MINISTERIAL ADVISORY GROUP
FOR ARCHITECTURE AND THE BUILT
ENVIRONMENT FOR NORTHERN IRELAND

PLACE SOFTWARE

What is it?

The computer industry borrowed our word Architecture so I borrowed some of theirs

HARDWARE = buildings, streets, furniture

SOFTWARE = how places are used

HACKING = discovering how things work

WHAT'S THIS?

WHAT DOES IT SAY?

place software

NOW YOU KNOW THE LANGUAGE

DESIGN SKILLS NEEDED

CATHEDRAL QUARTER

WHAT'S THE DIFFERENCE?

PEOPLE DESIGNED SOME PLACE SOFTWARE

SOFTWARE

If the Project for Public Spaces is right and 80% of the success of a place is due to its management (software) then why do intelligent clients commission designers to spend most of their resources on hardware?

This didn’t happen in the fast growing computer industry. Place software is not yet benefiting from design input – it is managerial and needs design.

SOFTWARE DESIGN

- Architects are well placed to research
- Designers are natural experimenters
- The crucial briefing stages need design input which is often commissioned too late.....
- Clients, particularly public clients, who do not include the design of built environment software in the brief will waste money and produce failures – I can show you some

COMPATIBILITY

- Hardware and Software have to be compatible
- Before selecting a device we need to know whether it will run the software
- Before designing a place, building or space we need to know the software it is to support
- Public space software is not developed and recorded enough to inform design – we need to do those experiments

HACKING

Hacking has a bad name.

Hacking, however, is a neutral term – it means finding out how things work – or don't work.

Knowing how things work means we can destroy, repair or just leave them alone if they are working well.

Hacking gives us choices.

HACKING (POLITELY)

- Hacking (politely) into the systems of clients and citizens discovers how they are working now, how they can change and what they need – not what they think they need.
- Architects acknowledge that research is needed but it is often omitted from the brief because clients regard designers as “experts” and don’t want to pay “extra” for research

PLACE SOFTWARE DESIGN TECHNIQUES:

APPRECIATIVE INQUIRY

Rather than solving problems, Appreciative Inquiry spots talents and sparks creativity.

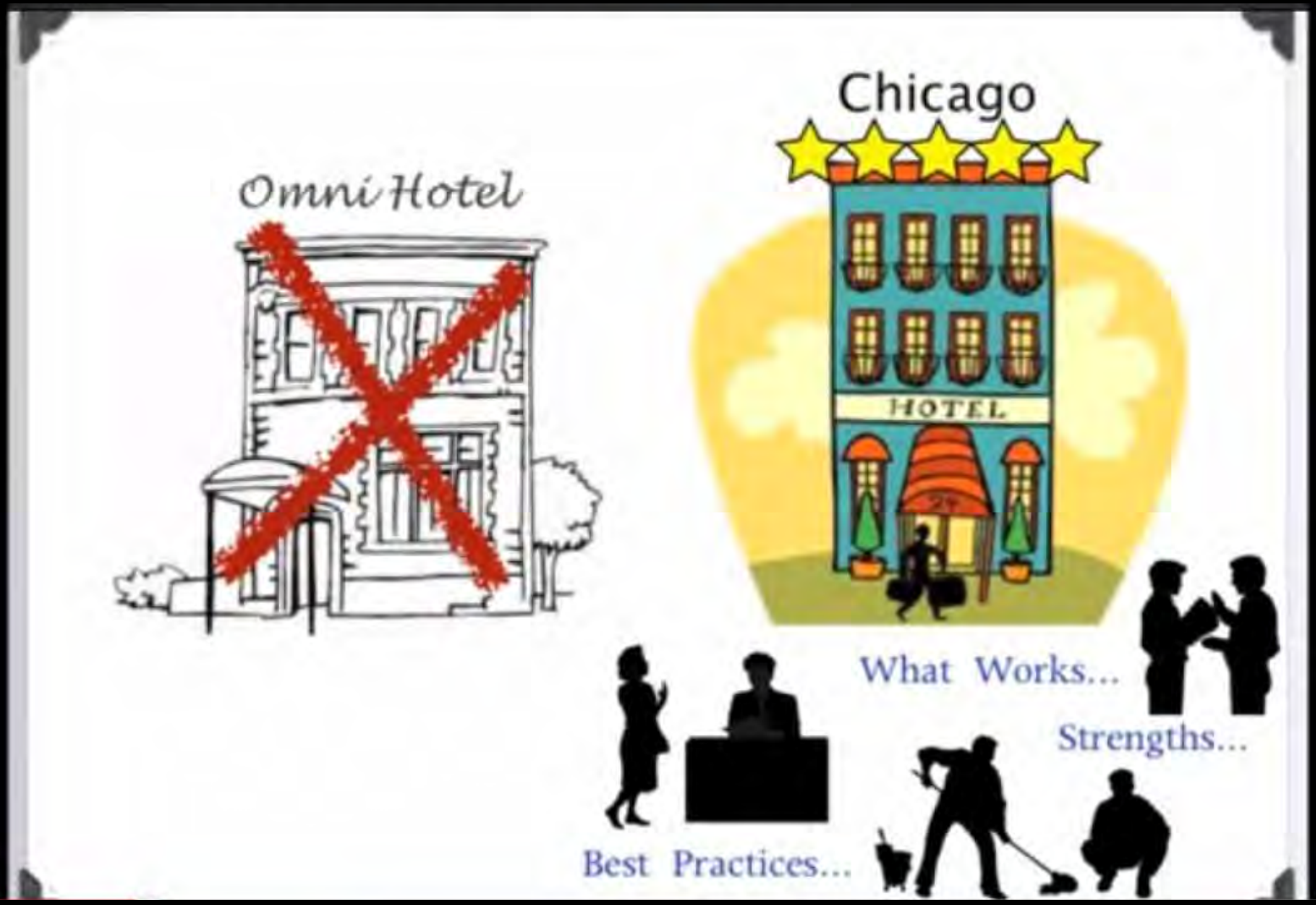
Here are some stills from a You Tube video http://www.youtube.com/watch?v=ZwGNZ63hi5k

Invested in
Hotel Renovation

Kept
Original Staff

PLACE SOFTWARE DESIGN TECHNIQUES:
PROBLEM SOLVING?

PLACE SOFTWARE DESIGN TECHNIQUES:
APPRECIATIVE INQUIRY



PLACE SOFTWARE DESIGN TECHNIQUES:
APPRECIATIVE INQUIRY

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APPRECIATIVE INQUIRY

PLACE SOFTWARE DESIGN TECHNIQUES:
CIVIC STEWARDSHIP

Civic is about people and place

Stewardship is active caring

PLACE SOFTWARE DESIGN TECHNIQUES:

CIVIC STEWARDSHIP

Action Learning

learning by doing

Connecting

the obvious and the unexpected

Aligning

policies to get things done

PLACE SOFTWARE DESIGN TECHNIQUES:

CIVIC STEWARDSHIP

Local communities

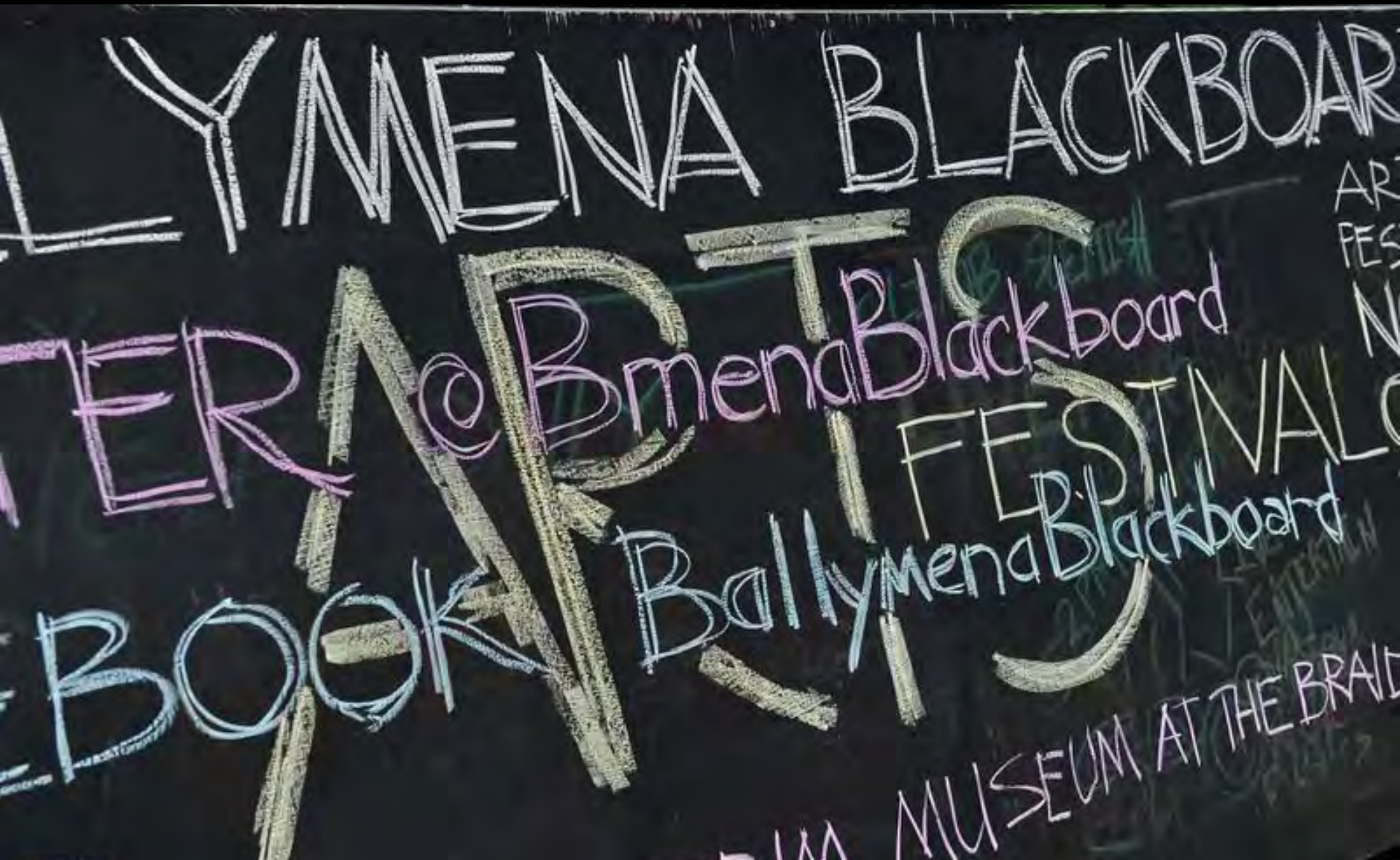
People who live and work here

Communities of interest

Passionate communities of interest & expertise (sports, arts, hobbies, businesses, beliefs)

PLACE SOFTWARE DESIGN TECHNIQUES:

TELL US – WHAT'S ON?



PLACE SOFTWARE DESIGN TECHNIQUES:
AND TELL US – ON-LINE

PLACE SOFTWARE DESIGN TECHNIQUES:

EVALUATION

Green Book 2011

- it's about activities – not just projects
- greatest benefits to society
- other approaches (include radical options)
- vary the time and scale of activities
- change capital and recurrent expenditure
- consult early
- carry out pilot studies and
- build in flexibility from the start

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