothes had a tag on them that acted as wayfinding to the second hand station developed by the design department on the second floor of the M building. It was difficult to add an activity to the exact location of the statue so in order to utilize the ideas from the power of 10+, it was logical to draw attention to an existing activity in close proximity. Bringing attention to the second hand station I hoped to increase the amount of people bringing and taking clothes from the station.

From my observations after the installation of the intervention I did see many people looking at the newly clothed statue, but simply looking at it did not bring about the change I intended. Other observations that I made were that someone added to the statue by putting on a hat which was there for a couple days before someone had again taken it off. After about a week the sweater...
was taken off by someone other than myself and unfortunately I was not there to witness the action. During the time the intervention was up I did not see much change to the second hand station. There did not seem to be a significant difference in clothing turnover. Seeing more potential in this intervention I decided that it was flexible enough to be manipulated. Since this work had elements from placemaking it was an ongoing process that was receptive to change. I decided to try it again at a different and more fitting location.

At the courtyard between the buildings at Stallvägen 42-44 there is a statue of the Swedish Aunt. The Swedish Aunt is a symbol of safety and security; she reflects many of the ideas that eyes on the street is supposed to embody. In general, this courtyard is underused for the amount of students living in the apartments forming the courtyard. During the last three years living at this location people will occasionally gather in the grassy areas on the edges of the courtyard during the warmer months to enjoy the rare Swedish sun. The statue is used as a meeting point for people using the emergency housing on campus which is located in one of the four buildings. I have used the emergency housing and often associate the statue with my homeless days. Recognizing my own negative bias towards the statue to extent the space, I still believe that there is much room for improvement.

Since the space is larger than the previous locations the intervention should also increase dynamically. Again, I put clothes from myself and a couple friends on the statue. In addition I created a station that people would be able to drop off articles of clothing they no longer had use for. I used a short bookshelf for the station that I would take in to my apartment every night and whenever there were poor weather conditions, otherwise the station remained outdoors guarded appropriately by the Swedish Aunt. During the time this intervention was functioning I regularly observed it and acted near it to set it up, take it down, and keep it maintained. It started with a few pieces of my own clothing but then quickly doubled from people adding to the station. There was a change everyday; clothes added and taken away. Even non-perishable food was left and taken at the station. While I interacted with the station several people stopped and asked questions which provided me an opportunity to explain my project, what I was doing and invite them to contribute. The central location of the statue attracted many people

Figure 13: Clothed hide and seek statue

Figure 14: Swedish Aunt second hand station
to change their daily walking paths by several steps to see what had changed in their environment with some people just looking while other riffled through the stations contents.

After the intervention concluded, some clothes remained on the Swedish Aunt. Despite considering this intervention over, people still added items to the Swedish Aunt; much more rarely. To see that people continued was a fact that led me to believe that some sort of relationship began between people and place and that care has begun to exist.

10 My Impact and Contribution

The progression and learning experiences from the interventions illustrated that activities in places were crucial to their success in involvement. From the perspective of tactical urbanism I had succeeded with the secondhand station intervention but it was still unclear if my actions led to change for sustainability. At the microscale, I promoted sustainable actions in terms of second hand clothing and potentially extending the life of clothing by sharing it with others but that was not my main intent. With my bus stop intervention I created activity and interaction between people and the shelter. The impact I was seeking to create is to help people realize that tactical urbanism is accessible to all and any individual is able to make a change. My intention was for people to be active in spaces, contribute to them and become aware that they have the power to make places. It is often people that make a place. If people become more active in the spaces they use, the benefits are shared throughout those spaces. Activity is what will increase the relationship between human and place, this relationship is where belonging and care are born and can grow. Once these relationships strengthen it slowly becomes a self-sustaining engine where both people and places mutually benefit. I want my interventions to be the baby steps that begin these relationships and I want future interventions to be what solidify them.

What knowledge I wish to pass onto others who work with similar projects after me is that the small steps and approaches one takes can have much more effect and substance than their physical form. It is wise to start with something small and manageable to reach a larger goal. Not only are small actions more approachable to work with if you are already undertaking work from tactical urbanism but it also becomes something that anyone can contribute to.

My intention was also to add to the trend of tactical urbanism with additions from placemaking and cosmopolitical theory. For those who want to work with tactical
urbanism an understanding of site specifics can greatly contribute to the design process. Learning about the existing environment and designing with it and in its presence helps one gain a better understanding of their medium and what one is working with. Before undertaking a project it is always beneficial to have some level of expertise. From placemaking it is important to take away lessons from the Power of 10+, starting with petunias, and eyes on the street. Power of 10+ emphasised the importance of activity and action as seen in the secondhand station, starting with petunias make solving problems approachable, easy and cheap as displayed in the bus stop intervention, and eyes on the streets show how important continued upkeep and maintenance is to illustrate care for places.

10.1 Future Endeavours

There is still much to learn through experimental interventions. The work that I have completed is just the beginning stride to understand how to create great spaces and develop relationships between humans and place. I plan to continue with new interventions in the future to continue enhancing tactical urbanism.

11 Conclusion

By implementing placemaking principles and concepts from cosmopolitics I have benefited and simplified tactical urbanism into an act that is approachable and accessible by many. The interventions I have created and worked with have been small steps that have furthered my understanding of the relationship between cosmopolitics, placemaking and tactical urbanism. Learning through my failures and slowly progressing the interventions created a practical learning process for myself that emphasised the importance of observations, the Power of 10+, starting small, and eyes on the street. These concepts working in synergy produce effective projects that can turn spaces into places. To strengthen spaces as places sustainability and care must be considered and is slowly developed with the previously mentioned practices. Encouraging people to participate and contribute to these spaces starts the process of developing relationships between human and place. Even if the interventions are ephemeral the seeds of the relationships can become long lasting.
References


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Appendix

Intervention Key Map

- Construction Site Intervention
- Garbage and Recycling Station Intervention
- Bus Shelter Intervention
- Hide and Seek Statue Intervention
- Swedish Aunt Intervention