

Finance
Learning
Innovation
Patenting

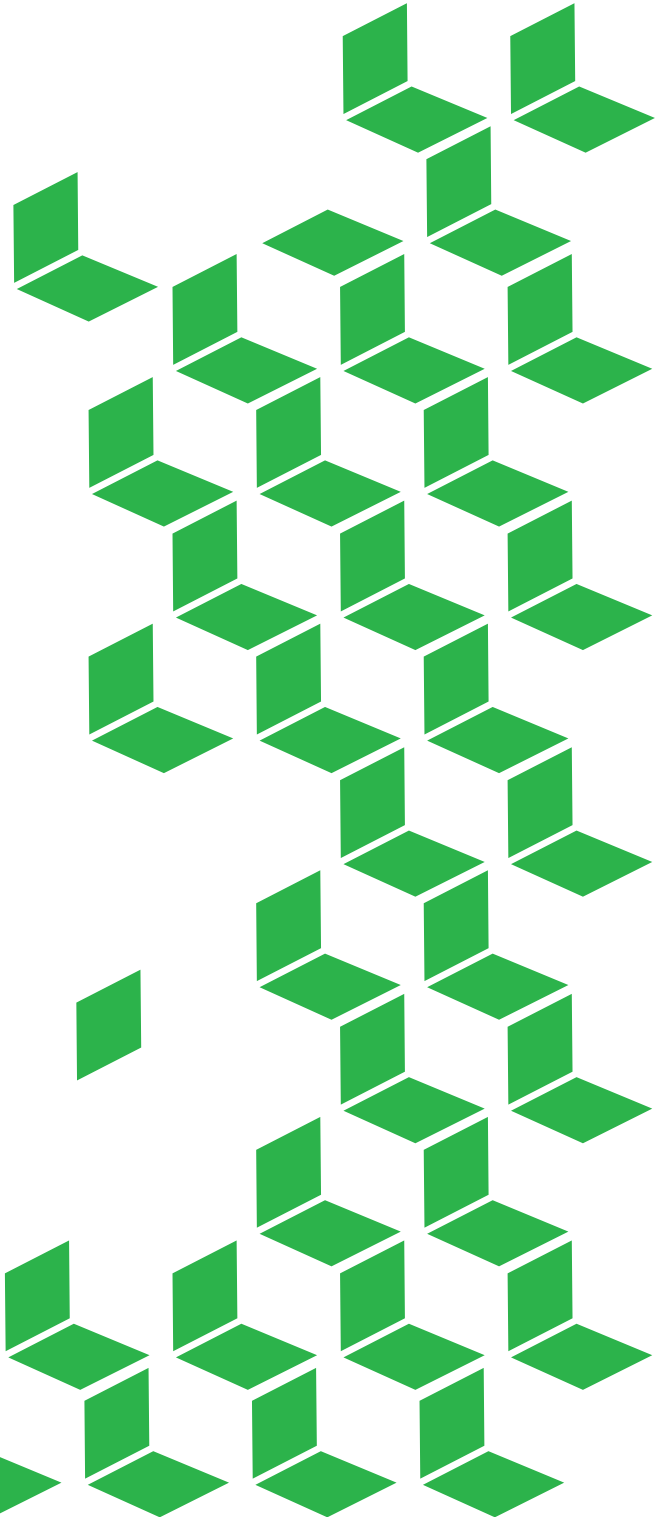
A three-day gathering for the Cultural and Creative Industries
11-13 April 2019, Athens, Greece

How to design a collaborative space by combining tangible, social and digital design

A workgroup on how to design collaborative spaces that are eco-friendly and sustainable. Spaces where people can work and collaborate in a stimulating environment with the minimum of resources needed (human, financial, energy etc).

Facilitators:

Wolf Kuehr, VOLUMES & Atilim Sahin, ATOLYE



Co-funded by the
European Union



www.creativeflip.eu [Facebook: CreativeFLIP.eu](https://www.facebook.com/CreativeFLIP.eu) [Twitter: CreativeFLIP_EU](https://twitter.com/CreativeFLIP_EU)



How to design a collaborative space by combining tangible, social and digital design

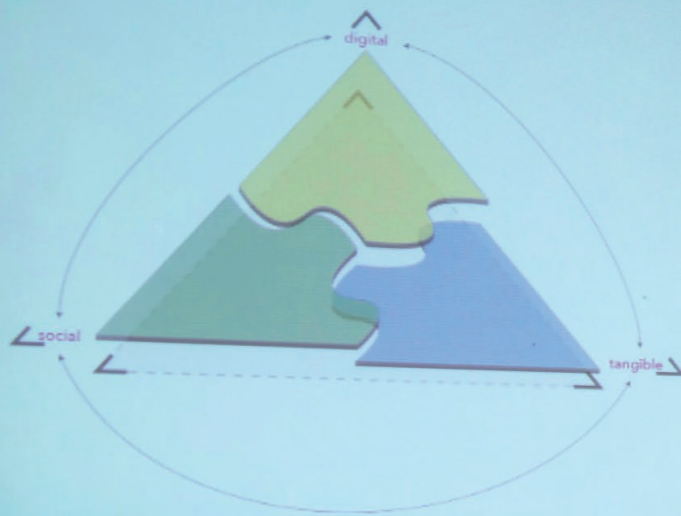
Facilitators:

Wolf Kuehr, VOLUMES & Atilim Sahin, ATOLYE

A workgroup on how to design collaborative spaces that are eco-friendly and sustainable. Spaces where people can work and collaborate in a stimulating environment with the minimum of resources needed (human, financial, energy etc).

There is no simple answer to the above question, but maybe we can all together explore the possibilities and approach a methodology. A first approach on how to design a collaborative space presented by Wolf Kuehr, Volumes and Atilim Sahin, ATOLYE. There are some usual problems most of the creative hubs are facing, and most people working in the hubs are asking the same questions. So, a point to begin with, is the approach of the “collective intelligence” by bringing together all these questions with all the responses and create a source in order to help members to deal with everyday problems, based on a specific methodology.

[Convergence of the] tangible, social & digital



- physical and social environment and the digital tools are in direct interaction
- have mutual impact
- social problems find its solution in the tangible or digital world and vice versa.
- designing the physical environment cannot be done without integrating the social and digital aspects and vice versa

VOLUMES



Firstly, it is important to clarify the terms “*collaborative space*” and “*design*” and its different layers: *tangible, social* and *digital*:

Collaborative space:

- many people are working there
- where someone can have access to services
- where a community has been created to collaborate
- is been running by a small group of people

Design:

- as a methodology, not a discipline
- a pragmatic approach to change reality, not just theories about the community living
- creation of a physical and social environment with a minimum of resources

For people who are running collaborative spaces small, daily problems are expected. As a solution, this session proposed an approach of different layers, which someone who designs a space should take under consideration.

For designing a space there are three layers:

The layers:

The tangible layer

Meaning all the physical aspects like furniture, lighting, floor, the arrangement of the spaces which must be functional, have an aesthetic and have a social impact as well.

The social layer

This layer is both tricky and important because includes the planning of all the social relations, the specific rules, the rituals and processes, the values, the sharing of the skills and the consideration of all the different aesthetics of the groups.

The digital layer

This layer refers to both social and spatial aspects. Like, there can be formed social relations by using digital tools.

The environmental impact is a factor that should be considered as a meta-layer.

An interesting conclusion is, that someone can find a tangible problem that has a social solution, so because all the three layers are interconnected, it is interesting to look through the other aspects in order to find the solution.

The problems can be solved more easily if we are aware of these three layers and the combination of them. So, in order to understand better this methodology, the instructors asked the participants to participate in a small workshop.

The idea was to divide into categories some of the problems they are facing and what kind of a solution they gave, based on the methodology of the three layers.

A first proposition of categories was :

- Flexibility
- Privacy
- Order-disorder
- Encouraging interactions
- Reducing environmental impact
- other

This categories are just a first proposition and have to be better defined later. A discussion followed between the participants by sharing personal experiences of everyday problems and how they tried to deal with them.

The problems & solutions that the participants came up with have been collected in a single spreadsheet.

The workshop was a great example of how collecting experiences can create a source of knowhow

to deal with everyday challenges in collaborative spaces and develop a methodology to face to this problems. As the participants demonstrated a great enthusiasm to follow-up on this topic; the facilitators of the workshop (Wolf, Atilim) have decided to create a workgroup to map this kind of problems and divide them into categories for all hub leaders to share the best-practices with each-other. The aim is to collect more questions, solutions and a better understanding of the phenomena in order to organise in the futur a more complex and longer workshop to find the 10 principles of designing collaborative spaces.

If you would like to be involved in the discussion join the Slack channel called [#hubdesign](#) which was created under [EuCreativeHubsNetwork account](#).

Three levels of involvement are proposed:

1. Interested in posting problems and getting solutions
2. interested in participating of the workshop to elaborate solutions
3. interested to co-organize the workshop (defining the format,contents, finding fundings....)

** [Please find here the presentation of this workshop.](#)

