

WG4
Underground Built Heritage
planning approaches

Napoli 12/13-02-20

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CENTRO DE ESTUDOS
INTERDISCIPLINARES
EM EDUCAÇÃO
E DESENVOLVIMENTO



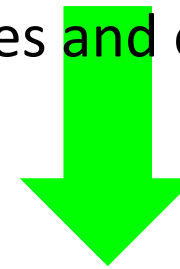
UNIVERSIDADE
LUSÓFONA

A network diagram consisting of a series of interconnected nodes and lines. One node is highlighted with a bright green circle containing the text 'NAPOLI TEAM'.

NAPOLI
TEAM

Carlos_pt
Giuseppe_it
Igor_bh
Isadora_bh
Juan_es
Kostas_gr
Marluci_pt
Montserrat_es
Muge_tr
Natasa_si
Paschalis_gr
Petja_bg
Pietro_ro
Silvia_hu
Yosef_il

Approaches and experiences



Repository of
Experiences

8 presentations

Approaches and experiences

discovering

Take-off process

activating

WG4

collective consciousness

common good > *right to heritage* >>> SAFETY SECURITY -
“disclosing - discovering” underground heritage
disseminating its values and potentials and fighting for it
Data availability

Enabling co-creation - *our heritage is your heritage*
Calling attention to UBH through activism
Show impact through intervention
Challenges

self-governance structures?

- > *Different scales - different topics - different approaches*
- > *Design with culture and nature (sense of place & genius loci)*
- > *connection betw. tradition and contemporary needs and opportunities*
- > *create a culture of urban sustainability (cultural dimension)*
- *inflexible legislation and pressure (also the lack of it)*
- *Pressure from politics*

Negotiation of interests

Community of interest (neighbourhoods) challenge who is a stakeholder

Local embeddedness

Tacit knowledge (own way to activate UBH)
Strengthen local technical and social skills

Activating local resources

Rapid assessment of values
Stakeholders mapping

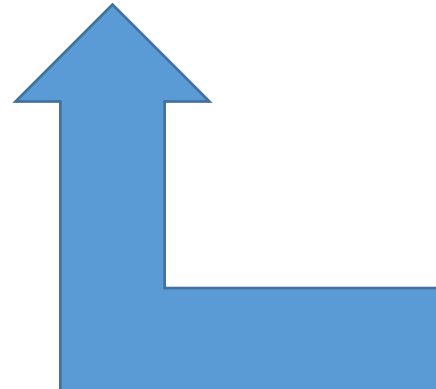
.... what next?

How to DOCUMENT the gathered info?

- ✓ map expertise
- ✓ map project experiences



WG4



WG1 SURVEY??
WITH WG4 FILTERS



WG4

THANK YOU!



GOALS

The WG defines a **cutting-edge methodology, combining the HUL framework, the transition management approach, and the strategic stakeholder dialogue.**

At the beginning, with a socio-institutionalist approach, the WG will compare legislative and regulatory measures. Finally, it will promote in the case studies and in the training schools, a collective learning and planning method, based on the ‘Living Lab’ approach, that will aim to:

- empower local authorities, as enablers and facilitators, to play a more significant role in coordinating regeneration effort;
- target resources for the benefit of people in place with integrated programmes of physical, economic and social measures;
- create more effective coalitions of ‘actors’ within localities, by developing structures, which encourage long term collaborative relationships.

This WG pays attention to the necessary complementarities between **functional approaches** – at the level of regions and city – and **social and cultural approaches involving citizens’ engagement and empowerment** – at the level of neighbourhoods.

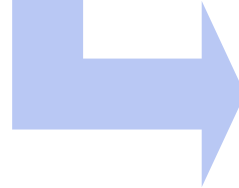
It also contributes to the case-studies assessment and defines the main training needs for planners and decision-makers.

MoU

GOALS

community engagement
& empowerment

design & guide transition
transition approach



WG4: Underground Built Heritage **planning approaches**

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LIVING LABS

EXPERIENCES + ~~MOTIVATIONS~~

what
experiences participants share

what
motivated these experiences

why
they were implemented



OBSTACLES

which
problems are tackled and met

how
they were overcome



LESSONS LEARNED

why
relevant

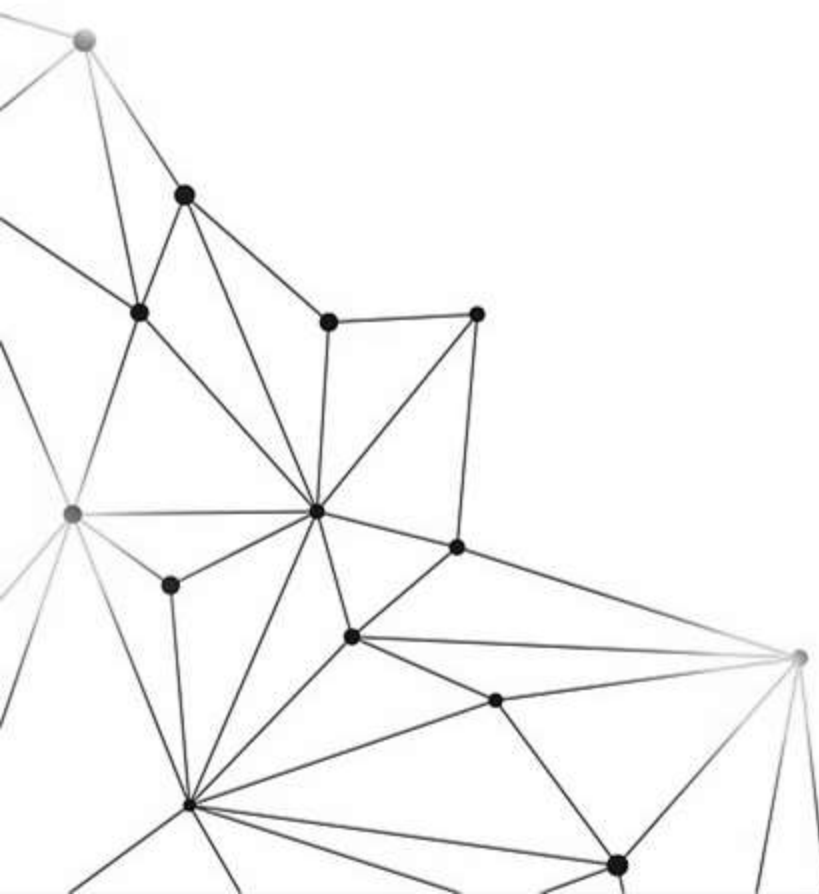
what
can be forwarded

who
can benefit

NEXT STEPS

how
to use for *underground*

how
we move forward



EXPERIENCES

1. AWARENESS

TOOL

OBST

2. EMPLOYER = COMPETITIOUS ASSOCIATIONS

↳ COMMUNITIES (WHO?)

↳ STAKEHOLDERS (WHO?)



4. AGENTS OF CHANGE / DECISIONS DRIVER

TRANSIT FROM TOOL TO METHODOLOGY

1) 'WEAK' INSTITUTIONAL LEGAL FRAME

2) BOTTOM UP ↔ TOP DOWN (GIUSEPPE)

3) NEGATIVE IMAGE OF UBH = LOW VALUE

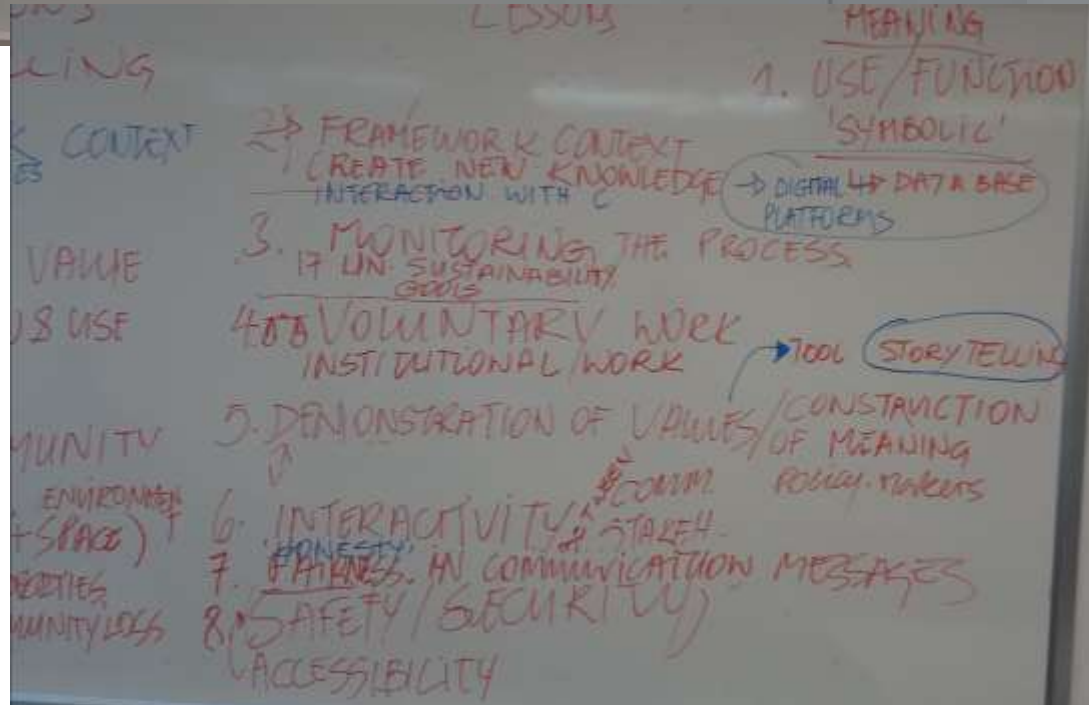
4) CONFLICTS B. CONSERVATION'S USE

B. WINNERS & LOSERS (MUGE)

3. PUBLIC + COMMUNITY

→ COMPENSATION (E+SPACE)

5) LACK OF GOVERNANCE RIGHTS



5) LACK OF GOVERNANCE RIGHTS

→ COMPENSATION (E+SPACE)

3. 12
4. 13
5. 14
6. 15
7. 16
8. 17

EXPERIENCES ON PROCESSES AND TOOLS

TOOL

1. AWARENESS

2. COMPETITIOUS ASSOCIATIONS

3. COMMUNITIES (WHO?)

4. STAKE HOLDERS (WHO?)

5. SPATIAL MULTI SCALES

6. NEIGHBOURHOOD

7. COMMUNITY DECISIONS

8. TRANSIT FROM TOOL TO METHODOLOGY

OBSTACLES

1) 'WEAK' INSTITUTIONAL LEGAL FRAME FLEXIBILITY STRICTNESS

2) BOTTOM UP ↔ TOP DOWN (GIUSEPPE)

3) NEGATIVE IMAGE OF URBAN VALUE

4) CONFLICTS

5) LACK OF GOVERNANCE

6. WINNERS & LOSERS - MUGE

7. PUBLIC + COMMUNITY

8. COMPENSATIONS (E+SPACE) RIGHTS

9. ENVIRONMENTAL PROPERTIES

10. COMMUNITY LOSS

LESSONS LEARNED

MEANING

1. USE / FUNCTION 'SYMBOLIC'

2. FRAMEWORK & CONTEXT

3. MONITORING THE PROCESS

4. WORK

5. DEMONSTRATION OF VALUES / CONSTRUCTION OF MEANING

6. INTERACTIVITY

7. FAIRNESS IN COMMUNICATION MESSAGES

8. SAFETY / SECURITY

9. ACCESSIBILITY

10. STORYTELLING

11. DIGITAL PLATFORMS

12. DATA BASE

13. SUSTAINABILITY GOALS

14. POLICY MAKERS

15. STAKEHOLDERS

16. HONESTY

17. ENVIRONMENTAL PROPERTIES

18. COMMUNITY LOSS

EXPERIENCES

ANCONA MEETING WG4 | 6.6.19

The WG defines a cutting-edge methodology, combining the HUL framework, the transition management approach, and the strategic stakeholder dialogue.

4
GROUND
VALUE

EXPERIENCES | MOTIVATIONS

1. AWARENESS-RISING
2. EMPOWER COMMUNITIES (WHO?)
3. CONTEXT (SPATIAL/LEGAL/CULTURAL/HISTORICAL)
 - PUBLIC SPACE
NO BOUNDARIES
 - REGIONAL
RURAL/URBAN
 - CITY
NEIGHBOURHOOD
 - SITE
 - ADMINISTRATIVE
INSTITUTIONAL
4. AGENTS OF CHANGE (DECISION DRIVERS/FREAMEWORK)

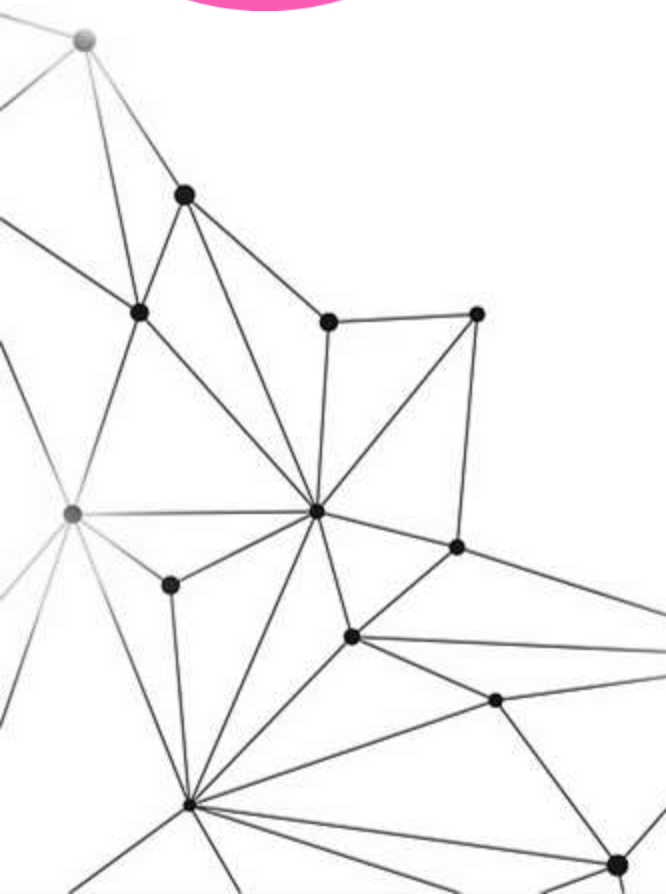
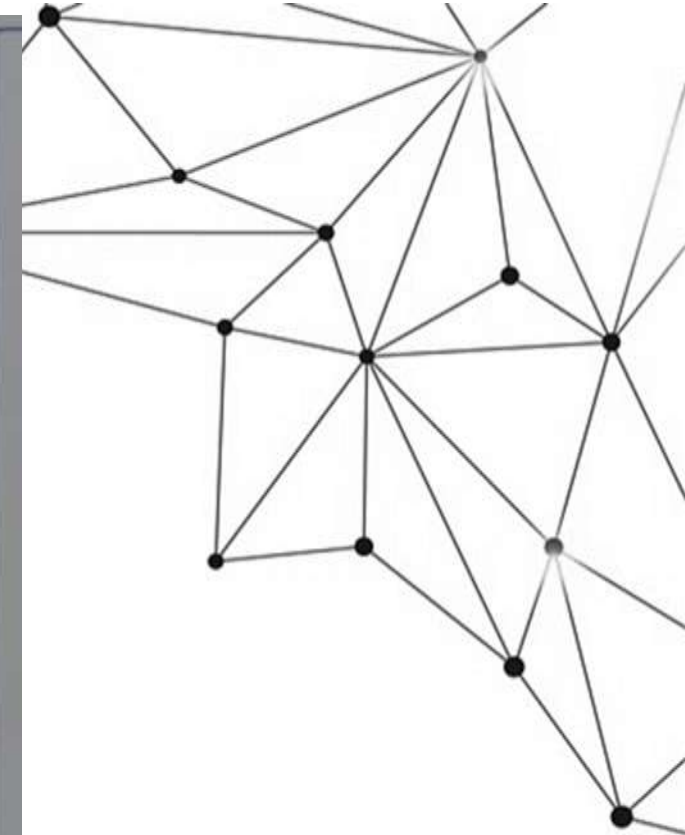
TRANSIT FROM TOOL TO METHODOLOGY

TOOLS:
* STORY-TELLING
ASSOCIATION
ICT PLATFORMS
.....

OBSTACLES

OBSTACLES

1. "WEAK" INSTITUTIONAL FRAMEWORK \Rightarrow STORY TELLING
+ FLEXIBILITY + STRICTNESS
2. BOTTOM UP \Leftrightarrow TOP DOWN \Rightarrow PUBLIC POLICIES REGULATIONS
3. NEGATIVE IMAGE OF UBH
4. CONFLICTS :
 - LOUISERIATION - USE
 - "WINNERS" - "LOSERS" \rightarrow HUGE
 - PUBLIC - COMMUNITY \rightarrow COMPENSATION
5. LACK OF "GOVERNANCE"
 - \rightarrow environment
 - \rightarrow community loss



LESSONS

LESSONS LEARNED

1. CREATE ADDED VALUE (REVENUE, USE, COMODITY)
2. CREATE NEW KNOWLEDGE (DIGITAL PLATFORM /
3. MONITORING THE PROCESS (UN SUSTAINABILITY GOALS)
4. COLLECTIVE WILL (INSTITUTIONAL + VOLUNTARY WORK)
5. INTERACTIVITY (COMMUNITY + STAKEHOLDERS)
6. HONESTY IN COMMUNICATION MESSAGES
7. SAFETY / SECURITY / ACCESSIBILITY
8. COLLECTIVE LEARNING

CASES

When needed a time scale can be added to monitor development – measuring different time intervals = to t1 t2

