

Wandering as a design strategy for infrastructuring

O “ser errante” como estratégia de design para infraestruturação

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Abstract

The notion of design gradually diverges from its conceptualization as framed design projects that focus on the production of objects. It shifts to open-ended processes that are oriented toward the creation of services and the congregation of organizations. In the participatory design (PD) scene the emerging future-oriented design-after-design approach is understood as a process of ‘infrastructuring’. The co-design process of Recup’Kitchen is described as an example of an infrastructuring design practice within the Brussels urban living lab of the Incubators of Public Spaces research. The empirical findings of the related action-research bring up the importance of ‘wandering’ in the design process. The design journey unfolds as an explorative endeavor without a clearly outlined direction. The paper argues that this wandering contributed to a process of infrastructuring. Three factors of the wandering in the Recup’Kitchen design are discussed: multi-layered openness, future-oriented incompleteness and strategic dialogue. This framework is based on a combination of a theoretical framework and the empirical findings within the Recup’Kitchen case. Together these factors of wandering illustrate how such a design approach can benefit infrastructuring activities. Recognizing the benefits of a loss of control and an entanglement in the messiness, the article suggests implementing this spontaneous wandering practice as a design strategy.

Keywords: participatory design, infrastructuring, wandering design process, urban living lab, multi-layered openness, future-oriented incompleteness, strategic dialogue.

Resumo

A noção de design diverge gradualmente a partir de sua conceitualização como projetos de design focados na produção de objetos. Ela passa para processos *open-ended* orientados para a criação de serviços e a congregação das organizações. No âmbito do design participativo (PD) a abordagem emergente orientada para o futuro chamada design-depois do-design é entendida como um processo de “infraestruturação”. O processo de co-design de Recup’Kitchen é descrito como um exemplo de uma prática de design de infraestruturação dentro do laboratório urbano vivo de Bruxelas que faz parte da pesquisa “Incubadoras de Espaços Públicos”. Os resultados empíricos da respectiva pesquisa-ação ressaltam a importância de “ser errante” em um processo de design. A jornada de design se desenrola como um esforço exploratório, sem uma direção claramente delineada. O artigo argumenta que esse ser errante contribuiu para um processo de infraestruturação. Três fatores do ser errante na concepção Recup’Kitchen são discutidos: a abertura multifacetada, a incompletude orientada para o futuro e o diálogo estratégico. Este quadro se baseia em uma combinação de um quadro teórico e dos resultados empíricos do caso Recup’Kitchen. Juntos, esses fatores do ser errante ilustram como tal abordagem de design pode beneficiar as atividades de infraestruturação. Reconhecendo os benefícios de uma perda de controle e um enredamento na confusão, faz-se a sugestão de implementar esta prática errante espontânea como uma estratégia de design.

Palavras-chave: design participativo, infraestruturação, processo de design errante, laboratório urbano vivo, abertura multi-camadas, incompletude orientada para o futuro, diálogo estratégico.

wander

verb | *wan-der* | \ˈwän-dər\

: to move around or go to different places usually without having a particular purpose or direction

: to follow a path with many turns

: to go away from a path, course, etc. (Merriam-Webster, 2016).

Introduction

Within the participatory design (PD) scene, a new description of design is arising that aims for a design-after-

design approach. It is argued that infrastructuring adds a crucial contribution to this definition. In this light, the design process of Recup’Kitchen (Brussels) is described as an example of such infrastructuring activities. This case, as a part of the Incubators of Public Spaces urban living lab at the Josaphat site, outlines a self-organized participatory trajectory. Within this situated case, wandering proves to be an essential, yet unconsciously implemented design strategy. A framework of three factors of such a wandering approach is developed in this paper. The (i) multi-layered openness, (ii) future-oriented incompleteness and (iii) strategic dialogue are argued to foster infrastructuring in

PD. Based on these findings, the paper proposes that, every once in a while, the design expert should let go of the design process and to allow him/herself to get entangled in the messiness this could lead to. This argument is based on the combination of a theoretical reading and concrete experiences within the action-research on and around the Incubators urban living lab in Brussels. In this paper, the design practice of Recup'Kitchen and the tacit learning of the involved architect-researcher are articulated as a situated example that underpins the potential of wandering in the design process for infrastructuring activities. In line with the described PD process of Recup'Kitchen, some concerns are expressed, while arguing for a further exploration of the potential of a consciously implemented wandering strategy.

This paper will first retrace the development of the notion of design today. Its divergence into a design model that is increasingly stressing the process rather than the design object brings a focus on infrastructuring. In the second section the design process of the Recup'Kitchen project is retraced. This example is contextualized within the Incubators urban living lab at the Josaphat site in Brussels and the related action-research methodology. The collective and open design journey underlying the Recup'Kitchen design concept is described through key moments. In the third part of this paper the experiences within the Recup'Kitchen case are related to the theoretical background of the diverging design model. This paper will outline three factors of wandering that support infrastructuring activities within the situated context through story-sheets. Finally, as a conclusion, it proposes recognizing the potential value of wandering in PD. Some concerns that emerge from the experiences with Recup'Kitchen are expressed. Ongoing experimentations hope to inspire both the debate on and the practice of infrastructuring in PD.

A diverging participatory design scene: "infrastructuring?"

A diverging participatory design scene

The design practice has mainly been recognized for its focus on the production of concrete design objects (Margolin, 1995). The core motivation of PD is to generate more qualitative environments and to produce critical alternatives, not products per se (Gerrard and Sosa, 2014), although, from the original Scandinavian approach onwards, PD has coupled its political engagement with the formation of design objects (Saad-Sulonen *et al.*, 2015).

This notion of design is challenged as design experts increasingly focus their work on the creation of services and organizational structures (Jones, 1991; Hoeschele, 2016). Donald Norman (2010) articulates this reorientation of the design practice in his essay "Why Design Education Must Change". He describes how the focus broadens from physical products to, amongst others, service and experience design. With this shift, design aims to tackle more complex socio-political issues. The conceptual model of design is diverging (Jones, 1979), while the recognition of the strategic value of contemporary design is growing. Similarly, in the field of PD, the orientation toward single design projects is widening to

a model that also includes various types of participation related to decision-making, debate and empowerment (Saad-Sulonen *et al.*, 2015).

This emerging shift is reinforced by a combination of two factors (Manzini, 2015a; Manzini, 2015b): a first argument recognizes the increasing complexity of issues that need to be dealt with. Problems arise on different levels, ranging from the global to the very local and everyday experience. With this condition of intractable issues (Murray, 2009), the increased communication opportunities form a second factor that enhances the wider conception of design. Various information and communication technologies help a growing number of people in their search to transform their environment. These distributed systems (Biggs *et al.*, 2010) support the diffusion of knowledge and experiences that are obtained within the social innovation processes, which are undertaken by an increasing number of actors. Various innovative initiatives are set up in order to face the problems that the traditional societal models cannot (can no longer) manage to deal with.

In the PD scene different actors are expressing a broader interpretation of design. Lucien Kroll envisions PD as a "politico-moral-spiritual"; design is not only a way of making, but also entails a way of living, an attitude toward society (Doucet, 2015). Ezio Manzini (2015b) redefines design in his book *Design, When Everybody Designs. An Introduction to Design for Social Innovation*:

Design is a culture and a practice concerning how things ought to be in order to attain desired functions and meanings. It takes place within open-ended co-design processes in which all the involved actors participate in different ways (Manzini, 2015b, p. 53).

This diverging description of the design practice reaches beyond a final outcome and acknowledges its fluid and open-ended character. To support future designs beyond the framed project PD increasingly takes on "infrastructuring" design activities (Karasti and Baker, 2004; Björgvinsson *et al.*, 2012; Le Dantec and DiSalvo, 2013; Karasti, 2014).

Infrastructuring for design-after-design

The above described diverging approach to PD brings on a movement that values the creation of socio-material assemblies. The design expert reaches beyond the initial design scope of PD, which engages stakeholders as participants within the limits of a framed project. He or she aspires to facilitate future designs after the design (Björgvinsson *et al.*, 2012). This "design-after-design" (Redström, 2008) intends to achieve an ongoing use-design that continues after the framed design project is finished. The engagement of stakeholders incubates the necessary socio-material capital to continue an ongoing process of innovation. To emphasize the value of this capacity building in socio-material resources and experiences, the notion of "infrastructuring" has been introduced in the field of PD by Karasti *et al.* (Karasti and Baker, 2004; Karasti and Syrjänen, 2004). The term has been appropriated and developed to instigate the (academic) debate on how to support an ongoing design process (Karasti, 2014).

The conceptual shift within the design profession to orient towards infrastructuring has a theoretical background that originates from the notion of “information infrastructure”. Neumann and Star (1996) introduced this concept in the PD scene. Infrastructures are not only technological or structural supports, but are equally important in their relational and situational sense. Thereafter, Le Dantec and DiSalvo (2013) argued in their paper “Infrastructuring and the Formation of Publics in Participatory Design” that the ‘construction’ of socio-material resources becomes a crucial contribution to the object-oriented participation process.

Infrastructuring, then, is the work of creating socio-technical resources that intentionally enable adoption and appropriation beyond the initial scope of the design, a process that might include participants not present during the initial design (Le Dantec and DiSalvo, 2013, p. 247).

Recup’Kitchen: Wandering for a design-after-design

In the light of the theoretical reflections on the diverging design scene and the potential of infrastructuring for design-after-design, the paper will describe the collective design process of Recup’Kitchen as a situated example of infrastructuring in PD.

Context: Self-organizing participatory practices at the Incubators living lab

The design and ongoing realization of Recup’Kitchen is part of an urban living lab of the Incubators of Public Spaces research. Incubators is a JPI Urban Europe project

that aims to facilitate and stimulate the self-organization of places through the development of a digital platform. The research project advances through three living labs in cities across Western Europe, namely Brussels, London and Turin (Van Reusel *et al.*, 2015). The Recup’Kitchen project takes part in the Brussels urban living lab of Incubators and is embedded in an ongoing self-organized participation process in the urban planning of the Josaphat former railway station site (Figure 1).

The land at stake is a publicly owned land of approximately 25 hectares that has been purchased by the Brussels-Capital Region¹ in 2006. A strategic masterplan is being developed with the purpose of creating a new, mixed and dense neighborhood for this Zone of Regional Interest (Figure 2). The former railway station has been cleared, leaving the site fallow for nature to appropriate it while it awaits its future. A rich biodiversity has flourished since. Simultaneously, several citizen collectives have developed an interest in the land because of its current availability and/or planned destination (Figure 3). As a simplified representation, the work of the two most active collectives, viz. Commons Josaphat and the Jardin Latinis, are described.

The first one, Commons Josaphat, is an autonomous political collective that has aimed to stimulate a debate on the future of the Josaphat site since 2013. Based on the principles of the commons (Ostrom, 1990; An Architektur, 2010; Hardt and Negri, 2011; De Moor, 2012; De Pauw *et al.*, 2013; Dewey ASBL, 2014; Etat des Lieux, 2014; Holemans, 2015; Commons Josaphat, 2015a; Sohn *et al.*, 2015), this citizen initiative offers a visionary and constructive proposal for the future development of the site. The collective organizes public and political debates, stressing mainly the how of such an urbanization process. The collective-

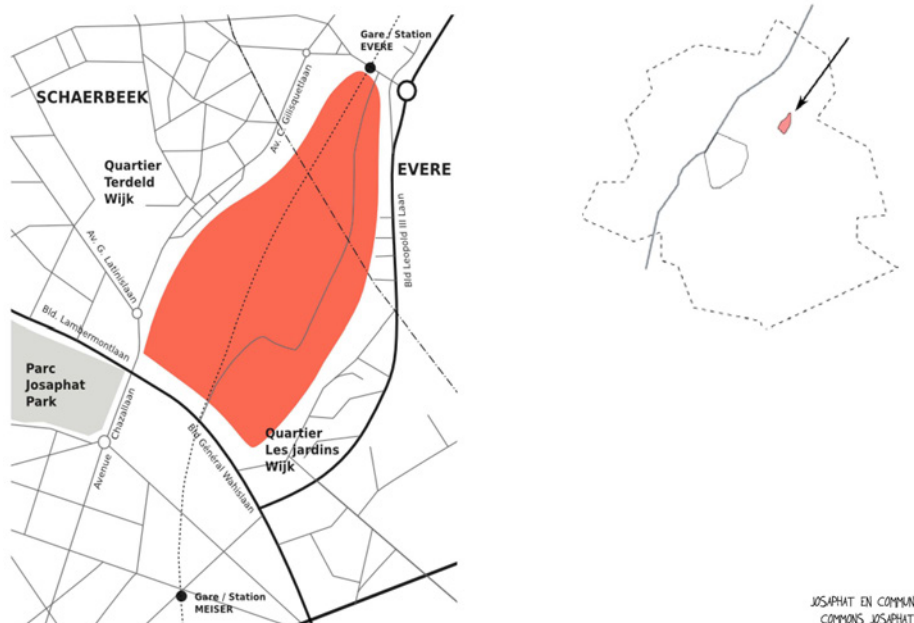


Figure 1. The Josaphat site in the Brussels-Capital Region. Image by Commons Josaphat.

¹ The terrain was purchased by the SAF / MVV (Société d'Acquisition Foncière / Maatschappij voor Vastgoed Verwerving), a publicly held company that was designed to purchase land reserves in the Brussels-Capital Region.

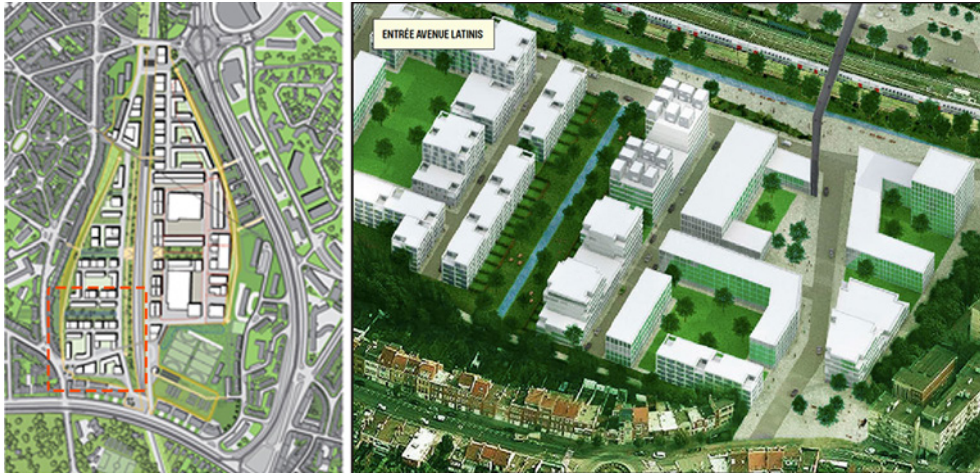


Figure 2. A strategic masterplan is being developed for a new neighborhood on Josaphat. Images by MS-A.

ly written publication “Josaphat en Commun” (Commons Josaphat, 2015b) articulates a proposal for the realization of the planned sustainable neighborhood. It addresses topics of housing development, land ownership, mobility and governance of Josaphat as an urban commons. This visioning process is oriented towards a long-term impact, looking at the regional context and global impact.

In contrast, the second mentioned self-organized initiative of Jardin Latinis involves a very hands-on and locally embedded place-making process. The Dewey non-profit organization initiated a spontaneous and collective garden on a part of the plot at the start of 2015. Since then the Jardin Latinis has gradually been expanding thanks to a variety of actors (Simonson, 2015). The garden is collectively managed by a group of neighboring residents who want to contribute to their daily environment. Both initiatives of self-organized PD are independent, yet highly related as they evolve around the same space with aligned ideals. Both self-organized design practices fit in a wider frame of a performative urbanism (Gadanhó, 2011; Herretero Delicado and José Marcos, 2011; Wolfrum and Brandis, 2015). This practice is self-organized by various citizen collectives that imagine, explore and construct – manifest – their desired values in spatial reality (Van Reusel, 2015).

Method: Action-research at the Josaphat site

An architect-researcher who takes part in the Incubators research developed active partnerships with several citizen initiatives that are working on Josaphat. While researching these performative practices, the design expert joined some of these self-organized design practices. Within the action-research she becomes an active member of some associations, such as Commons Josaphat, and establishes partnerships with other initiatives, such as Jardin Latinis. It is through the engagement in the collective on-site interventions and the more long-term oriented collective reflections that the researcher enriches her knowledge. Through this action-research methodology, insights on context-based visioning and place-making processes at and around the Josaphat are gained. In this process, new collective interventions and projects arise that are strongly encouraged and even instigated by the

participating researcher. Recup’Kitchen emerged out of this fertile breeding ground.

Gradually, the urban living lab is expanding further. The action-research method contributes to a more profound understanding of the design practices within the studied case. However, as a consequence, the research is also colored by a more personal perspective. The ongoing process is documented by the researcher and participating actors through a range of objective and more subjective data. A diverse collection of documentation backs the described research: written reports by the researcher, collective meeting reports, photos, film fragments, recordings, presentations, field notes, information forms, collective schemes, design collages and sketches, press articles and e-mail conversations. Together with the embodied experiences of the architect-researcher, these documents serve as the basis for the empirical findings of the Recup’Kitchen case.

Recup’Kitchen: A concrete and visionary design practice

The design concept for Recup’Kitchen emerged out of the vibrant scene of self-organizing participatory practices in which the architect-researcher participates. The initial idea brought together different desires from the Commons Josaphat collective, the Jardin Latinis project and the Incubators of Public Spaces research. It combines the ambition to develop a practice on the commons with the very concrete needs of locals. At the same time the design of Recup’Kitchen builds on and strengthens the relation between various citizen collectives within the Incubators urban living lab in Brussels.

Recup’Kitchen is a design concept for the creation of a ‘social foodtruck’ (Figure 4). It is an ongoing process to collectively envision, fund, construct and manage a mobile kitchen. The kitchen is up and running since its official opening in April 2016, although the design of the kitchen is not entirely finalized. After more than one year of collective conceptualization, Recup’Kitchen became a physical structure that is currently installed on the Josaphat site. This ‘kitchen on wheels’ facilitates the preparation of healthy and vegetarian dishes that are made from recuperated food products. While addressing the problem of food

The design process: A collective and open journey

The ongoing design process of Recup'Kitchen is characterized by several key moments. A timeline describes the various phases the design process went through (Figure 5); (i) the spontaneous accumulation of desires into a dream of project, (ii) participation in the creative call for Brussels Urban Food 2020, (iii) a period of letting go, (iv) the collective articulation of the design to set up a crowdfunding, (v) the launch of an intensive communication campaign, (vi) the process of physical realization and (vii) the ongoing design after the official opening of the kitchen. These key moments are collectively recognized as such by the participating actors and are used to describe the different phases of the design process.

The fundamental concept of Recup'Kitchen evolved rather spontaneously: the need for a kitchen or food provision place emerged during the first on-site meetings during spring 2015. It was combined with the idea for a "cabine de défrichage" (an information cabin to 'clear up' the site) by Commons Josaphat. A common ground was found between the need to manifest the debated values on the site and the desire to actually get things done in a tactile and very hands-on way. The temporary kitchen concept was picked up quickly by a small team. However, as there were no immediate funding options, the idea receded into the background. While other actions were set up, like "picnic the commons" or diverse workshops concerning the collective garden that was just beginning, the vague dream slumbered in the background.

In May 2015, an open call for innovative food projects for Brussels (Brussels Urban Food 2020) motivated the – at that time small – group of core actors that were active on the land to pick up the idea again. In this first explicit formulation of the idea, the use of a shipping container was envisioned (Figure 6). As the project was selected, the option to crowdfund it via an entrepreneurial platform³ was offered. Several loose meetings and discussions among the key actors resulted in a reorientation of approach. The offered crowdfunding method was questioned as this model operates by means of investments that demand financial return. From this moment on it was clear that there was a desire to take up a non-profit approach; however, due to this decision, the realization of a Recup'Kitchen was put on hold.

In the meantime, the activities on the Josaphat site, like picnic the commons and workshops on the collective garden, welcomed new participants who brought in new perspectives. This dynamics slowly revitalized the kitchen's design concept. During loose discussions and informal meetings the basic concept was reconfigured. A mobile kitchen in a caravan structure seemed more desirable than a shipping container. By meeting new people who were eager to participate, the idea for crowdfunding was picked up again, but this time related to a different type of platform. The local growfunding⁴ platform was preferred, as it is more in line with the actors' underlying vision. It recognizes the importance of crowdfunding as a participatory tool to engage more people.

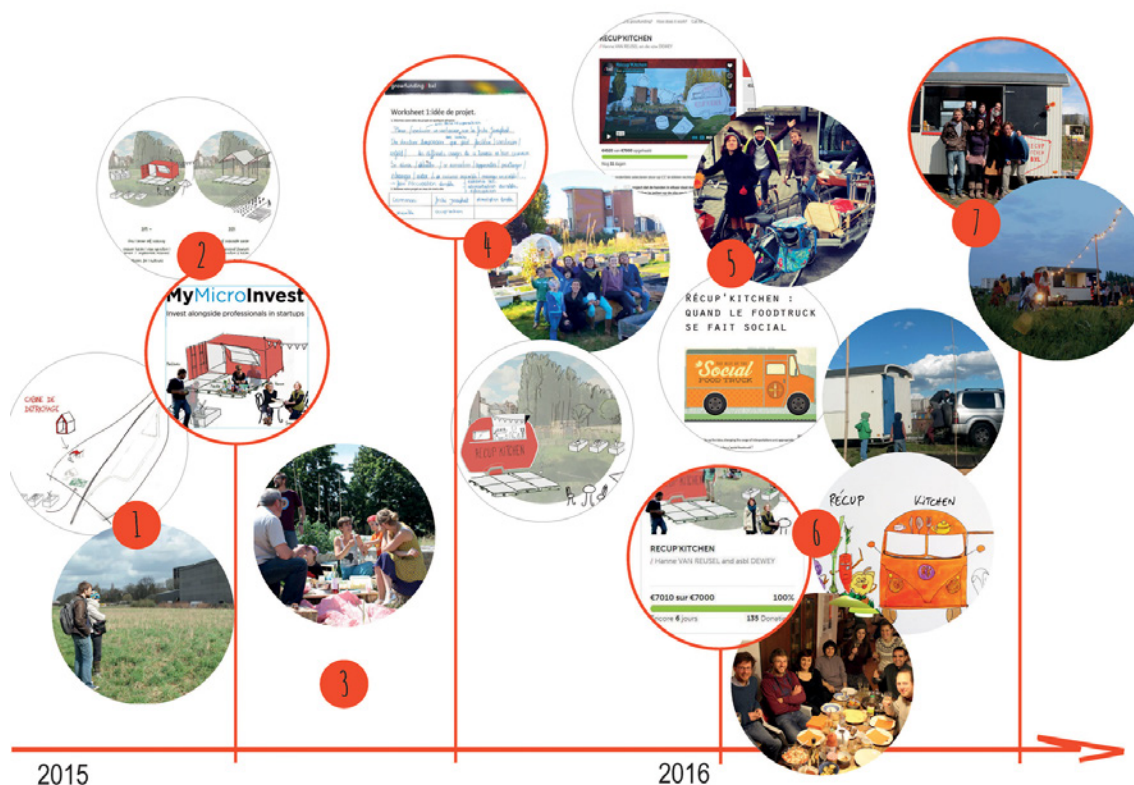


Figure 5. A timeline of the ongoing design process of Recup'Kitchen through 7 key moments.

³ MyMicroInvest is an investment platform based on crowdfunding techniques. <https://www.mymicroinvest.com/en>

⁴ Growfunding is a civic and local (Brussels) crowdfunding platform based on donations. <http://www.growfunding.be/en>

RECUP' KITCHEN

Stadslandbouw en bien commun

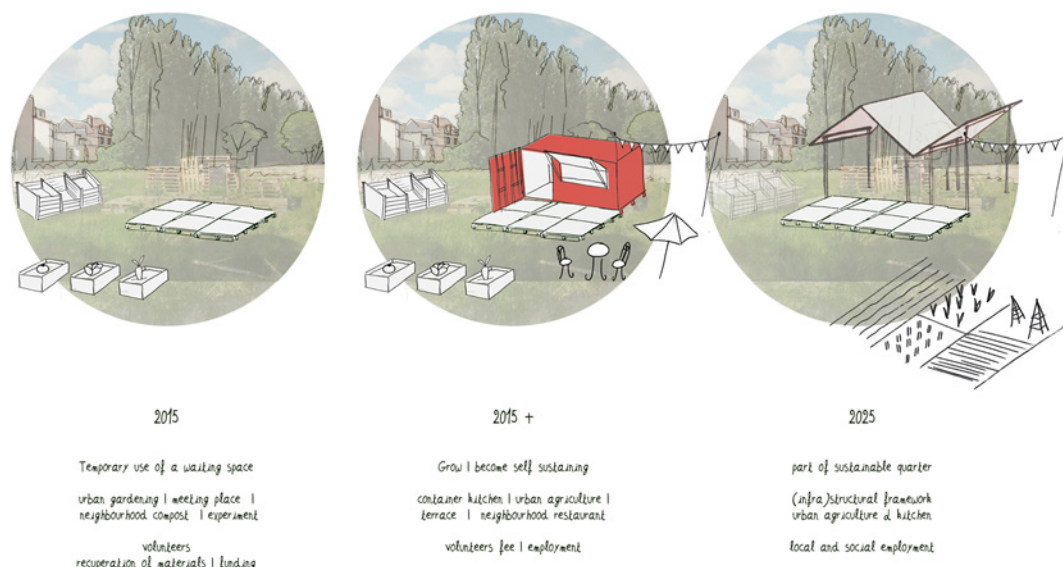


Figure 6. Illustration of the design concept for the creative call for Brussels Urban Food 2020.

In order to set up the crowdfunding campaign the growing Recup'Kitchen team had to articulate a more concrete proposal, translating it into a brief description and a short film (Figure 7). With this co-creative articulation, the underlying and plural values underpinning the core idea had to be aligned and became more consolidated. As the crowdfunding campaign was running, the actual implementation of the concept remained uncertain; this left the debate very open to more negotiations and other appropriations.

From November 2015 on, a 3-month crowdfunding campaign was launched. Thanks to an intensive communication campaign, the amount of active participants and the support base grew impressively. The numerous presentations and discussions that took place resulted in a broad input of suggestions to improve the concept. A strong presence in the Brussels media gave the project a popularized definition as 'social foodtruck'⁵. While the word spread around, more diverse interpretations of its concept emerged. Recup'Kitchen became a familiar, yet blurry concept.

At the beginning of February 2016, the crowdfunding succeeded. More than 150 donations helped to reach the goal of collecting a minimum of 7000 euros. Since then the members of the Recup'Kitchen collective have been organizing themselves more profoundly. By setting up different working groups, the core team managed to start the realization of their collective dream. A closed trailer, in French described as 'roulotte', was bought and transported to Josaphat. The collective worked hard to quickly provide the basic infrastructure for the kitchen (see Figure 13). While a floor was placed and kitchen equipment was

collected, the group had to decide on what form their co-designed project should take. Discussions took place on what type of kitchen was desired, resulting in the decision to use a home-like setting rather than a very functional foodtruck-like installation.

Even though the interior of the kitchen is far from finalized, the project was officially launched in April 2016. A big celebration event welcomed all those who had contributed to the project in one way or another (Figure 8). While the dynamics and atmosphere were set, a lot of loose ends still need to be tied up. The project remains in its physical realization process, while questions on future ambitions also arise. The collective needs to decide on its official organization form and is working on an agenda for this summer. A lot of crucial decisions are left open, which means that the Recup'Kitchen concept remains rather open and vague in its ongoing realization process as well.

Wandering in the design process

The collective design journey of the Recup'Kitchen process was, and still is, very open. The precise aims and form of the project were very loose and still remain somewhat vague. The design of Recup'Kitchen is continuously being questioned and rethought in order to respond to the changing and varying needs. Each participant who has joined in the discussion has their own desires and expectations. However, it was not only during the everyday discussions, organized meetings and loose brainstorming that the design concept was altered. Every time the project disappeared from the radar, no matter for how long or brief a period, it was appropriated and transformed by

⁵ In an interview at TéléBruxelles on the 8th of January, journalists of the Brussels television channel described Recup'Kitchen as a 'social foodtruck'. <http://bx1.be/emission/m-4/>



Figure 7. The design concept is articulated in a short film to launch the crowdfunding campaign.



Figure 8. In April 2016, Recup'Kitchen is officially launched with an opening fest.

various stakeholders. In the moments when the idea for Recup'Kitchen was revitalized, various personal conceptualizations and critical reflections had to be brought together again. The loose definition of the project and wide appropriations brought on fresh contributions.

In contrast with the more traditional design process, this collective design journey took a very unstructured course. If the conventionally structured design strategy, with a solid direction and clear time frame, can be compared to a walk along an outlined path, the Recup'Kitchen design process can be described as a process of 'wandering' (Figure 9). The tacit experience of wandering in a PD process is subjectively articulated by the involved architect-researcher in her notebook:

With a certain sense of direction you continue your road. Changing tracks, you find yourself lost without a fixed pathway. You get off the path, sometimes lose yourself in the jungle. It is a course in which you meet strangers and find co-travelers that, like you, only have a vague orientation that will get clearer along the road. You use a lot of valuable time and energy, but cross magnificent places and you realize that you end up with richer experiences (Van Reusel, 2016, untitled note, 23/05/2016)⁶.

The Recup'Kitchen project gets moved aside (sometimes forgotten or abandoned), the proposals of various participants are combined again in all their messiness,

⁶ H. VAN REUSEL. 2016. Untitled note, 23/05/2016, from personal notebook. Brussels, Belgium. Personal notebook including notes, sketches, memo-writing, etcetera of the doctorate in architecture. From 27/04/2016 to 15/07/2016. KU Leuven, Faculty of Architecture.

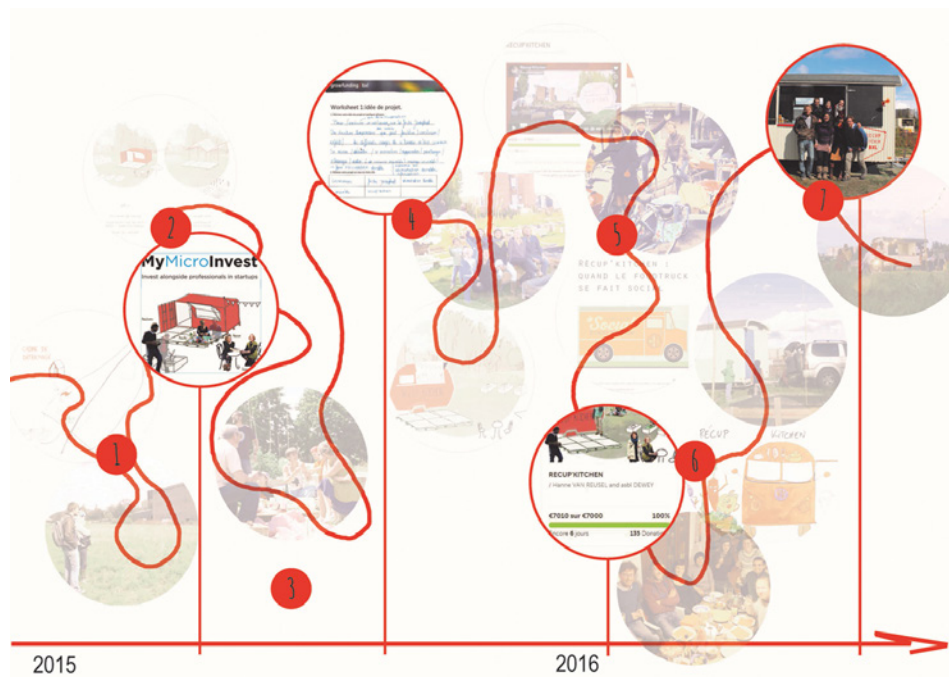


Figure 9. The ongoing design course of Recup'Kitchen can be described as a process of wandering.

certain actors drop out or newcomers come in and shake up the setting, etc.; the design process has taken a lot of unexpected turns. This wandering continuously reconfigured the design process, but the core values that underpin the project became clearer along the way and were gradually consolidated. In all its blurriness, the design process has followed a common thread throughout its fluctuating course. The wandering results in a forward-heading yet strongly meandering pathway.

Within this specific case it was crucial for the PD process to wander once in a while. These intervals of 'letting go', 'reduced attention' or 'getting lost' allowed ideas and concerns to fade away when they were not opportune. In all of its messiness the design process travelled around in participants' everyday discussions and underwent diverse influences. This wandering process was as important to the design process as all the organized meetings and loose brainstorming concerning the mobile kitchen idea.

This 'wandering' in the design process relates to a sense of serendipity. It embraces the opportunity to lead to (often pleasant) surprises and discoveries that make it possible to build on the desired skills and socio-material resources in order to empower (future) stakeholders. Even though wandering seems counterproductive as a design strategy, the experiences in the specific case of Recup'Kitchen open up the potential of wandering as a strategy for infrastructuring in PD.

Wandering: an outline of three factors for infrastructuring

Three factors of wandering that foster infrastructuring

The paper will describe some of the empirical findings of the involved architect-researcher in the situated case of

Recup'Kitchen. Combining knowledge from the literature with the concrete experience within the Josaphat urban living lab, an outline of three key factors of wandering was developed. In the PD of Recup'Kitchen these factors contribute to a process of infrastructuring. The multi-layered openness, future-oriented incompleteness and strategic dialogue contribute to this emerging design approach.

These three factors of wandering that foster infrastructuring are not all-encompassing and are strongly contextualized within the Josaphat urban living lab. Even though they are listed as three separate entities, the factors overlap and prove to be more complex and entangled in practice. The multi-layered openness, future-oriented incompleteness and strategic dialogue will be further described as they illustrate how the process of wandering contributes to infrastructuring in PD. The relevant theoretical background will be supported by illustrations of exemplary moments in the design of Recup'Kitchen. Story-sheets articulate and visualize the brief notes of the involved architect-researcher. Although personal, and thus subjective, the story-sheets constitute anecdotal evidence of the described moments and become a tool for the researching practitioner to articulate the obtained insights.

Multi-layered openness in wandering

PD aims to mobilize people to share their stories and assets and to unfold their dreams about a better future. Openness, although a source of much unclarity and discussion, is desired in a collective design process that is directed towards an ongoing design-after-design sequence. The power of this openness is described by Björgvinsson *et al.* (2012) in "Design Things and Design Thinking: Contemporary Participatory Design Challenges". The importance of user appropriation is emphasized as it encourages the users to "make it (the design) part of their lifeworld

and evolving ecologies of devices" (Björgvinsson *et al.*, 2012, p. 105). Openness allows for the diverse value sets of each stakeholder to gain a place in a fluid design process, which encourages the personal stories, assets and dreams of participants to join in. The knowledge and skills of participants are a crucial contribution in the place-based PD process (Wallin, 2013). Such a plurality of people and layering of visions and skills can result in a range of structures and methods that enhance cross-pollination of ideas (Hendriks, 2006). Multi-layered openness is an aspect that encourages the adaptation and appropriation of a design project. Enabling a multitude of actors to go beyond the original design scope contributes to a process of infrastructuring (Le Dantec and DiSalvo, 2013).

Story-sheets (Figures 10-15) illustrate how wandering in the design can contribute to infrastructuring. The first one (Figure 10) describes how a period of wandering engages new participants while allowing the original initiators to let go for a while and re-energize. After putting the search for funding on hold, the Recup'Kitchen project was off the radar. The anecdote of the "loose meetings" illustrates how the idea still slumbers and easily pops up again when new dynamics arise. The perceived ownership of the design had weakened, creating space for newly initiated participants to take over freely and appropriate the design of Recup'Kitchen. While the collective conceptualization process of the Recup'Kitchen idea is paused – as it is unleashed, sometimes even abandoned – this creates a valuable openness.

The second story-sheet (Figure 11) illustrates how ideas and thoughts remain floating around during wandering moments. Different participants, also those who might be only slightly engaged, appear to continually develop the design idea in the in-between moments. While in the background the architect-researcher continues working on the articulation of the concept in-between two participatory meetings, the other involved actors still engage with the idea during everyday discussions. The periods of

wandering enhance the empowerment of individual and collective skills and knowledge. When the collective that has formed behind the Recup'Kitchen idea meets again, various insights, concerns and ideas are combined again.

The openness of wandering makes it more probable for other actors to appropriate the idea, to get inspired and reconfigure and modify it. These multiple layers within the openness of wandering allow participants to contribute to the design with their personal set of values and expectations. Moments of wandering allow for different participants to appropriate and re-arrange the idea. This triggers a rich cross-pollination of different perspectives and contributes to infrastructuring.

Future-oriented incompleteness in wandering

A wandering PD process reaches beyond the single and staged design event. A sense of incompleteness is essential for infrastructuring activities to open up this design process over extended timeframes (Björgvinsson *et al.*, 2012). This stresses the need for design to become part of existing design ecologies and to evolve into future ones. The incompleteness in wandering embraces a future-oriented approach that builds on the ongoing improvement of the participants' daily lives. For this, the collective assembly of both social and material infrastructures enables a resilient system that allows for fluidity, distributed systems and local knowledge (Manzini and Till, 2015). These characteristics illustrate the desire to unfold local talents within everyday experience (Manzo and Perkins, 2006) to support self-organization in the design of the local environment (Boonstra and Boelens, 2011; Saad-Sulonen, 2013).

The idea for Recup'Kitchen emerged out of other loose ends (as part of a future-oriented incompleteness in wandering). It incorporated desires and proposals that were expressed by associations and actors that were already investing in the temporary use of the Josaphat site.



Figure 10. Story-sheet on loose meetings as part of a wandering process.

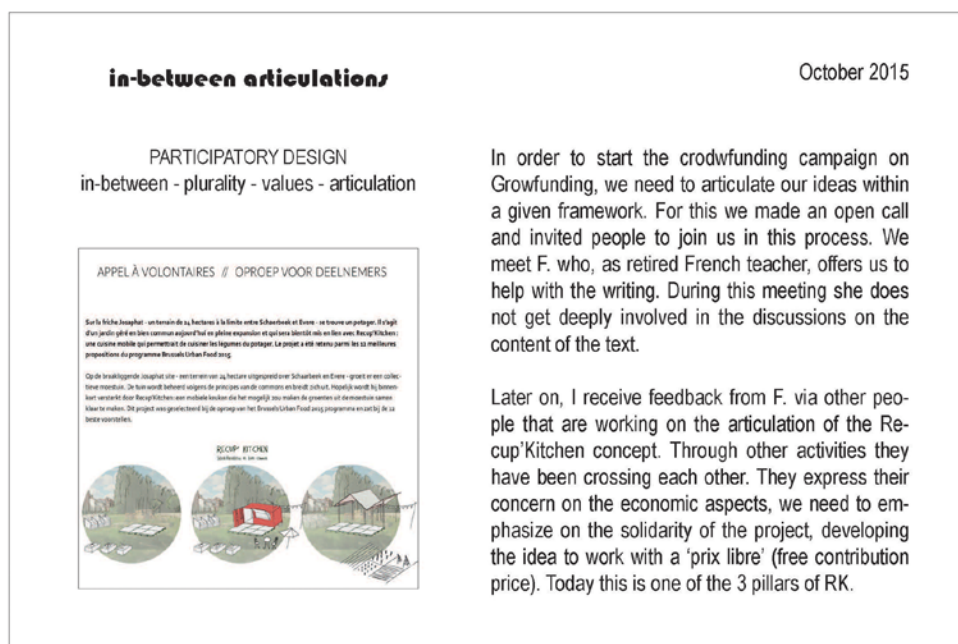


Figure 11. Story-sheet on in-between articulations as part of a wandering process.



Figure 12. Story-sheet on loose ends as part of a wandering process.

Several ideas that were floating around from other projects were picked up, partially appropriated and then further elaborated within this specific design project. In the same sense it is equally important that some of the proposals and suggestions that emerged, but were not incorporated, can continue to float around and, as such, become the fertile breeding ground for further design initiatives to unfold future design ecologies. The story-sheet on “loose ends” (Figure 12) gives an example of the future-oriented incompleteness that is present in the design process of Recup'Kitchen. The aspiration to become a self-sustaining project that has enough income to support employment

is still present in the ongoing design of Recup'Kitchen. It opens up opportunities to continue and evolve into the future. The indeterminateness of this incompleteness in wandering creates possibilities for design-after-design.

The uncertainty and distraction of the future-oriented incompleteness also empowers the collective behind Recup'Kitchen to build on their knowledge and skills. Messy moments of wandering call for participants to take initiative and develop additional skills and knowledge. When key members are on a break (Figure 13), self-organization increases. Social skills and local knowledge are generated, mobilizing actors to participate and gradually take on more

responsibility. The participants organize, assemble and enlarge a social infrastructure, while important decisions and actions on the design of Recup'Kitchen are taken.

The looseness of future-oriented incompleteness in wandering triggers more profound levels of engagement and builds on capacities that can serve to continue the design or initiate other projects. Wandering fosters the self-organization of stakeholders to improve their daily environment in an ongoing collaborative ecosystem.

Strategic dialogue in wandering

The formation of a structure for deliberation in PD creates an ongoing comprehensive system that goes beyond the initial design scope (Jarenko, 2013). A strategic dialogue can contribute to a design-after-design approach and foster infrastructuring. To deepen this deliberative engagement, the design process needs to facilitate a common place for negotiation and the articulation of diverse perspectives, concerns and interests (Björgvinsson *et al.*, 2012). In his paper "Design in a Changing, Connected World" Manzini (2014) concludes the following on the key role strategic dialogue plays in the design process:

Therefore, a co-design process is not a space in which everybody agrees and speaks the same language. It is a process in which different people with different ideas and languages interact and, sometime, converge towards common results. In turn, these results, exactly because they emerge from a dialogue among different ideas, can be particularly interesting, resilient and rich in cultural qualities.

During the conceptualization of Recup'Kitchen, the wandering involved several layers of creative appropriations and reflections (as part of the multi-layered openness of wandering). The diverse perspectives of different

participants have time to evolve and cross again when the project is relaunched or needs to be articulated (Figure 14). Once the design of Recup'Kitchen is revitalized again to start a crowdfunding campaign, the floating ideas become more explicitly articulated. This articulation process brings on an enriching confrontation between the diverse perspectives that results in strategic dialogue. A vision text for the crowdfunding campaign had to be written and agreed upon collectively. In this process the richness of diverse interests becomes articulated while assembling an overarching vision that respects this plurality of perspectives and expectations. The collective goals and ambitions need to be deliberated on in a democratic manner. Some participants are particularly interested in the aspect of reducing food waste, others focus on solidarity, while the architect-researcher underlines the desire to install a place for encounter and debate in the urban realm.

Strategic dialogue develops during diverse moments of collective deliberation in the wandering process. As a lot is left open and is incomplete, important decisions still have to be made collectively along the way. The direction needs to be further aligned through collective discussions. As an example, the story on the "assembly of visions" (Figure 15) illustrates the emergence of strategic dialogue in wandering. After successfully finalizing the crowdfunding campaign, the Recup'Kitchen collective needs to organize and set up a formal and recognized structure. This raises questions on broader issues. Does the collective want to become a non-profit or does a cooperative company with social purpose fit the desires better? This brings on a debate on the future ambitions and long-term perspective of Recup'Kitchen. It requires positioning Recup'Kitchen within the contemporary market system for which it aims to offer a viable and more just alternative. This leads to a strategic dialogue in and about the ongoing design process. The essential

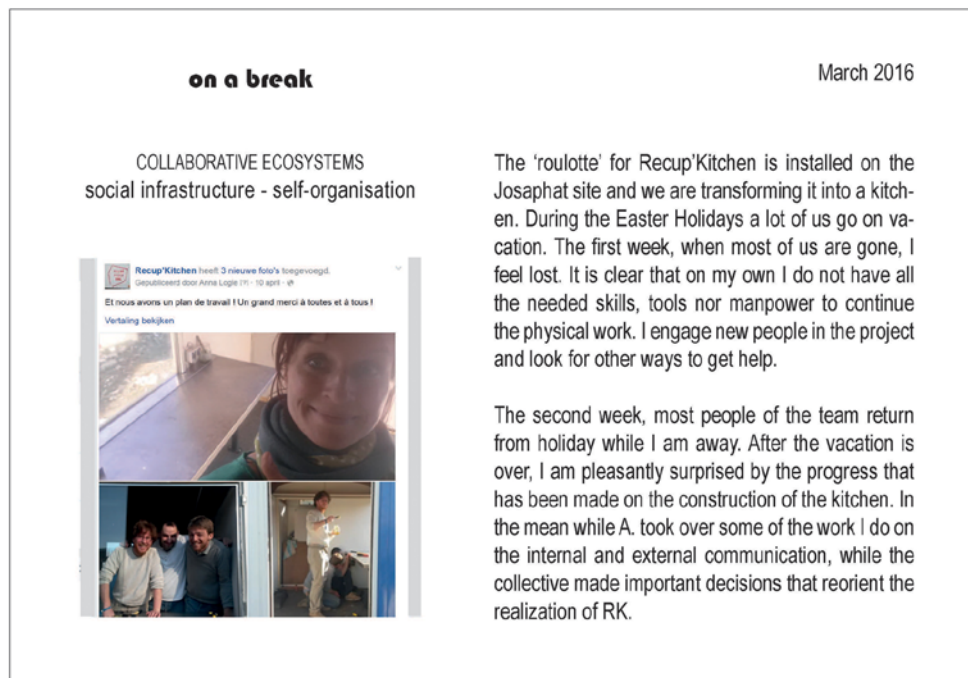


Figure 13. Story-sheet on being on a break as part of a wandering process.



The strategic dialogue in wandering encourages the collective to extend its vision beyond the scope of the local environment and object-oriented targets. While being strongly embedded in the local situation, the various appropriations uncover concerns that relate to broader societal and political questions.

in PD. Based on empirical findings and theoretical reflections, a framework is constructed that highlights three factors of wandering that foster infrastructuring activities. The multi-layered openness, future-oriented incompleteness and strategic dialogue appear through the silent moments and messiness in wandering during the PD process. This contributes to infrastructuring activities and allows for the design project to evolve in an organic design-after-design process that, as expressed by Star and Ruhleder (1996, p. 132), “involves new forms and conventions that we cannot yet imagine”.

124

cess of Recup'Kitchen suggest the design expert to, as a conscious design strategy, 'let go' of the design process. However, most aspects of wandering, like losing control, diving into messiness and embracing uncertainty, seem rather undesired. Such a 'non-design' is even contradictory to itself as a design strategy.

The paper described the advantages of wandering for infrastructuring. Firstly, the multi-layered openness of wandering leads to inclusiveness, appropriation, a plurality of values and perspectives, and leaves space for the in-between. This contributes to a PD process that encourages cross-pollination between participants and goes beyond the idea of the designer as sole expert. Secondly, the future-oriented incompleteness embraces the design process as an ongoing one and reaches out toward the future. Wandering makes it possible to build on social and material infrastructures that support self-organization and helps to create collective ecosystems. Finally, as third contribution, strategic dialogue is nurtured through wandering. Wandering leaves space to dream wild before creating a specific articulation of the design concept. Multiple perspectives converge through negotiation. This creates space for discussion within decision-making as it always leaves some important topics open in the course of the design process. The debate on the underlying values brings the design scope to a broader scale and long-term perspective.

The experiences in the specific case of Recup'Kitchen and the above listed opportunities call to further experiment with this 'unorganized' way of designing as a conscious strategy. However, it is important to acknowledge the less bright side of a wandering design process. The conceptualization course and design process described here might sound as a nightmare to the involved design expert, who has to face continuous adaptations, critical questions, loss of control, and the need to regularly re-energize the entire process from the basic concept onwards. A well-guided and clearly structured design course has its benefits. The sense of direction within the design course is more clearly oriented. In the early process important decisions are made and there is often a clear articulation from the beginning. This makes it easier for the design expert to move forward. It gives the design expert and his/her 'clients' a strong sense of control and is more efficient in the use of resources like time, human energy, costs, etc. The goals are relatively clear and the timeframe of the design project is more structured, with fixed deadlines and a clear end.

During the ongoing design of Recup'Kitchen, the architect-researcher has to deal with additional stress factors, such as vast uncertainty about whether or not the design concept will actually be realized. While the Recup'Kitchen design becomes more publicly known and materialized, the outcome still evolves quite a lot along the way. The initial focus on public space, which is the main interest of the architect-researcher, weakens due to the plurality of perspectives. A lot of energy and time is invested in side paths. Although these loose ends have advantages, all participants are also confronted with the fatigue this can lead to. While the silent moments during wandering make it possible to recuperate and re-energize, the design expert has to remain alert in order to spot upcoming opportunities. Wandering embraces a future-oriented design-after-design approach; as a consequence,

the design process has no clear finalization moment. The architect-researcher becomes entangled in an ongoing design process, without a clear closure moment to 'escape'. Implementing wandering as a conscious design strategy is more intensive than 'designing less' and 'letting go' appears to be.

Despite its more intensive and uncertain character, wandering is a promising strategy within a contemporary perspective on design. It is an infrastructuring approach that allows for the design process to be more open and welcoming toward diverse questions and possibilities of imagining a better situation. This tension and the strength of a collective approach are articulated in the motto of the partner project Jardin Latinis: "Alone you go faster, together we go further".

A design strategy to be further explored

The strengths and weaknesses of a wandering design strategy still need to be further explored. Within the Brussels urban living lab, the insights on the potential of a wandering design approach have instigated small experiments. Two parallel tactics are carried out to consciously implement wandering as a design strategy for infrastructuring.

As a first experimentation, the architect-researcher is radically embracing the sense of serendipity. It is a tactic to avoid proactive actions while staying attentive to upcoming opportunities. While Recup'Kitchen is operative, not mobile yet, but already functioning as a kitchen, the agenda for this summer has not been made up. The Recup'Kitchen team, including the architect-researcher, has the intention to allow others to call for actions and interventions. Both the other design participants as users and other interested citizens have the space to fully appropriate what Recup'Kitchen aspires to be. The implementation of the design concept is left open to encourage its ongoing design process to wander. Although requests for interventions are pending, it is still very uncertain if the absence of a planned agenda would not endanger the continuation of Recup'Kitchen.

As a second tactic, the architect-researcher is now re-orienting the focus on new performative interventions in the urban living lab. The organization of a summer festival with two weekly events on the Josaphat site incorporates Recup'Kitchen as part of the program but aims to scale up the interventions and actions that are present today. Additionally, the development of the concept for a 'Huis van de Commons' (Dutch translation of House of Commons) ties onto one of the loose ends of the Recup'Kitchen design concept. It picks up the idea of creating an incubator through facilitating meetings and debates in a collective space. As this design is still in its conceptualization phase, the architect-researcher will explore techniques to strengthen wandering and to consciously implement it to build on the three described factors of wandering that foster infrastructuring.

These experimentations are still in their initial phase, so it is too early to conclude on any outcomes regarding strategically implemented wandering. It will be essential to go beyond the Brussels urban living lab and to further explore opportunities in diverse contexts, with a different constellation of actors.

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