A MAP OF
胡同城地图
HUTOPOLIS

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Networked Participatory Design Systems Today

Elizabeth Sikiaridi and Frans Vogelaar

'Users, aided by improvements in information-communication technology are increasingly developing their own new products and services, 'democratizing' innovation'

Participatory design projects today not only stand in the long tradition of the efforts of inserting the voice of the public into the process of shaping cities; they are also part of a general trend and of a paradigm shift.

Networked organizations and systems are today transforming our society in general. With new technologies and digital media currently transforming production and social communication, urban and architectural design is being redefined in a new context.

Participatory urban and architectural design systems are gaining – in the context of a networked society – in relevance. This is a general phenomenon as networked co-operation and open-source are to be found in many contemporary social and cultural expressions.

Current social-political are using social media tools and mobile media networks. Fluctuating networked political forces distrust established political parties and contest the concept of the 'political expert', creating independent self-publication channels and demanding 'direct democracy'.

Networked systems are also transforming knowledge production; think of the Wikipedia, 'the free encyclopedia that anyone can edit'. Co-operation, co-authorship and open-source are to be found in many contemporary cultural expressions and phenomena, such as, for example, Wikimedia Commons, the free media file repository making available public domain and freely licensed educational media content (images, sound and video clips) to everyone.

Users, aided by improvements in information-communication technology are increasingly developing their own new products and services, 'democratizing' innovation. These innovating users often freely share their innovations with others, creating user-innovation communities and a rich intellectual commons.

The word 'prosumer' is used in this context to describe the type of consumer who becomes involved in the design and manufacturing of products, so they can be made to his individual specification. The word 'prosumer' blends the roles of producer and consumer and was first coined in 1980 by the futurist Alvin Toffler in his book *The Third Wave*.

Today the 'prosumer' can be engaged in innovation and design as well as in the manufacturing of products that fit his individual specifications and needs. In the last years 3D printing has developed to a low cost technology that everyone can use to produce objects. 3D printing allows industrial production on a desktop scale enabling autonomous production for individuals and designers. This development of object production is enabled by the Internet and by the acceleration of technological developments and open source communities. The digital blue prints of objects are designed in 3D software and can be shared via digital networks. On special Internet platforms people share these open source 3D designs that can be produced via rapid prototyping with 3D printers.

Networked participatory design systems are replacing the logics of the industrial age, where the creative one designed for the non-creative masses. The architects and urban designers focus is shifting from designing objects and spaces to programming processes in interaction with users. The task of 'designing' processes for networks of people involved on the development of the urban environment is gaining in relevance. This means a shift from centralized to (distributed) participatory systems with 'enabling solutions' that involve users. This includes solutions and platforms that 'enable' users to interact, integrating users as participants into development processes of the urban environment.

Elizabeth Sikiaridi and Frans Vogelaar are founders of Hybrid Space Lab, a design practice focusing on hybrid fields, objects and services in the information-communication age.

当代网络化设计系统

Elizabeth Sikiaridi, Frans Vogelaar
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“在信息通信技术飞速进步的辅助下，用户越来越热衷于开发个人化的新产品和服务，使创新‘民主化’”

参与式的设计项目如今不仅仅代表长久以来的工作传统，即在塑造城市的过程中倾听公众的声音，同时也是当前总体趋势和变化转型的一部分。

总体说来，当今的网络化组织和体系正在改变着我们的社会。目前，新技术和数字媒体正转变着人们的生产和社会生活，城市和建筑设计也在这样的新环境中发生着改变。

在网络化的社会背景下，参与性的城市和建筑设计系统的实用性正在逐渐增强。随着网络化合作和资源共享越来越多地出现在当代社会和文化表现形式中，参与性设计变得越来越普遍。

当前的社会–政治生活都在使用社交媒体工具和移动媒体网络。不稳固的网络化政治力量并不信任已建立的政党，且质疑‘政治专家’的概念，因此创建了独立的自主发布渠道并要求‘直接民主’。

网络化系统也在改变着知识生产；想想维基百科，‘任何人都可以有编辑的自由、免费的百科全书’。合作、合著和开放资源可见于许多当代文化表现形式和现象，如维基共享资源，一个自由开放的媒体文件存储库，使得任何人都能够使用公共领域及免费授权的教育媒体内容（图像、音频和视频）。

在信息通信技术进步的辅助下，用户越来越多地开发出他们自己的新产品和服务，使创新‘民主化’。这些创新用户经常自由、免费地与他人共享他们自己的创新成果，形成了用户创新社区和知识分子汇集地。

因此，在此背景下，‘产消者’一词被用来指代此类参与产品设计和生产的消费者，所以产消者可以定制他们自己的产品。

阿尔文·托夫勒1980年在其《第三次浪潮》一书中创造了‘产消者’一词，该词综合了生产者和消费者这两个角色。

如今，‘产消者’可以参与产品的创新、设计以及制造，以打造符合他的个人需求和规格要求的产品。在过去几年，3D打印发展成为一项低成本的技术，任何人都可以使用该项技术来制作产品。3D打印技术可在桌面大小的工作区域内就进行工业生产，这使个人和设计师可以进行自主生产。多亏了网络、技术发展的加速和开放资源社区，这类产品生产得到了越来越快的发展。产品的数字蓝图可用3D软件进行设计，并且可以通过数字网络实现共享。在特殊网络平台上，人们可以共享这些开放资源的3D设计，这些设计可以用3D打印机通过快速成型进行生产。

网络化参与式设计系统正在替换工业时代的逻辑，即有创意的人为没有创意的大众进行设计。建筑师和城市设计师的焦点正从设计作品和空间转向与用户一起进行编程设计。现在，为参与城市环境发展的人们‘设计’流程正变得越来越重要。这意味着一个从集中化（分布式）向参与系统和涉及用户的‘支援性解决方案’的转变。包括使用户能够参与其中的解决方案和平台，将用户视作参与者，共同参与城市环境的发展进程。

Elizabeth Sikiaridi 和 Frans Vogelaar 伊丽莎白·西基艾瑞迪和弗兰斯·沃格拉是混合空间实验室的创立者，混合空间实验室专注于信息通信时代中混合领域、实物和服务的设计实践。