# PARTICIPATORY REDESIGN OF A PUBLIC PARK IN THE CITY OF NAPLES

## RESPONSIBLE FOR THE PROJECT

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## *WHAT WAS THE AIM OF THE PROJECT?*

- *Revitalizations of an urban park to improve the use of the public areas*
- *Increase access for all user groups*

## *EXPECTED AND ACHIEVED OUTCOME*

*Increasing use of the park*

*Use by more diverse user groups (promotion of access for all)*

## THE PARK

The Troisi Park is one of the bigger public parks in the city of Naples, built after the earthquake that struck the region in 1980, in the suburban district of San Giovanni. The area had been an important industrial area for a long time and a working-class neighborhood. In recent decades the bankruptcy and delocalization of factories, where thousands of the district's inhabitants had worked, and the resulting widespread unemployment triggered social degradation and crime.

## THE DESIGN PROCESS

The workflow is according tto the human-centered design process as it is applied to the built environment. The project commenced with a design briefing where the functional goals and environmental context were defined. The next steps were:

- User profiling and cluster setting to determine six user groups: small children under 10 years, children 11-16 years, young adults (19 –30 years), adults 1 (31—45) , adults 2 (45-65) , adults 3 (over 65 years). People with various impairments were also considered.

**Fig. 1.** Diagram park user diversity



- Task analysis to identify use scenarios with sub-tasks
- Requirements tailoring in order to fit the needs and expectations of all user clusters.
- Architectural detailing to implement the tailored requirements.
- Following feedback from users, the requirements are adjusted and the detailing adapted accordingly. This is the design solution validation step and it works iteratively with the last two steps until no further adaptations are needed.
- The last step is to examine the user performance on completion of the project to see how well the goals were reached.

## METHODS USED

### 1. USER PROFILING TO DETER-MINE USER CLUSTERS

- *Direct observations on site*
- *Questionnaires and interviews of 300 habitual users of the park*
- *Recording of behaviors through camera glasses worn by 50 non-habitual park users*

### 2. TASK ANALYSIS

- *Task scenario identification and sub-task descriptions according to users' goals*

### 3. REQUIREMENTS TAILORING

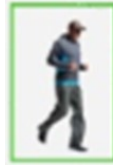- *Requirements tailoring in order to fit needs and expectations of all user clusters*

**Fig. 2.** Example of task analysis for two user clusters.

**Small Children**

Main times: Saturday and Sunday , 11:00 /13:00 and from 15:00

Activities:  walk to merry-go-round (42%),  play football (25%), ride bike (18%) ,  skate (8%). Stroll (5%), pic-nic (2%)

**Adults 3**

Main times:  all days, 7:00/9:00 and from 15:00

Activities: Meeting friends (12%), jogging/training (13%), stroll (19%) pic-nic (6%),  relaxation (50%)

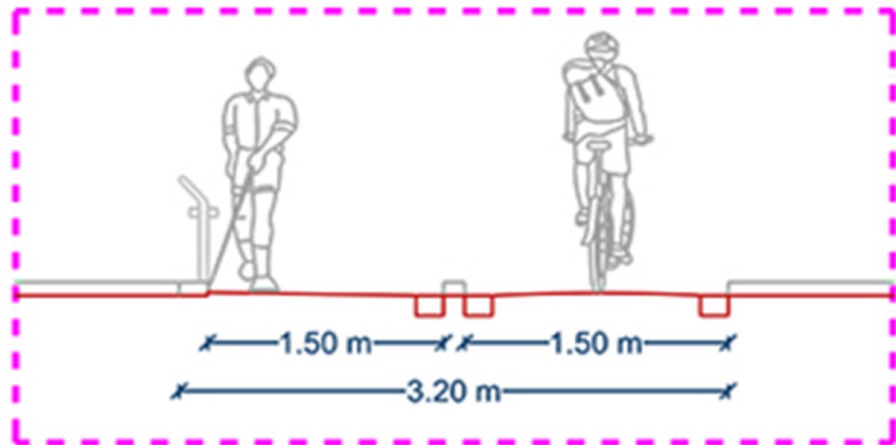**Fig. 3:** Calculating widths of paths for multiple  uses (example)



### UNEXPECTED OUTCOME

*Activation of sustainable management of the park*

**Fig. 4:** A view of the proposed park, with new functions and some design solutions for all users.