



YOUTH ENVIRONMENT & ENGAGEMENT TOOL!



howest / cyber 3 lab



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We conduct **practical research** into how the design of the **physical and social** environment influences people's **behaviour and choices**.

This is mainly in function of the use of the **public space** to exercise, walk&bike, play, relax and meet each other. We work towards **liveable neighborhoods** and **social networks**.

We provide **knowledge, inspiration and process guidance** to governments, organisations and federations that want to realise a sustainable, active and liveable environment tailored to the needs of the users

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YOUTH ENVIRONMENT & ENGAGEMENT TOOL

»»» DIGITAL PARTICIPATION TOOL

INFORM
DEPICT
CREATE
SHARE

YET

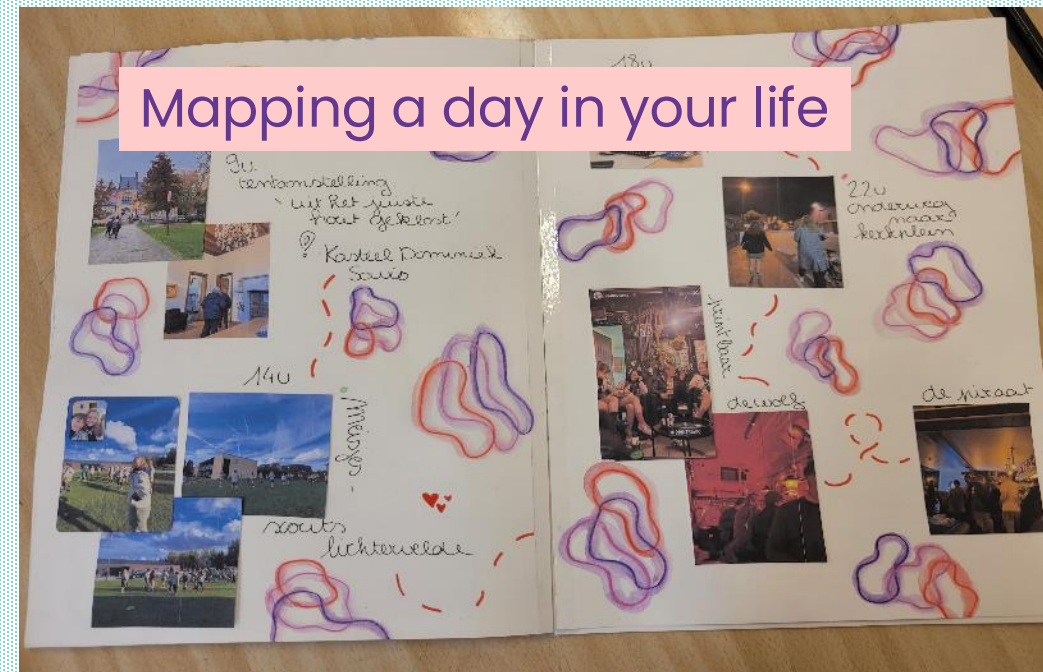
TOGETHER WITH YOUNG PEOPLE!



> 4 WORKSHOPS user centered design

Workshop 1

What is public space for you?



What do you use public space for?

How do you feel in public spaces?



Workshop 2

What are your ideas for public space?

- Brainsketching
- Ladderranking
- Sketching/collage



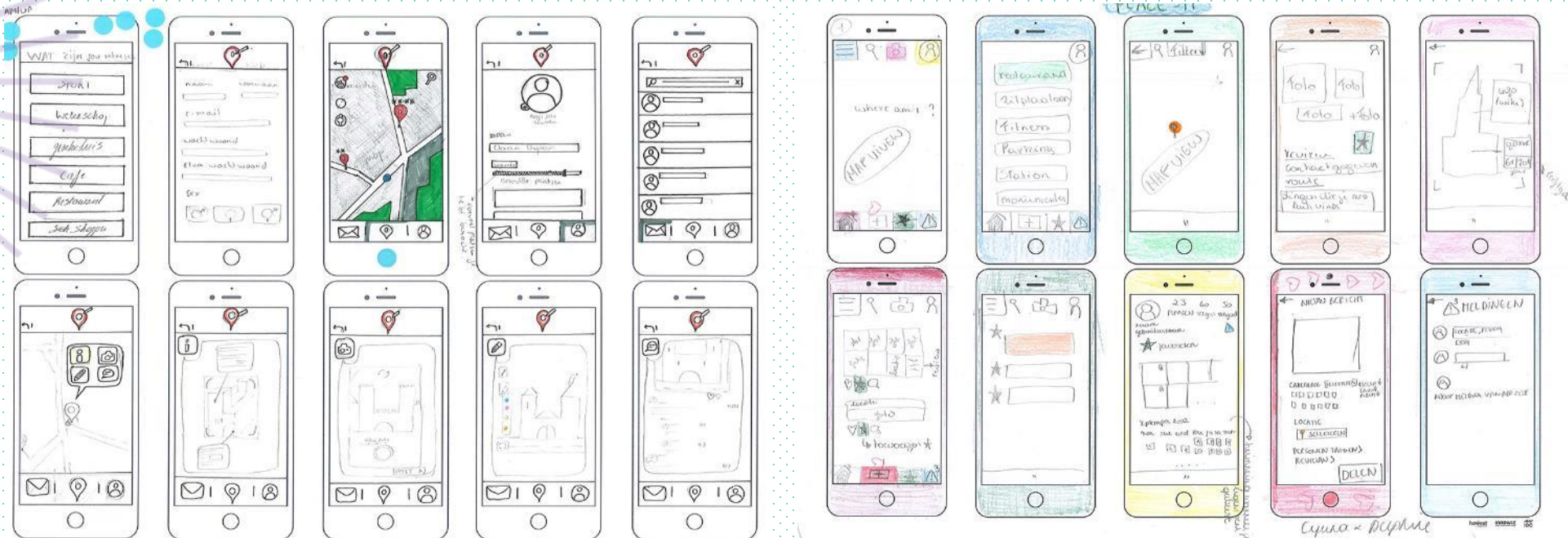
Workshop 3

How do we visualize space together through an application?

- Benchmarking apps
- Designing canvas
- Prototyping
- Elevator pitch



YET



MUST HAVES! Vs Nice to haves

Omschrijving	Ontwerpeisen	Bron
Location: use a city map with icons (cf. Google Maps)	Geographic map/map	Workshop
Communication: opportunity to engage in conversation	Chat function/share function	Workshop/literature
Follow-up: pop-up of small assignments/game elements	Pop-up	Workshop/survey
Overview: Visually stimulating for using the app	Feed	Workshop/literature
Information: regarding principles of sustainable land use	Information function	Workshop/survey/literature
Proximity: filter on (scale of) places	Filter function	Workshop/survey/literature
Engagement: feedback/response to the input	Like function	Workshop/survey/literature
Top-down& bottom-up: project-based vs. spontaneous contributions	Creation function	Workshop/survey
Categories: distinguish projects or custom-created places	Icon projects	Workshop/survey/literature

THE BEST IS



TO COME...

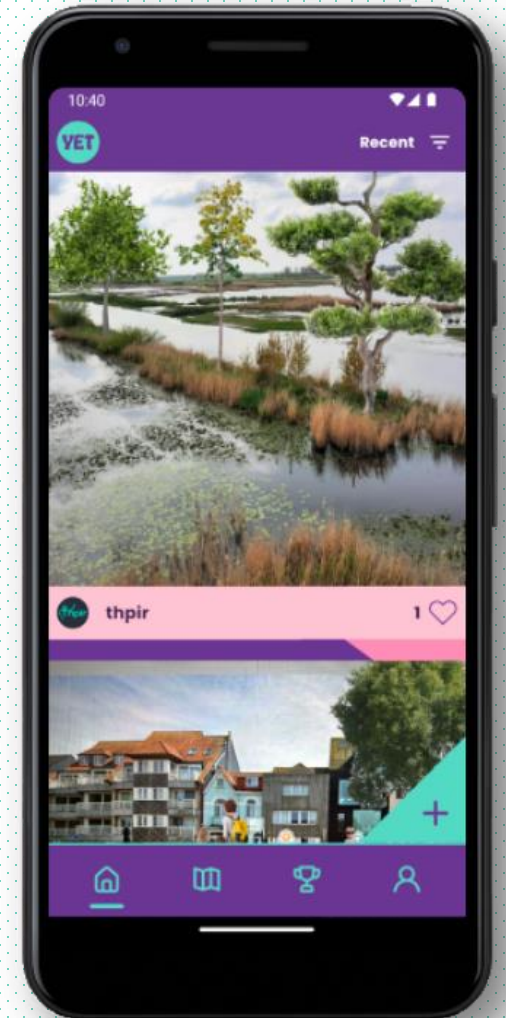
YET-application walkthrough

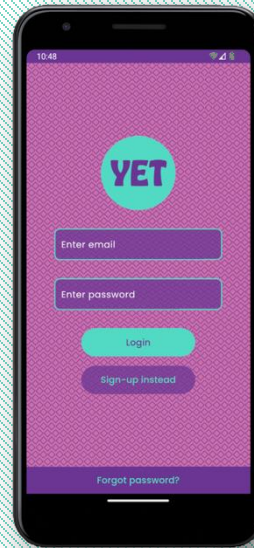
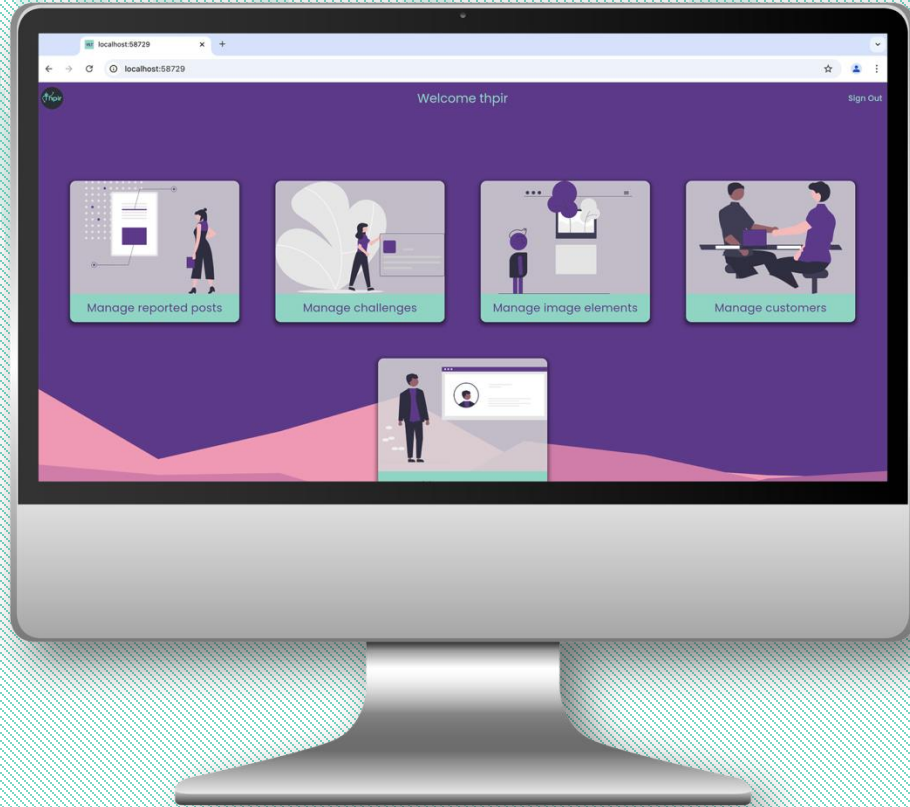
Digital participation tool for **Android & iOS** devices

Developed by **Vital Cities & Cyber3Labs**

Currently in **Production**

Available in the App- and Play-store





YOUTH ENVIRONMENT & ENGAGEMENT TOOL

*Public app
(Android & iOS)*

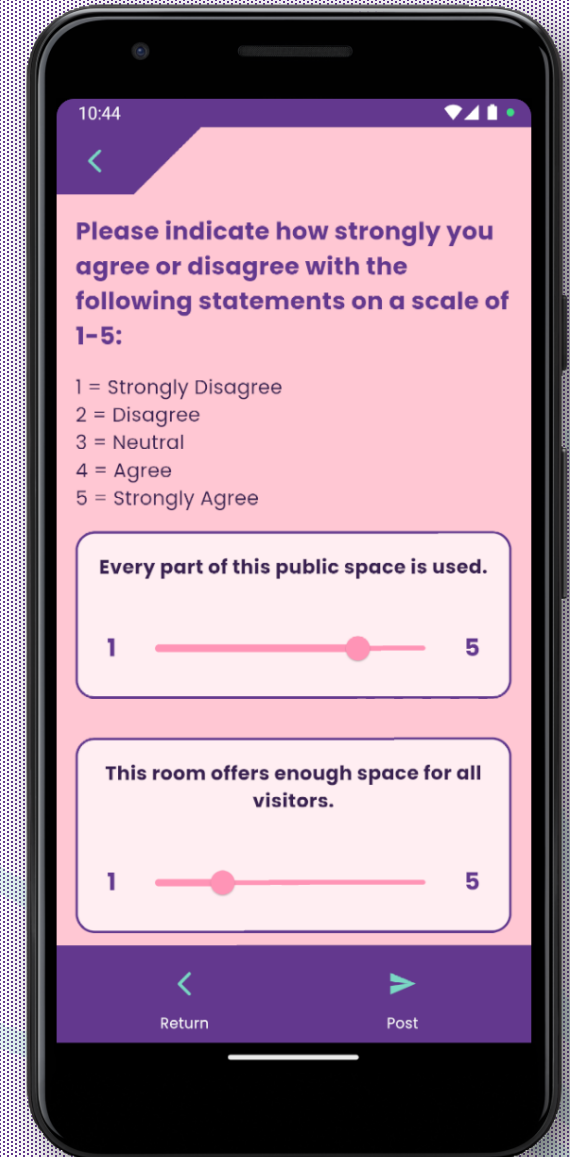
+

Dashboard

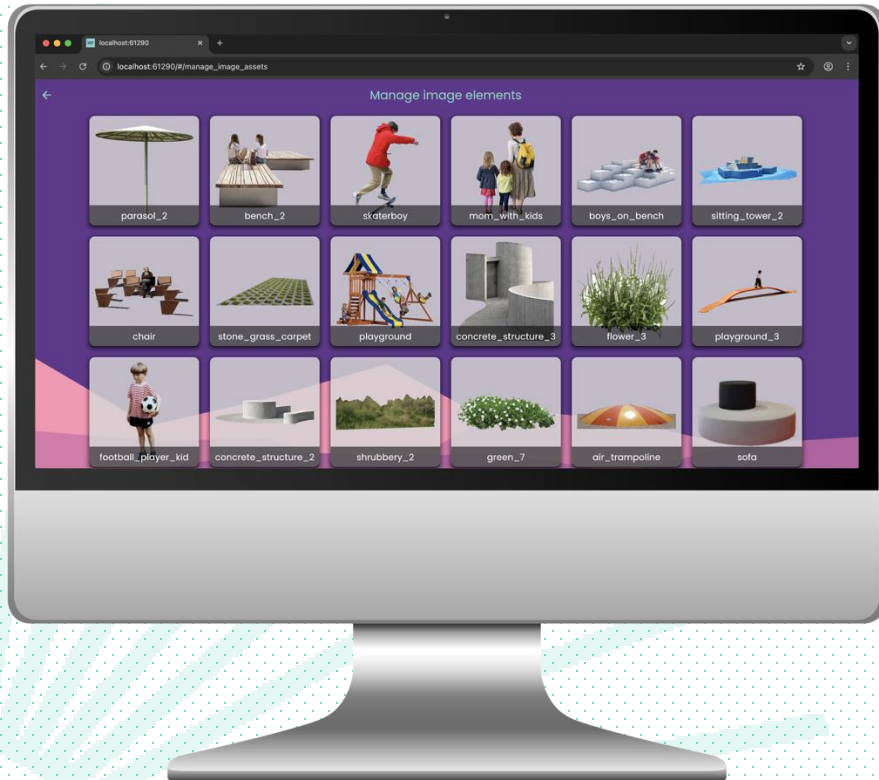
Post your creations

Create post

- Take a picture from a public space or select a picture from your gallery
- Add elements to express your ideas
- Complete a short survey



200+ image elements available



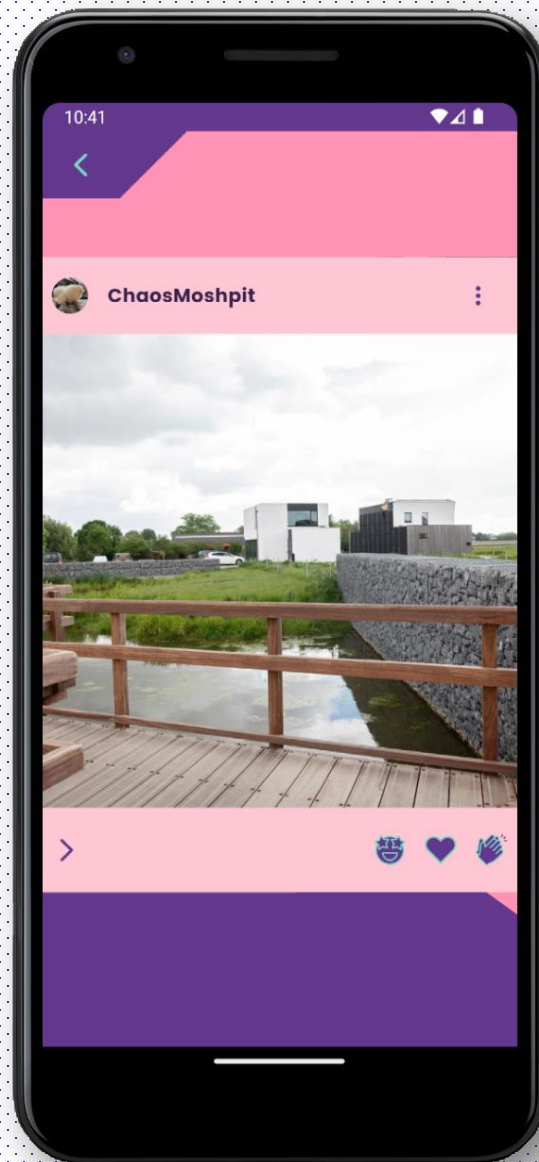
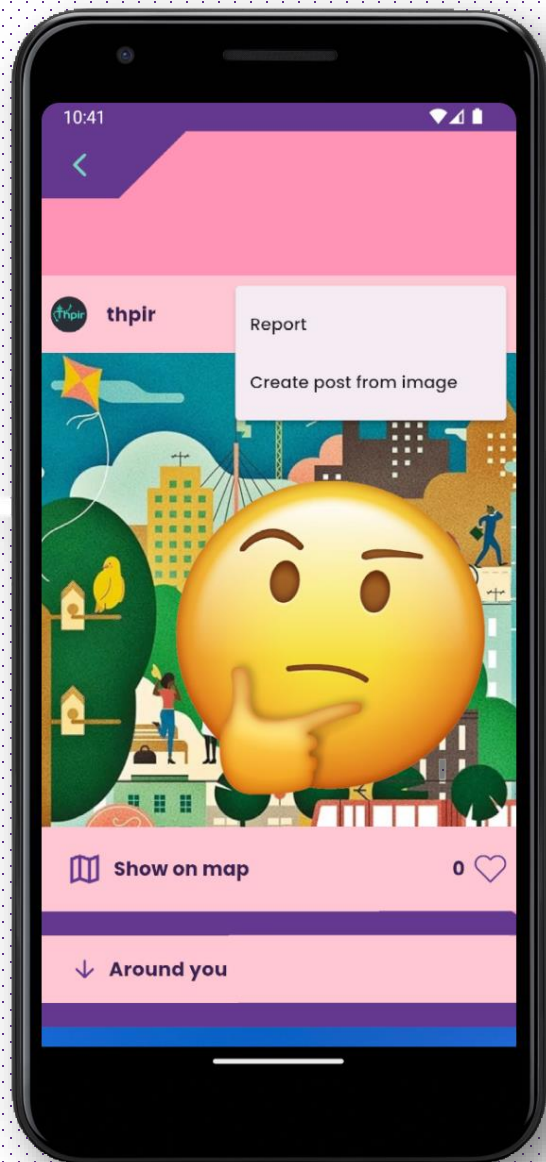
- **Emoticons to add sentiment**
- **Filter between type:**
 - Urban
 - Social
 - Sport
 - Green
 - Water





Get inspiration

Examples of creations
available as inspiration

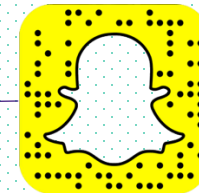
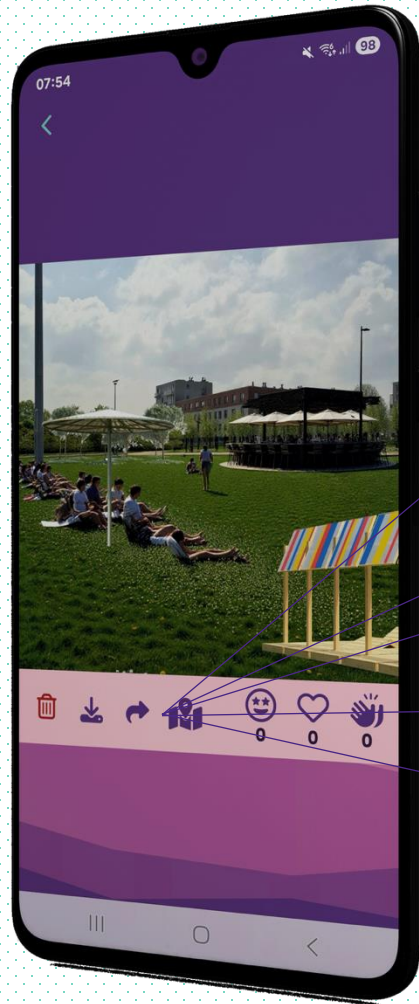


Interaction between users

Like or report a post

- User can report inappropriate posts
- 3x reported = automatically hidden from feed
- Users can like posts

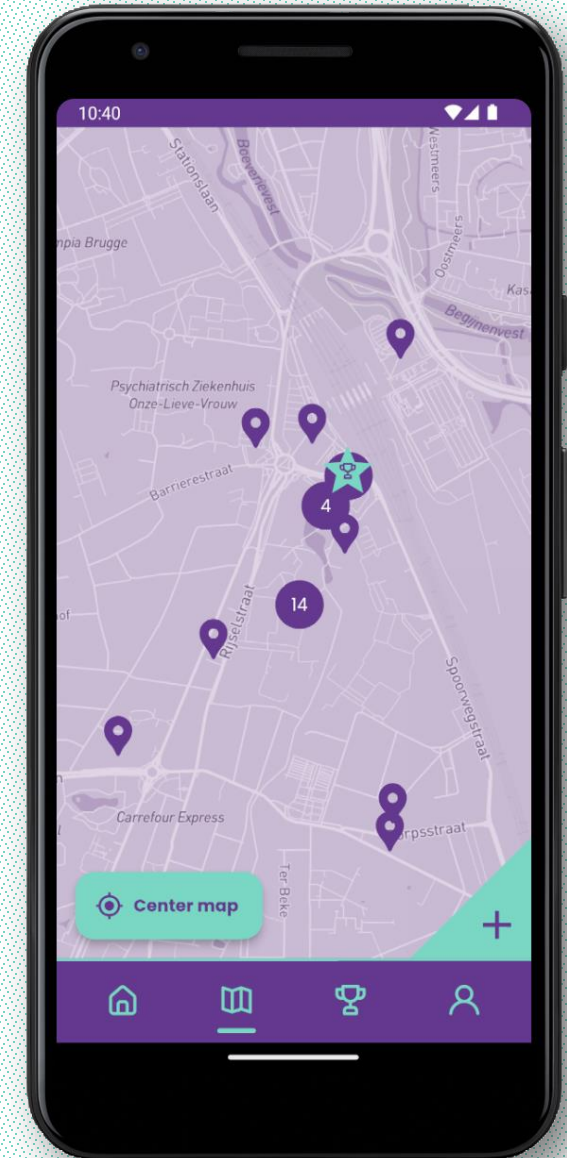
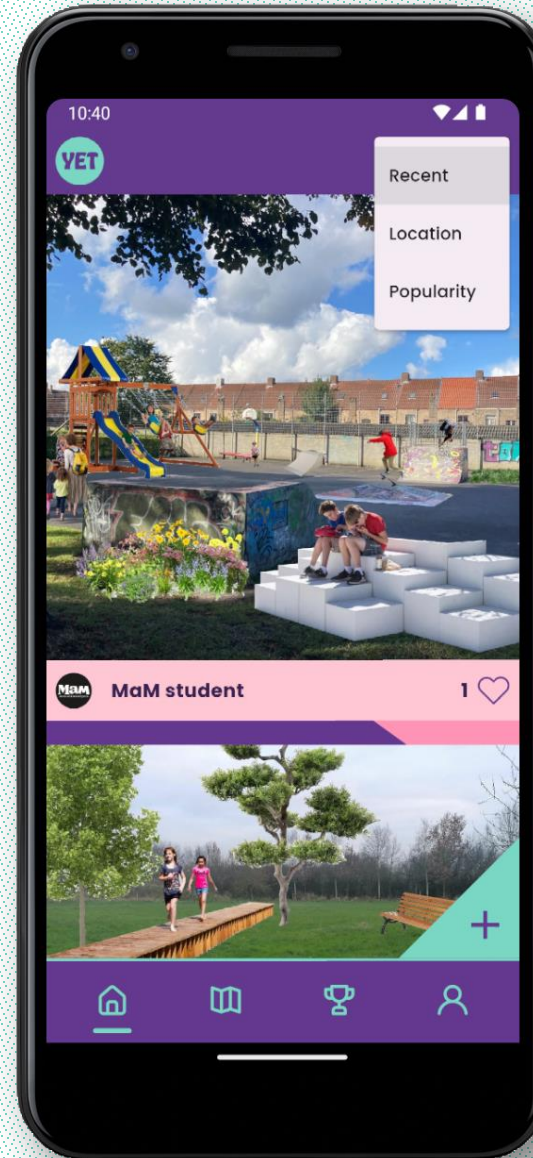
**Share your creations on your
socials or with friends!**

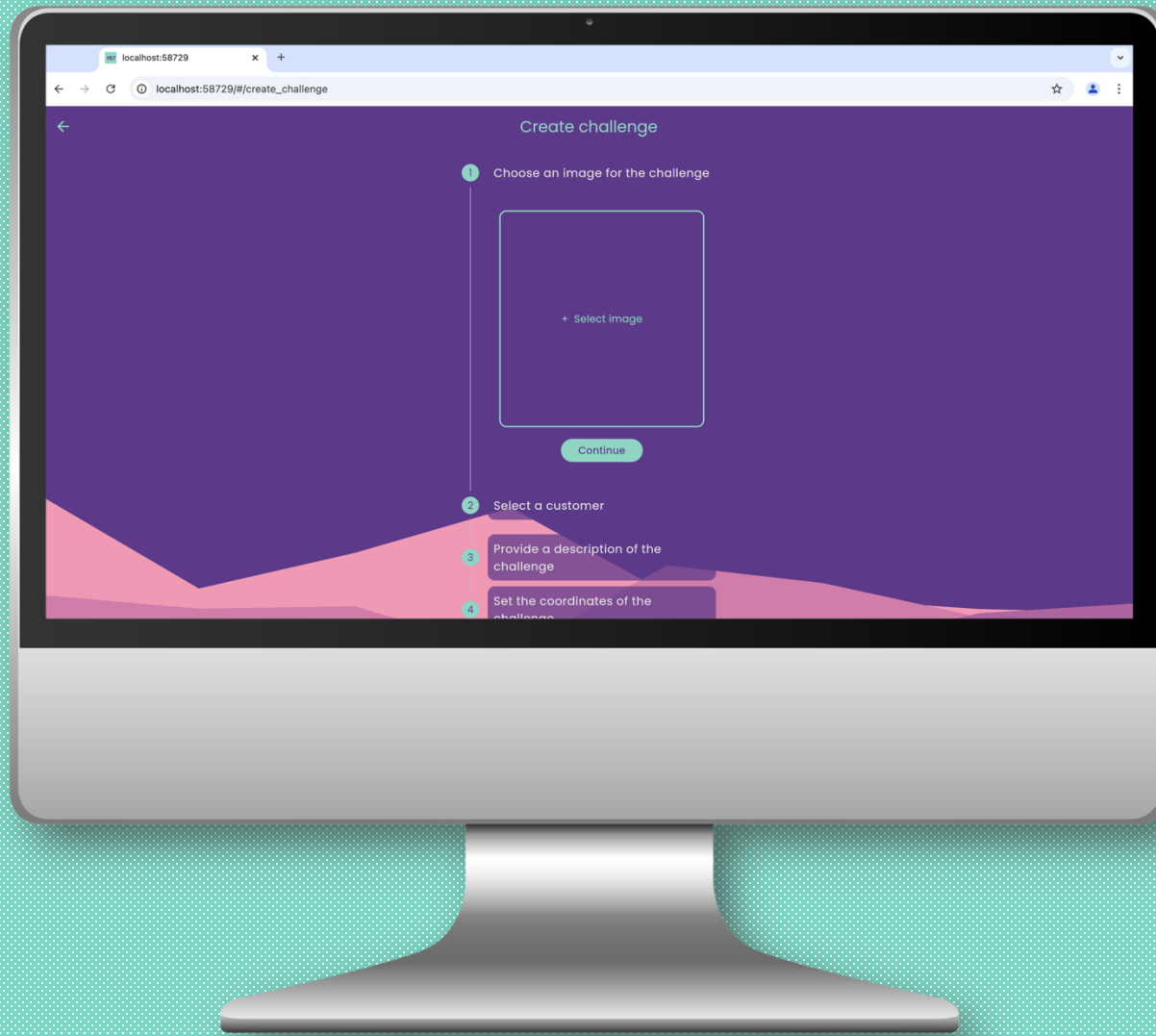


The feed

See all shared creations

- Take a picture from a public space or select a picture from your gallery
- Add elements to express your ideas
- Complete a short survey





Challenges

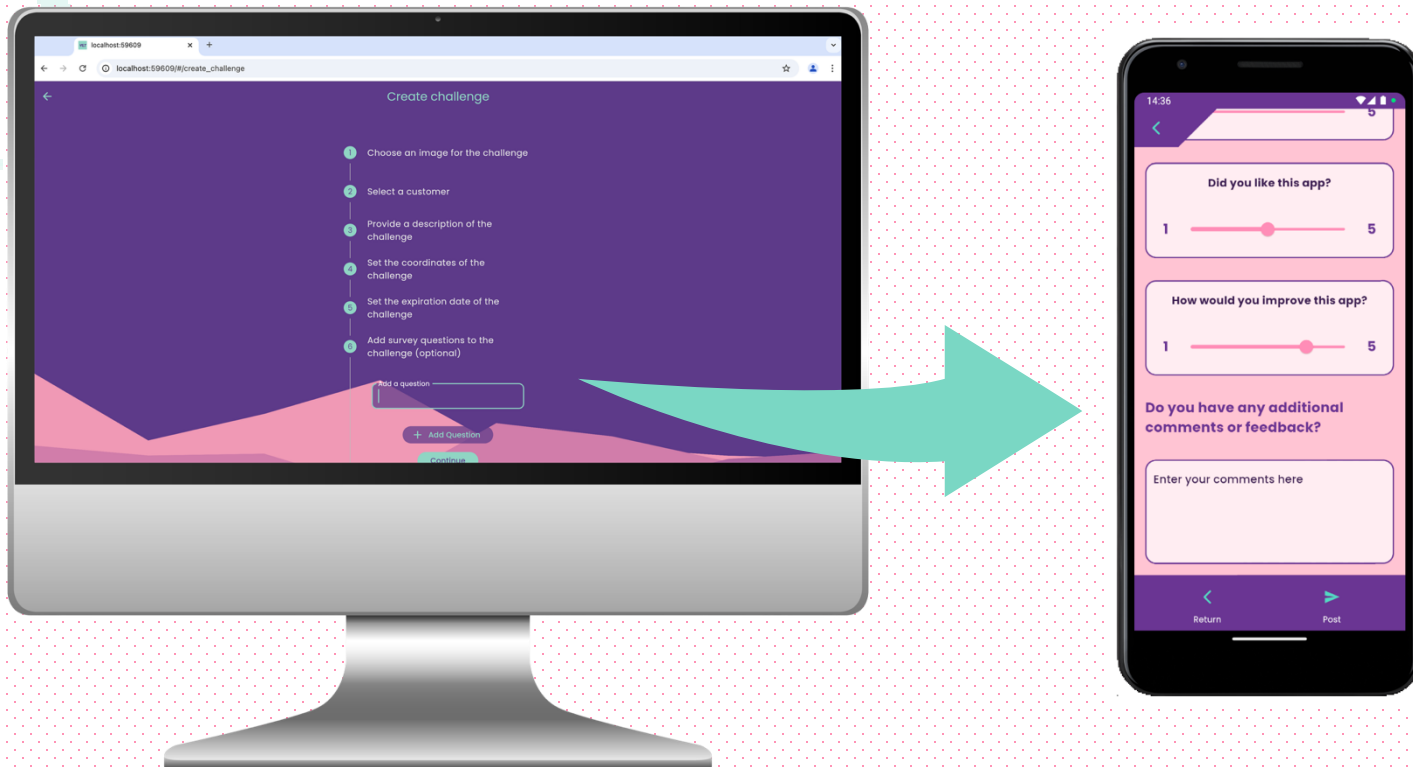
Apply for a challenge

- Cities, schools & other stakeholders can apply for a challenge
- Mapping public spaces
- Created by the YET-team in the dashboard application

Challenges

Personalized survey

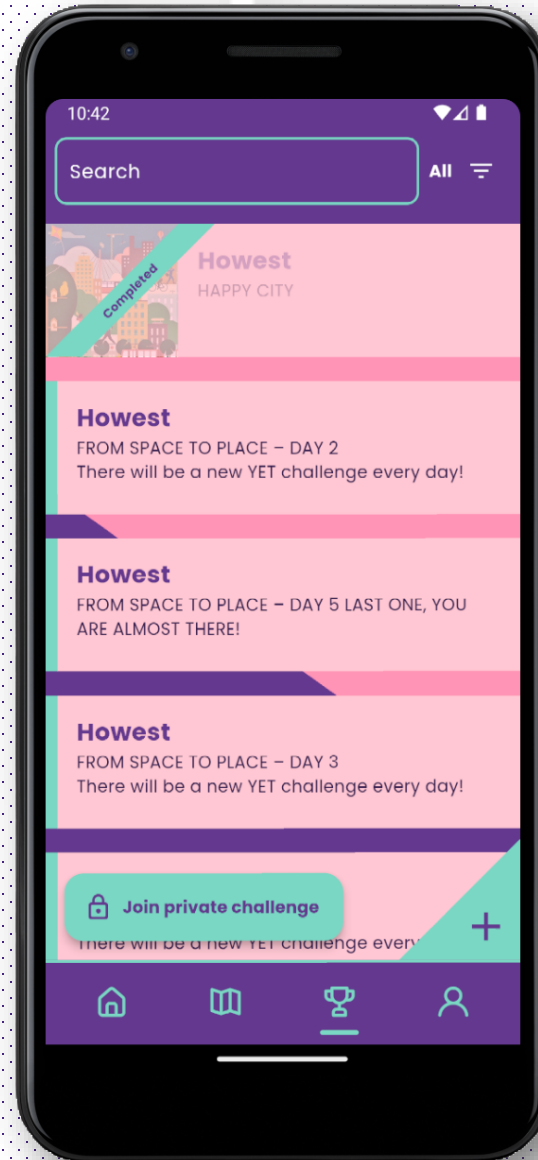
When a challenge is published, the default survey questions can be replaced by a personalized list of questions

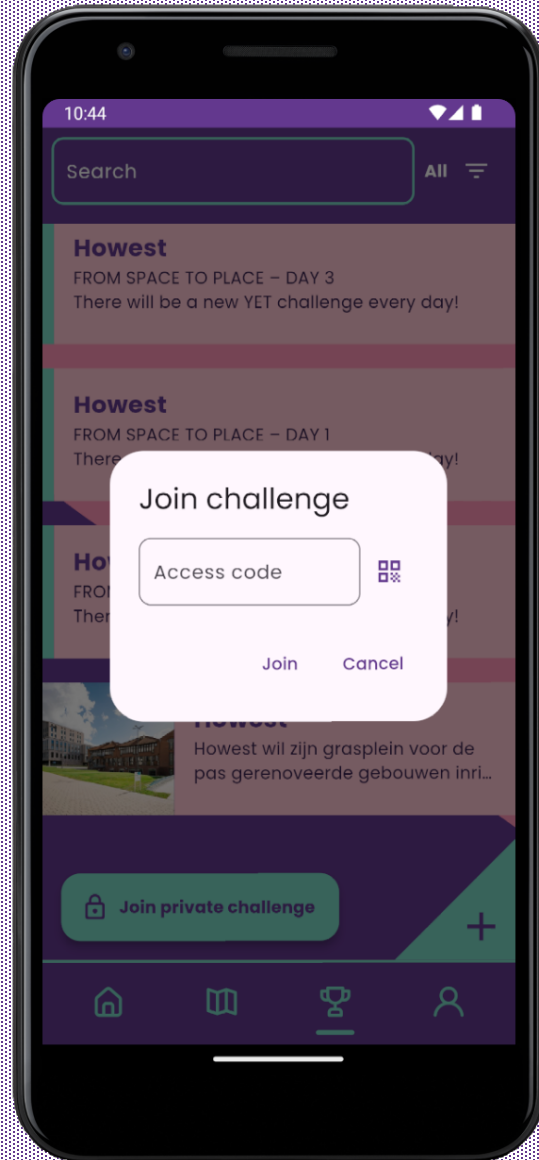


Challenges

Participate in a challenge

- Overview of all available challenges
- Personalized questionnaire
- Complete a short survey

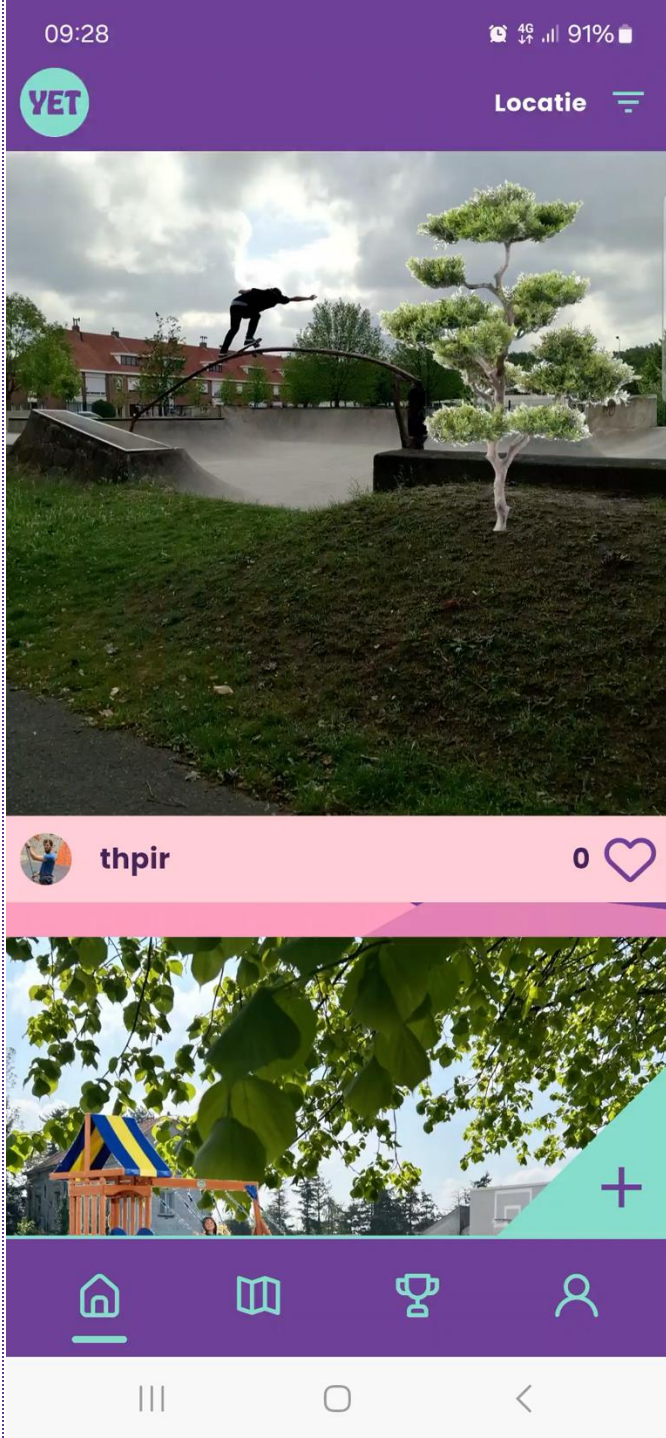




Challenges

Private vs. public

- Challenges can be made private for a selected group of users.
- They do not appear on the feed unless you have access to the challenge
- You can participate to a challenge by scanning the access key (QR)



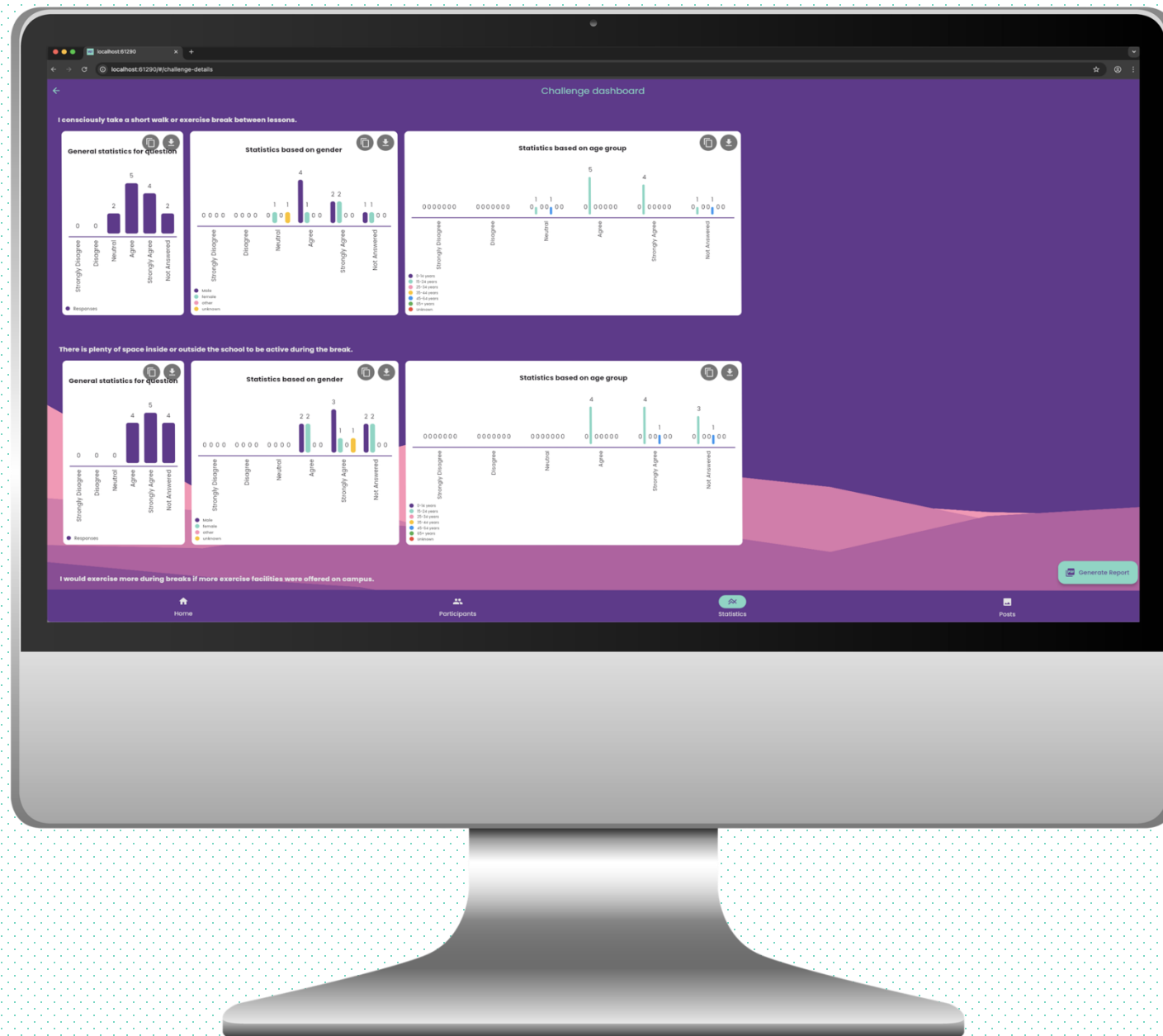
Challenges

Enhanced with AI

- Through challenges, users can now use Generative AI to create their collages
- Mark the area you want to change and describe your idea.
- Only available through challenges

Challenges

We deliver a detailed report





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