



# THE STREETFORUM GUIDE

A PRACTITIONER'S TOOLBOX FOR  
INCLUSIVE STREET TRANSFORMATION

street  
forum

# Contents

<b>Our streets need to change!</b>	<b>3</b>
Challenges of street transformation	4
Stakeholders in street transformation	5
Achieving consensus in street transformation	6
<b>Activate places</b>	<b>8</b>
Art Installations	9
#residentialstreetlife	10
MoBil	11
rich picture.talk	12
<b>Play games</b>	<b>13</b>
Storytelling Game	14
Stakeholder Personas	15
Keep the Balance OPEN AIR	16
Design Game	17
<b>Go digital</b>	<b>18</b>
Placetoplan	19
Streetmeter	20
<b>How to make change last</b>	<b>21</b>
Image Index	24
Project partners	25

A man with a beard and glasses is sitting in a yellow deck chair on a cobblestone street. He is holding a cup and looking towards the right. In the background, there is a multi-story building with windows and a tree. A small table with a plant and some items is in the foreground.

# Our streets need to change!

City streets are more than pathways for vehicles; they are vital social spaces that shape community interaction, accessibility, and well-being. Yet, many streets prioritise cars, neglecting social and environmental needs. As challenges like inequality and exclusion grow, rethinking street design is crucial for sustainability, walkability, and liveability. This process, however, requires that all of those who are affected or have ideas for street transformation are given a voice and that ideas converge towards a common vision for better and more liveable streets.

These guidelines provide an overview of the tools and methods developed in the StreetForum project. They aim to help reach consensus or compromise around street transformations in urban neighbourhoods by building a common understanding of issues, building trust among stakeholders, empowering communities to act autonomously, and raising awareness about the long-term impacts of transformations. The tools were tested and evaluated in four Living Labs in Brussels, Stockholm, Istanbul, and Vienna with the collaboration of numerous residents, NGOs, public authorities, and local businesses who provided invaluable feedback.

September 2025

# Challenges of street transformation

Transforming streets into spaces for people faces political, social, technical, and economic obstacles. Resistance to change is common, as cars are often viewed as symbols of freedom. Concerns about traffic congestion or disruption as a result of traffic calming can lead to public scepticism, which may slow down transformation efforts. Political agendas may conflict with long-term objectives, while bureaucratic hurdles and fragmented responsibilities among numerous stakeholders can complicate decision-making.

Public engagement is critical but often lacking. Without involvement, residents may feel excluded or resist change.

Temporary disruptions during construction, like noise and detours, can further heighten opposition. Environmental and technical constraints, such as extreme weather or limited access to sustainable materials, add complexity.

Economic constraints, including implementation costs and funding limitations, are significant. Moreover, small businesses may fear losing customers during construction, even though

evidence shows walkable streets often boost commerce. Lastly, social equity concerns arise when transformations disproportionately benefit wealthier areas or lead to gentrification, displacing vulnerable populations.

Addressing these and other urban planning-related challenges, such as space limitations and outdated infrastructure, requires innovative solutions, comprehensive strategies, and community engagement. Early involvement enables building trust and that designs reflect local needs. Pilot projects can demonstrate benefits and refine approaches before scaling up. Prioritising underserved areas promotes equity, while public-private partnerships and innovative financing can secure necessary funding.

By overcoming these obstacles, cities can transform streets into spaces that connect rather than divide, fostering community, safety, and opportunity. Thoughtful planning and collaboration with and between various stakeholders create urban environments that support people, the planet, and prosperity.



# Stakeholders in street transformation

Street transformations impact a wide range of stakeholders, each with distinct interests, concerns, and levels of influence. Political agendas may conflict with long-term objectives, while bureaucratic hurdles and fragmented responsibilities among numerous stakeholders can complicate decision-making. Understanding these perspectives is key to achieving successful, inclusive, and lasting urban change.

The key stakeholder perspectives on street transformations in StreetForum are as follows:

**Inhabitants and visitors** express both support and concern. While some welcome safer, more liveable streets, others fear increased congestion, gentrification, or exclusion from decision-making.

**Civic organisations** often support sustainable changes and public space enhancements. They can engage communities and promote inclusive planning but often feel excluded.

**Public authorities** hold the most power, responsible for aligning changes with policy goals like safety, air quality, and public space.

However, they face challenges such as local opposition, implementation hurdles, and reputational risks. Pop-up activities persuade municipalities to recognise the current needs. They also encourage them to establish the necessary legal arrangements accordingly.

**Public institutions** such as schools value improvements in safety and access but may face operational issues like traffic and parking changes. Their expertise and community ties make them important allies.

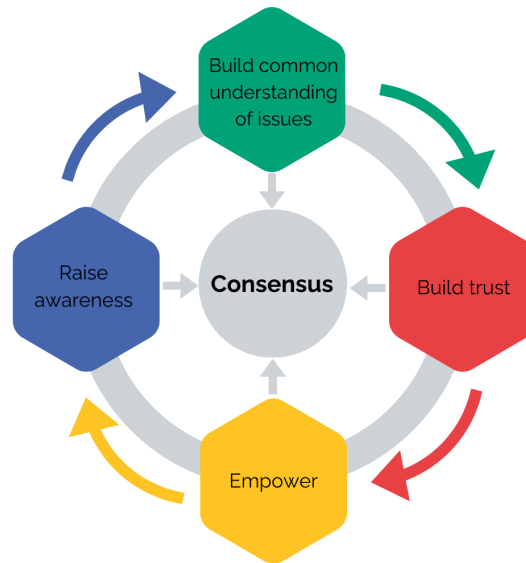
**Local businesses** have mixed views—some benefit from improved public spaces, while others, especially smaller ones, worry about disruption and accessibility for their customers.

Negotiations between these groups, conflicts, and media exposure shape the dynamics of urban interventions. Effective collaboration, especially from early stages, is essential to prevent conflicts and ensure smooth implementation. Strong relationships between stakeholders—particularly between inhabitants, authorities, civic organisations, and businesses—can foster trust and collective ownership of changes.



rich picture.talk: different opinions are discussed in a structured manner.  
Rick Van Oss, Brussels 2024

# Achieving consensus in street transformation



Across Europe, many communities are working to make urban streets more accessible, liveable, and sustainable. Numerous individuals and interest groups have a legitimate right to participate in decisions about street redesign. Reaching consensus or finding a workable compromise depends on several key factors, including transparent communication, spaces for dialogue and co-creation, inclusive participation tools, and flexibility to adapt as projects evolve.

The StreetForum project provides participatory tools that help stakeholders work together to create sustainable and inclusive streets. These tools are community-driven and increase consensus regarding street transformations by targeting four key elements:

## 1. Raising awareness about alternatives and the long-term impacts of transformations

For consensus to lead to sustainable change, stakeholders must recognise the long-term benefits of urban transformation for air quality, mobility, and public space. At the same time, however, they need to recognise and understand the potential inconveniences, such as reduced parking, so that these can be addressed transparently and empathetically as part of the process.

StreetForum raises awareness by:

- Showcasing successful case studies of street transformations in its Living Labs in Brussels, Stockholm, Istanbul and Vienna.
- Using artistic interventions which trigger positive and joyful visions of potential change.
- Identifying the impacts of design choices by using the online Streetmeter and presenting results.
- Gathering public views and opinions with the webapp Placetoplan.
- Reporting progress using evaluation forms and discussing results with local authorities and academicians.

## 2. Building a common understanding of issues

Urban change often faces resistance because different groups perceive the same location differently. Car users, shop owners, cyclists, and pedestrians often have competing priorities. To create effective street transformations, it is crucial to recognise and reconcile the different perspectives and to build a common

understanding of the challenges, opportunities, and trade-offs involved.

The StreetForum toolkit helps by:

- Facilitating storytelling workshops to enable people to share their problems and desired solutions in a playful manner.
- Allowing local communities to imagine alternatives through drawing, analysing, and discussing Rich Pictures.
- Providing stakeholder personas which foster empathy by helping participants see other or new perspectives.
- Facilitating a gameful experience through the Design Game for creating (shared) understanding among players – by role taking, negotiating, shared decision-making, and reflecting on the results.
- Exploring different opinions of stakeholders by using games such as Keep the Balance OPEN AIR.

### **3. Building trust among stakeholders**

Trust is the foundation of collaboration. Without it, people may disengage from discussions, fearing their concerns will be ignored. Trust is built through continuous dialogue, inclusivity, and transparent decision-making.

StreetForum fosters trust by:

- Using participatory design methods and games, where stakeholders collaborate and get to know each other in an inclusive space.
- Facilitating in-person discussion by using narrative-based tools, stakeholder personas and creating outdoor pop-up spaces to meet with the MoBil.
- Providing ongoing digital discussion platforms, such as the Placetoplan tool, where people can share ideas and feedback about their neighbourhood.

### **4. Empowering communities to act autonomously**

Consensus is not just about reaching agreement – it is about giving people the confidence and tools to shape their environment. Many residents, Non-Profit Organisations and small businesses feel that transport and urban planning happen without their input. Empowerment ensures meaningful influence over local streets, and people need to be sure that their ideas are taken on board and that they are genuinely part of the change.

StreetForum supports empowerment through:

- Reclaiming public spaces for social interaction through co-creative cultural activities and outdoor art.
- Enabling communities to experience potential changes through temporary redesigns and tactical urbanism tools, such as #residentialstreetlife and MoBil.
- Allowing stakeholders to negotiate and visualise possible street layouts together through the Design Game.
- Providing guidelines to start and go through the four stages of the transformation process.



# Art Installations



umbrella.blossoms mark the space.  
Alexander Stähle, Stockholm 2024.



The Art Installation carriage creates new meeting places.  
Ákos Burg / spaceandplace.at, Vienna 2023

## What

Art Installations like Umbrella.blossoms and carriage temporarily transform public spaces. By using interactive and visual elements, they foster engagement, creativity and alternative uses of urban streets. The tool was developed by Alain Tisserand at Tisserand Schaller Architekten.

## Why

Art Installations invite people to rethink and interact with public spaces in new ways, fostering social engagement and placemaking. They are temporary interventions that can raise awareness and encourage participation in street transformation.

## Who

Residents, artists, urban planners, community groups and cultural organisations can implement these installations. Residents, passers-by, and local businesses interact with them, experiencing new ways of using public space and engaging in discussions about it.

## How

The two Art Installations can either be implemented together or individually. They work well in combination with other tools presented in this guide such as #residentialstreetlife.

Umbrella.blossoms uses colourful umbrellas mounted on extended poles to create visual landmarks that spark curiosity and dialogue. They are installed in clusters, either secured to urban structures like fences and benches or inserted into soft ground.

Carriage is a mobile parklet made up of a wooden platform on wheels that serves as a flexible social space for sitting, playing, discussing or performing. Easily assembled and transported, it reclaims space traditionally used for parking and demonstrates new possibilities for public areas.

Both installations could encourage community participation when built and implemented collectively. They are affordable, scalable and reusable, allowing everyone to explore urban transformations. By activating streets and inviting interaction, they support more inclusive and vibrant urban environments.

Detailed manuals and downloadable templates can be found on the StreetForum website [www.streetforum.eu](http://www.streetforum.eu).

# #residentialstreetlife



Simple interventions open up the street for people.  
Istanbul Metropolitan Municipality, Department of Parks and Recreation, Play Istanbul, Istanbul 2024



A public living room "residential street".

Axos Burg / spaceandplace.at, Vienna 2023

#residentialstreetlife graphic.

spaceandplace.at / A Downstairs Affair



## What

#residentialstreetlife (#wohnstrassenleben) is a tool for transforming "residential streets" (name varies by country) into temporary public living rooms, fostering social interaction, and community engagement. The #residentialstreetlife tool was created by space and place and further developed with various partners.

## Why

The tool promotes community cohesion, ownership of public space and active citizenship by encouraging people to creatively use their "residential streets" for social and cultural activities and to co-create public space.

## Who

Facilitators, local organisations and residents can use the tool. It is aimed at people living or working in neighbourhoods close to "residential streets" who want to promote social connections, make their streets more liveable and create more space for personal recreation.

## How

To use the #residentialstreetlife tool, select a "residential street" you wish to transform and create a "public living room" to foster interaction among residents and passers-by. Use simple materials like folding tables, chairs, cushions, or Art Installations to occupy free parking spaces, ensuring a lane remains clear for cars or emergency vehicles. Offer activities such as games (chess, dominoes), artistic activities, language learning, clothes swaps, or snacks, and use creative "residential street signs" (e.g., "Come for a chat", "Please drive slowly") to enhance awareness. Host small cultural happenings like readings, non-amplified music performances, or picnics, but obtain permission for larger gatherings that may exceed local noise limits.

#residentialstreetlife can host many of the other StreetForum tools, as well as your own tools, to reflect on neighbourhood challenges or envision permanent street transformation.

For more examples, check out <https://spaceandplace.at/wohnstrassenleben-rueckblick/>.

Detailed manuals and downloadable templates can be found on the StreetForum website [www.streetforum.eu](http://www.streetforum.eu).

# MoBil



MoBil in shape of a discussion room.  
Rick Van Oss, Brussels 2024



MoBil in shape of a basketball goal in Brussels.  
Ivan Put, Brussels 2024

## What

MoBil is a modular toolkit that transforms public spaces into vibrant, flexible environments for play, sport, and gathering. MoBil is transportable by bike. Designed for adaptability, it turns underused urban areas into hubs of activity and community life. Some examples of the structures that can be made: an information tower, an exhibition, an open discussion room, football goals or a movie screen. MoBil was created by Cultureghem.

## Why

By combining visibility, dialogue, and participatory tools, MoBil is a practical tool for consensus-building in public space, enabling communities to express ideas, negotiate perspectives, and co-create shared solutions.

## Who

MoBil is facilitated by community leaders, urban planners, local governments, and cultural organisations. It is designed for broad public use, especially by residents and vulnerable or underrepresented groups who often lack access to participatory urban design processes.

## How

MoBil can be used both as a stand-alone activity – for teambuilding and attracting attention in public space – and as a structural and visual support for tools for consensus-building, such as rich picture.talk. It also served as an exhibition space and hosted a discussion room within the installation.

MoBil consists of four lightweight, easy-to-assemble modules – ARK, TOUR, GOAL, and PANIER! – each supporting a different activity or function. The modules can be combined and adapted to different sites and needs. Installation typically takes 1 to 2 hours, with recommended use over multiple days. Materials include plastic connectors, aluminium or PVC tubes, and locking pins. Setups require local permissions and are mostly suited for outdoor use, with some indoor applications possible. MoBil is more than a physical installation – it is a participatory process that sparks local dialogue, brings people together, and enables hands-on, sustainable transformation of public space.

Detailed manuals and downloadable templates can be found on the StreetForum website [www.streetforum.eu](http://www.streetforum.eu).

# rich picture.talk



Flipchart, pens and post-its for the rich picture.talk.  
Akos Burg /spaceandplace.at, Vienna 2024



Passers-by contribute additional statements to an ongoing discussion.  
Brigitte Vettori /spaceandplace.at, Vienna 2024

## What

rich picture.talk is an analogue planning tool that uses hand-drawn pictures to visualise and discuss challenges, relationships, visions and solutions. The rich picture.talk was developed by Brigitte Vettori, space and place.

## Why

The tool enables groups to visually examine complex issues in a holistic way, fostering mutual understanding and collaboration. It supports the exploration of various topics and enables sustainable decision-making in contexts such as urban planning, community engagement or organisational development. Its participatory approach is ideal for a wide range of audiences.

## Who

The rich picture.talk can be used by facilitators such as local authorities, NGOs, urban planners, educators and community groups who want to address challenges or discuss visions together. It works with diverse participants of all ages and backgrounds and even with multilingual groups through its visual approach.

## How

The tool consists of two parts: the main workshop rich picture.talk and the optional Participatory Rich Picture Presentation.

In the first part, participants work together in a two-hour session to create a Rich Picture representing the chosen theme. Facilitators prepare materials (flipcharts, markers, sticky notes), invite 2–12 participants (aged 7+), set up the space and lead structured discussions to raise questions, compare perspectives and explore solutions. The rich picture.talk can take place on site, when the transformation of a particular street or public space is discussed, or be organised indoors.

The second part is to present the Rich Picture to a wider audience, such as passers-by or online participants, to gather feedback. Facilitators and ideally one of the creators of the Rich Picture explain the situation while participants add comments on sticky notes. The facilitator gathers and summarises the feedback for future use.

Detailed manuals and downloadable templates can be found on the StreetForum website [www.streetforum.eu](http://www.streetforum.eu).



# Play games



## PUBLIC INSTITUTION

### ANNE HERBERT

Age	45
Gender	Woman
Occupation	School Director

#### Bio

Anne is a caring **school director** who looks after both **primary and secondary students**. She's really committed to making sure they get a great education and stay safe and happy at school. She's **worried about the dangers of traffic** and how the streets near the school are designed. Anne has been in a relationship with her wife for many years.

#### Goals

- Convincing policymakers to implement safer infrastructure.
- Communicating with parents and involving the students in city improvement projects.

#### Influence

- She collaborates with teachers, staff, and students and their parents to understand their concerns.
- She fosters community meetings with other associations with similar interests in children's safety.

#### Challenges

- Making sure it's safe for kids moving around school, especially considering traffic nearby.
- Finding funding to support school initiatives.

"Every child deserves a safe way to go from home to school. I want to advocate for better streets for our kids, where they can walk and play."



# Storytelling Game



Example of game cards.

## What

The Storytelling Game is a card game that can be used to structure storytelling workshops or to initiate discussions about potential transformations. This participatory tool enables players to share personal stories related to a specific location, identifying problems and potential solutions. At the end, the game facilitates the creation of a collective story that aligns with the experience of several or all players. This tool was developed by researchers from the HOST-Mobilise Research Groups of the Vrije Universiteit Brussel.

## Why

Storytelling is a fundamental means of human communication, helping to convey knowledge and experiences. This tool is particularly useful in the early stages of street transformation. By structuring the exchange of stories, the game facilitates community involvement and inclusive planning. It identifies local problems and potential solutions through personal narratives. This tool also fosters empathy and trust by allowing participants to acknowledge diverse perspectives, and can empower them by helping identify a common story. Additionally, the output

of the tool can support communication and decision-making regarding street transformations.

## Who

The Storytelling Game can be played by people who are familiar with the location being considered. These can be residents or workers who can share their lived experiences. The game can be self-facilitated or led by a facilitator experienced in guiding discussions. This tool is also relevant to urban planners, policy-makers and researchers who want to explore the diverse perspectives of neighbourhood stakeholders.

## How

The game takes between 30 and 60 minutes, depending on the number of players and their level of engagement. It is best used in indoor spaces or quiet outdoor settings with minimal distractions. The game consists of a set of cards that guide three to six players through the storytelling process in five stages, leading to the creation of individual stories. At the end, a collective story emerges, which can be refined through group discussion until consensus is reached.

Detailed manuals and downloadable templates can be found on the StreetForum website [www.streetforum.eu](http://www.streetforum.eu).

# Stakeholder Personas



On-street use of Stakeholder Personas.  
Mobilise Research Group, Brussels 2024

## Anne Herbert

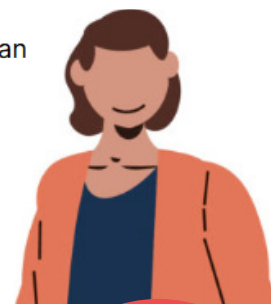
*Public Institution*

Age: 45

Gender:  
Woman

School  
Director

"Every child deserves a safe way to go from home to school. I want to advocate for better streets for our kids, where they can walk and play"



Example of a persona card.

Detailed manuals and downloadable templates can be found on the StreetForum website [www.streetforum.eu](http://www.streetforum.eu).

## What

The Stakeholder Personas is an analogue role-playing method that enables participants to step into the perspectives of others. It consists of fictional personas representing key stakeholders, such as children, older residents, local business owners and representatives of public authorities. The adaptable persona cards refer to their characteristics, goals, challenges, and contextual details. Participants can adopt these roles during workshops or discussions as part of a role-play exercise. This tool was developed by researchers from the HOST-Mobilise Research Groups of the Vrije Universiteit Brussel.

## Why

Urban transformations often involve multiple stakeholders with conflicting interests. The Stakeholder Personas tool helps to explore and better understand the varied perspectives, needs, and impacts associated with urban interventions by allowing participants to experience the motivations, challenges, and priorities of others. This role-exchange method fosters empathy and encourages constructive dialogue. By increasing awareness of different viewpoints, it supports co-creation processes and facilitates negotiation.

## Who

This tool is designed for two primary user groups: on the one hand, people directly affected by urban transformations, such as residents, business owners, and commuters, who can use the tool to better understand each other's concerns; and on the other hand, decision-makers and practitioners who aim to incorporate diverse perspectives into the planning process and want to test how their proposed interventions would affect various stakeholders.

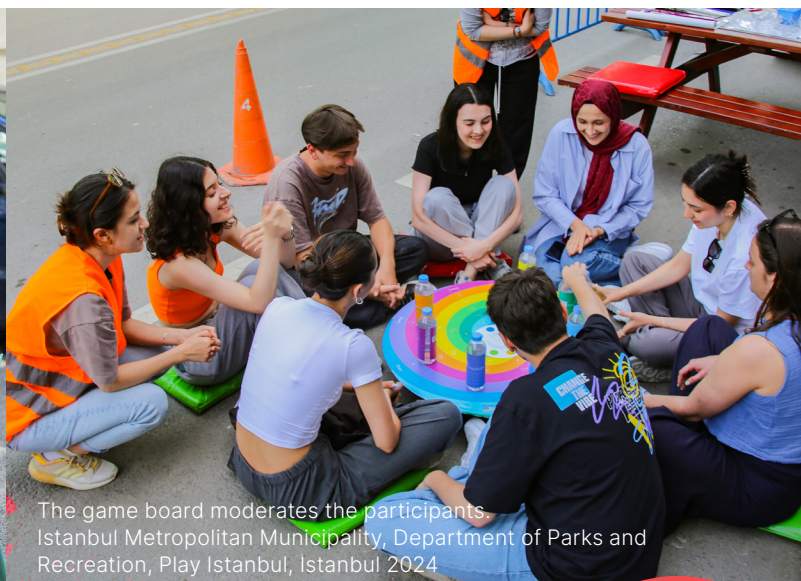
## How

The Stakeholder Personas tool is used in structured workshops or participatory sessions. A set of persona templates is provided to represent key stakeholders that can be adapted to the context. Facilitators introduce the tool, assign roles to participants, and guide the discussions. Participants can personalise their assigned stakeholder profiles, engage in discussions from their personas' perspectives, and collaborate to develop solutions. This tool can be integrated into other StreetForum participatory methods, such as the Storytelling Game and the Design game.

# Keep the Balance OPEN AIR



First, agree on a question.  
Akos Burg / spaceandplace.at, Vienna 2024



The game board moderates the participants.  
Istanbul Metropolitan Municipality, Department of Parks and Recreation, Play Istanbul, Istanbul 2024

## What

The game Keep the Balance OPEN AIR teaches sociocratic decision-making and inclusive moderation. Designed for public spaces, it helps groups discuss and decide on street or public space use and transformations directly on-site. The outdoor game builds on the original board game Keep the Balance, created by the Sociocracy Centre Austria, and has been further developed by space and place & alain tisserand.

## Why

This game fosters mutual understanding and builds trust among participants. It ensures that diverse opinions are heard and considered equally. It empowers individuals to contribute to decision-making processes and supports the development of collective solutions, promoting shared ownership of outcomes.

## Who

This tool can be used by facilitators such as municipalities, Non-Profit Organisations, cultural organisations, urban planners, educators and community groups who want to discuss specific ideas and challenges or transform public spaces.

Users can be people of all ages, genders and backgrounds.

## How

Keep the Balance OPEN AIR is best played on site – e.g. during a street or public space transformation project – but can also be played indoors. The 80 cm board is placed on the ground, surrounded by up to eight chairs for participants. A facilitator introduces the game. Players (aged 7+) take turns clockwise with coloured bottles as tokens and share their statements on a chosen topic: space and place has created open-source questions on residential streets and public spaces. You may also use your own or the original board game's questions – available for purchase – on other social topics with the open-air version developed by space and place & alain tisserand.

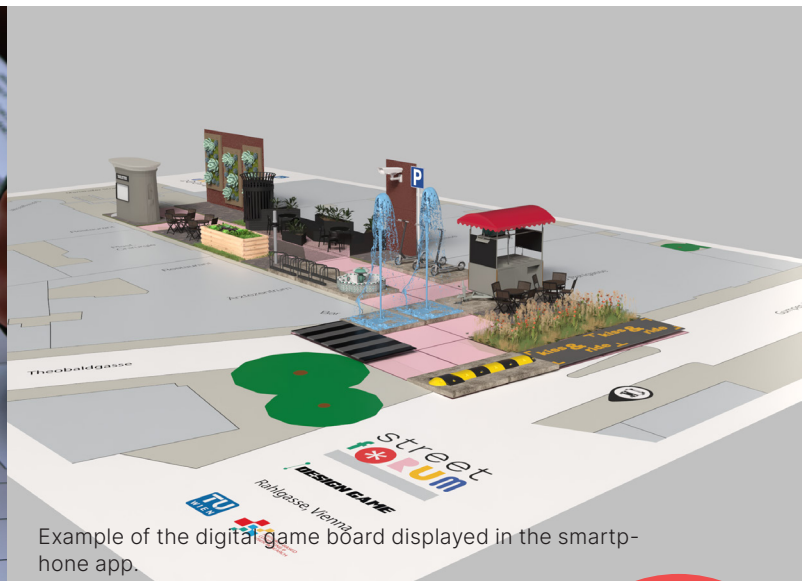
The process involves several rounds: understanding the problem, proposing solutions and responding to others' ideas. The facilitator or a player summarises the group's input and refines the solutions until a consensus is reached. The outdoor version is designed to enhance visibility and engagement, making it ideal for promoting dialogue and co-creation in public spaces.

Detailed manuals and downloadable templates can be found on the StreetForum website [www.streetforum.eu](http://www.streetforum.eu).

# Design Game



Example of the physical Design Game board. Mobilise Research Group, Brussels 2024



Example of the digital game board displayed in the smartphone app.

## What

The Design Game is a board game which addresses the stages of planning and design, as players reimagine a certain urban area by placing specific street design elements on the gameboard, explaining their ideas, and negotiating with other players. This tool was developed by ACUR at the Technical University of Vienna.

## Why

Players exchange their perspectives while playing and designing an urban area. The informal, playful setting enables players to express their views naturally in context. The rules and characteristics of the game allow players to act as certain predefined characters – roles – where they must envision the viewpoints of a character and act according to its needs.

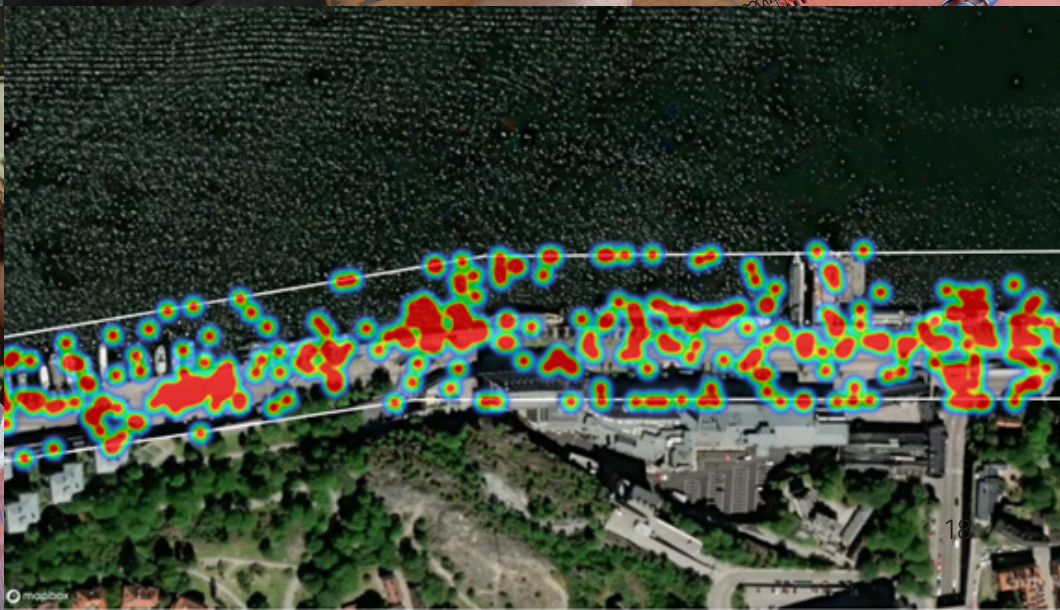
## Who

The Design Game addresses all stakeholders involved in the (re)design of an urban area, such as citizens, residents, business owners, city planners, decision-makers, government, etc.

## How

The gameboard represents a certain location including several element fields. Players put element cards on these fields to illustrate what they need at that particular place. Elements are pieces of infrastructure, such as greenery or a bench. As the number of elements grows, fewer spaces are available, and players need to negotiate which elements can stay on the board and which can be removed. Character cards define the role a player is representing in the game. Personal goal cards define a specific goal a player needs to achieve throughout the game. Since each player follows a different personal goal, these cards support debate and negotiations among players. Action cards add moments of surprise to the game by, e.g., allowing a player to place an additional element. The game supports an augmented reality (AR) view where elements are displayed as three-dimensional objects in a smartphone app.

Detailed manuals and downloadable templates can be found on the StreetForum website [www.streetforum.eu](http://www.streetforum.eu).



# Placetoplan



People using Placetoplan to describe their thoughts.  
Mobilise Research Group, Brussels 2024



Workshop with residents through Placetoplan.  
Alexander Ståhle / Spacescape, Stockholm 2023

## What

Placetoplan is a web-based platform for inclusive citizen dialogue on places and urban design proposals, that combines social media features with questionnaires. Placetoplan was developed by Spacescape.

## Why

Placetoplan engages the public in planning by collecting their opinions on existing environments and proposals for change. This fosters transparency, inclusivity, and better-informed decisions in urban development.

## Who

Planners and placemakers use the tool to involve the general public and local stakeholders. It is useful for municipalities, developers, schools, and associations that need input from residents or users of a space.

## How

Placetoplan enables digital dialogues via interactive maps and questions. Placetoplan works on smartphones and can be integrated into workshops and walkshops or street interviews to include people with limited digital access. A typical use case involves marking places on a map that users like or think need improvement, answering multiple-choice and free-text questions, and reviewing others' responses.

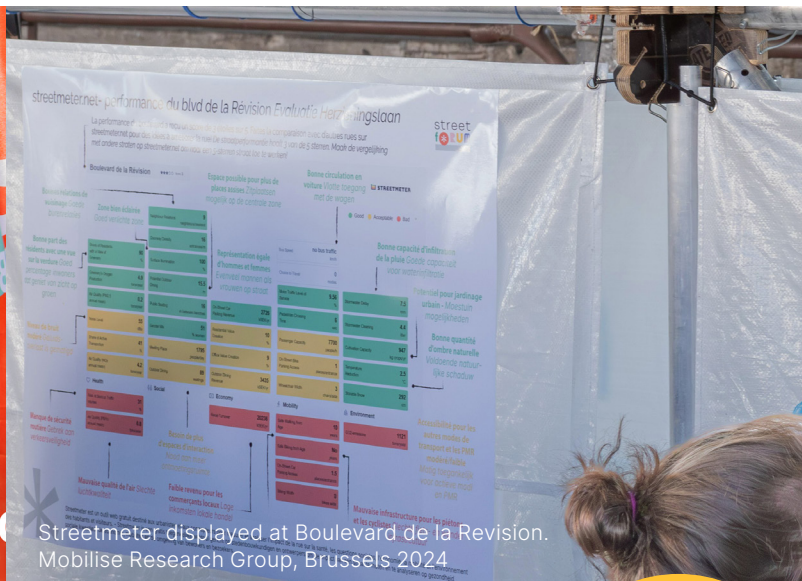
The tool is available at [www.placetoplan.com](http://www.placetoplan.com) and works in four languages (English, French, German and Swedish). Neither app installation nor training is needed.

Detailed manuals and downloadable templates can be found on the StreetForum website [www.streetforum.eu](http://www.streetforum.eu).

# Streetmeter



Streetmeter analysis of the Yogurtcu Parki Caddesi.  
Istanbul Metropolitan Municipality, Department of Parks  
and Recreation, Play Istanbul, Istanbul 2024



Streetmeter displayed at Boulevard de la Revision.  
Mobilise Research Group, Brussels 2024

## What

Streetmeter is a free web-based tool for analysing the performance of street designs in terms of health, mobility, economy, environment, and social value. Streetmeter was developed by Spacescape and Rise.

## Why

Streetmeter supports evidence-based planning by quantifying how street design affects different performance values and users. It helps planners and decision-makers understand, compare, and communicate the impacts of current or proposed street layouts.

## Who

It is recommended primarily for transportation planners and urban designers, but it is also useful for municipalities, developers, and researchers. The tool helps professionals explain the effects of street design to politicians, citizens, and other stakeholders.

## How

Streetmeter allows users to input data about a street's dimensions, design, and use, and instantly receive performance evaluations across five key value areas: health, mobility, economy, environment, and social life.

Based on straightforward and simple input data, Streetmeter produces output values like air quality, noise levels, traffic safety, vegetation's oxygen production, public seating access, stormwater capacity, and economic indicators like retail turnover and parking revenue.

It also evaluates performance from the perspective of different user groups (e.g., children, people with disabilities, cyclists).

The tool is available at [www.streetmeter.net](http://www.streetmeter.net) and requires only a browser – no installation or license is needed.

Detailed manuals and downloadable templates can be found on the StreetForum website [www.streetforum.eu](http://www.streetforum.eu).



# How to make change last

**StreetForum aimed to bring all stakeholders around the table, which can be challenging. Participants are available at different moments in time, they have varying proficiency in the local language, diverse digital skills and discussion cultures. To address these barriers, a broad range of tools should be integrated in the consensus making process, making participation more accessible. In fact, obstacles can be turned into strengths if the different abilities and perspectives of those involved are adequately considered.**

## Overcoming language barriers

Visual methods and group discussions can make participation more user-friendly and engaging. Tools such as rich picture.talk and Streetmeter demonstrated how visual approaches and graphics can support argumentation and bridge language differences.

## Creativity for higher engagement and consensus

A playful approach, using games, modular structures like MoBil, and roleplay, can encourage participation from different stakeholder groups. Narrative-based tools, such as rich picture.talk, Storytelling Game, art.interview (part of #residentialstreetlife) and Keep the Balance OPEN AIR can stimulate discussion and lead to consensus. While gamification has proven beneficial for engagement, participants' agency over game mechanics is crucial for empowerment. Therefore, a balance between gamified discussion and authentic dialogue is needed to ensure meaningful participation and mutual learning.

## Addressing time constraints and the knowledge of the many

Hybrid participatory methods can help get those with limited availability involved. For example, in-person interviews (Placetoplan and art.interview) or Rich Picture Presentations allow people to contribute without requiring long time commitments. Meanwhile, recurring activities, or events that last throughout the day (#residentialstreetlife, MoBil and Art Installations) help to build familiarity and trust over time.

## Reaching out to stakeholders

Communicating and inviting all stakeholders is a challenging task. Throughout the StreetForum project, different types of organisations collaborated to set up the Living Labs.

Collaboration with local NGOs such as Space and place, Cultureghem and Play (Oyun) at Istanbul Metropolitan Municipality's Parks and Recreation Department showed that the network of an organisation embedded in a neighbourhood was important. Both diversity of communication formats (in-person, e-mail, flyers and events) and diversity within the organising team improved inclusivity of the participants.

## Establishing connections with governments

Establishing strong connections with both local and central governments (like local municipalities, district governors, metropolitan municipalities etc.) is essential when undertaking street transformation projects. Such collaborations enable sustainable event permits to be implemented in urban areas, adding a fresh dimension. Furthermore, incorporating these efforts into administrative procedures promotes a practical culture surrounding urban transformation and participatory implementation. Local governments may facilitate the connection with central governments which contribute to the inclusive adaptation of tools based on local needs and cultural practices. Having a participatory working strategy makes it possible to move on more complex structures. Discussing the final results with citizens and governments is also crucial for building trust.

## More than a toolkit – integration in a larger process

The tools on their own will not lead to consensus, therefore it is important to keep political framework conditions in mind. Firstly, participation should be meaningful, establishing clear expectations and embedded in a process of physical street transformation. The tools can be useful in both the problem identification or co-creation phase. While implementing the tools, the order is key. Trust building for example, should be established before adding roleplay (Design Game and Stakeholder Personas). Starting with sharing lived experiences (Storytelling Game) or

building group dynamics (MoBil) can be beneficial before an in-depth discussion (rich picture.talk). Finally, it might be good to end with reflection and noting down thoughts (Placetoplan) or a playful change of roles (Stakeholder Personas). It is also important to consider what participants get out of the sessions. Follow-up with discussion on the results or small interventions and activities can help prevent participation fatigue.

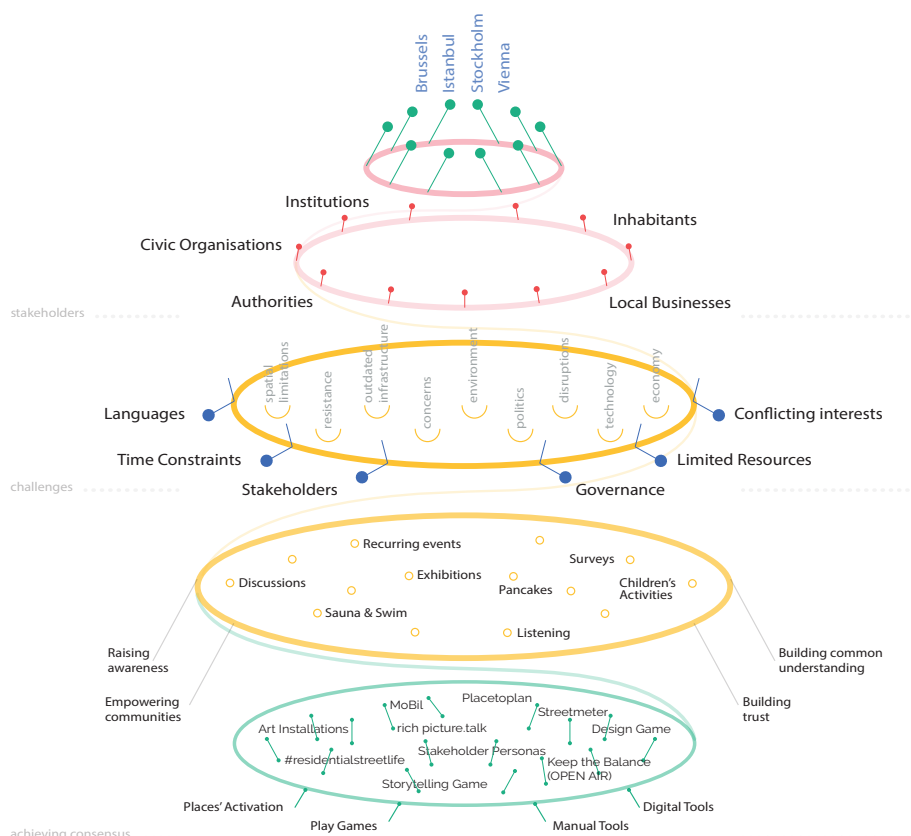
## Scaling up with limited resources

A dynamic participatory process requires consideration of participant numbers, activity speed and session length. Recruiting participants, training facilitators, building trust and awareness are time-intensive tasks. Limited resources can make large-scale implementation

difficult. However, rather than striving for complete consensus, embracing compromise and smaller agreements can make scaling up more feasible while still engaging in a productive dialogue with and between citizens.

## StreetForum is an invitation to the table

While not all tools directly address a discussion on street transformation, StreetForum offers an opportunity to lower the threshold for participation. As the activities take place in public space, people can listen in on a conversation, join partially, look at presentation panels or experience a new use through installations. Activities for children, eating together, or recurring events can help broaden engagement and become a stepping stone to full participation.



**OUR STREETS NEED TO CHANGE**  
to improve sustainable urban accessibility

StreetForum Toolkit – building consensus through inclusive processes.

# Image Index

Unless otherwise indicated, image rights remain with the respective photographers or institutions as credited in the pictures or Image Index. Credits are listed below for each photo in the collages, following the order from top, left to right. Images may not be reproduced or used without appropriate acknowledgement.

## Front page

Ákos Burg / spaceandplace.at, Vienna 2023

## Page 3

Ákos Burg / spaceandplace.at, Vienna 2023

## Page 8

Ákos Burg / spaceandplace.at, Vienna 2024  
Mobilise Research Group, Brussels 2024  
Ivan Put, Brussels 2023  
Ákos Burg / spaceandplace.at, Vienna 2023  
Istanbul Metropolitan Municipality, Department of Parks and Recreation, Play Istanbul, Istanbul 2024  
Ákos Burg / spaceandplace.at, Vienna 2023  
Ákos Burg / spaceandplace.at, Vienna 2023

## Page 13

ACUR Institute / TU Vienna, Vienna 2024  
Brigitte Vettori / spaceandplace.at, Istanbul 2024  
Ákos Burg / spaceandplace.at, Vienna 2024  
Brigitte Vettori / spaceandplace.at, Istanbul 2024  
Mobilise Research Group, Brussels 2024

## Page 18

Spacescape, Stockholm 2025  
Alexander Ståhle / Spacescape, Stockholm 2023  
Mobilise Research Group, Brussels 2024  
Mobilise Research Group, Brussels 2024  
Alexander Ståhle / Spacescape, Stockholm 2023  
Istanbul Metropolitan Municipality, Department of Parks and Recreation, Play Istanbul, Istanbul 2024  
Spacescape, Stockholm 2025

## Page 21

Ákos Burg / spaceandplace.at, Vienna 2023

# Project partners



## Brussels

Mobilise Mobility and Logistics Research Group – House of Sustainable Transitions  
mobilise.research.vub.be/



Cultureghem  
cultureghem.be



Municipality of Anderlecht  
www.anderlecht.be/



## Istanbul

BOUN-ITS Lab, Bogazici University  
itslab.bogazici.edu.tr/



Istanbul Metropolitan Municipality, Parks and Recreation Department  
www.ibb.istanbul/en/



Oyun Istanbul  
www.yesil.istanbul/



## Stockholm

Spacescape  
www.spacescape.se/



Stockholms stad  
international.stockholm.se/



Konstfrämjandet  
www.konstframjandet.se/



## Vienna

The Artifact-based Computing & User Research (ACUR) Unit at the TU Vienna (TUW)  
media.tuwien.ac.at/



space and place  
www.spaceandplace.at/



Tisserand Schaller Architekten  
http://www.tisserandschaller.at/



Mobilitätsagentur Wien  
www.mobilitaetsagentur.at/



District Council Mariahilf – Vienna 6th district  
www.wien.gv.at/mariahilf/



Head of District Parliament – Vienna 16th district  
www.wien.gv.at/bezirke/ottakring/



Impact Hub Vienna  
vienna.impacthub.net/



aspermobil LAB  
www.mobillab.wien/



Postgraduate Center, University of Vienna  
www.postgraduatecenter.at/kooperativregion



Geht-doch.wien  
geht-doch.wien/



Weatherpark GmbH  
www.weatherpark.com/



## International organisations

Carfree Cities Alliance



## Funding

This project has been funded by the Brussels Capital Region - Innoviris (Belgium), the Austrian Research Promotion Agency (FFG), Vinnova (Sweden), TÜBİTAK (Turkey) and Urban Europe.

