

Talking Frontiers. A scenography to draw, tell and write stories about what separates and unites us

D.I Natalia Perez Orrego
Ph. In Design
Medellín, Colombia
natalia.perezorrego@upb.edu.co

D.I. Andrea Carolina Cuenca
Mg. In Design and Creation
Medellín, Colombia
andrea.cuenca@upb.edu.co

ABSTRACT

Talking Frontiers is situated action that will be realized in San José neighborhood at urban area of Manizales-Colombia, where people have been forced to intra-urban migration by governmental macro project. The proposal presents an experience guided by a system of raw interfaces, conceived for the development of a creative and collaborative participation of the public in which a scenography is constructed to draw, tell and write stories that intertwine the community's subjectivities on the identity of the subjects, of the territory and of the limit involved in the concept of border. This citizen discussion can be provoked from 3 different creative participations sessions: to recognize, to cross or to revoke the frontier. This activity facilitates the formation in civility and a collective commitment about the social use of the urban space through the participatory design supported in the open-ended interfaces that can be replicated by the delivery of the open license work methodology.

Author Keywords

Creative participation; open-ended interfaces; citizenship; content creation; participatory design.

CSS Concepts

Interaction design, Interaction design process and methods, Participatory design; Collaborative content creation

INTRODUCTION

Talking Frontiers is a provocation tool that allows creative participation for engaging and discussing culture assumptions [4] about the limits that we want to

frank, overthrow, displace or re elaborate. The blank/raw interfaces propose to be intervened to create a narrative about the social transit territories built between people, communities, cities, natural environments and symbolic spaces.

The creation experience closes with a moment where the participants share these narrations, and allow themselves to create new interpretations about the story of the narrated border. However, the participatory experience continues its purpose of facilitating the formation in the civility of the collective as mestizos that could create a bridge to other realities [1], and linking way with members of *Fundación Comunitiva* [2], with collaborative actions.

This located action would be beyond diagnosing the perceptions of intra-urban borders, since the workshop delivers the knowledge of the proposal under an open license work methodology and the interfaces for its replication, co-responsible and empowering the community to take action on the use of its territory from 3 critics aims to reach since 3 formulations of creative participations (that we call provocations): to recognize, cross or revoke the border.

The material representation of a border in a three-dimensional "model" is configured for and by the participants, as a narrative environment that allows them to build, intertwine, interpret some original stories, whose words draw and blur the real, imaginary, imposed, inherited boundaries or adopted that emerge in the action, and constitute an ephemeral space of participatory design that seeks to facilitate the "formation in the civility of the collective" [3] in the San José neighborhood, which has been mobilized in young people and children, from *Fundación Comunitiva* with strategies for appropriation of public space.

TALKING FRONTIERS FEATURES

This participation experience is planned to be performed with 3 groups of young people that will that

will assemble on the stage structure (a) the 4 interfaces intervened by each group story: light screen (b); ground box (c); border (d); characters (f). At the end, participants shares their written stories on the Talking Frontiers board (g). See Figures 1 to 3.

Intervention requirements

- 15 participants (12 to 18 years old)
- 3 companions of the collective
- 2 design partners
- 2 audiovisual record collaborators
- 1 Tent or classroom
- 6 work tables, 24 chairs
- 1 Table to locate material
- Drawing material (markers, papers, glue, scissors)
- Sound for open spaces speaker
- 2 microphones
- Extension cords
- Water

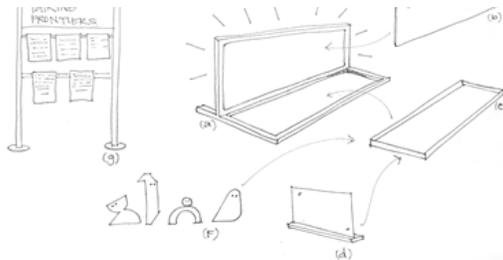


Figure 1. Interfaces of Talking Frontiers



Figure 2. Talking Frontiers ensemble



Figure 3. Talking Frontiers with light screen on.

Script

4 hours with community plus 2:30 hours with *Fundación Comunitativa* Collaborators

Community workshop

1. Opening moment: 30 min.
2. Creation moment and collectivize: 1:00 hr.
3. Assembly Moment: 1:00 hr.
4. Moment to tell and share: 1:00 hr.
5. Closing time: 30 min.

Workshop to share the methodology

1. Co-evaluation: 30 min.
2. Object Diagramming: 30 min.
3. Delivery of the Stories and the document: 30 min.
4. Farewell and creation of contact network: 1:00 hr.

CONCLUSIONS

The design for creative participation allows the construction not only of narratives, but also allows the empowerment and promotion of citizen governance, by actions as to recognize, to cross or to revoke the frontier concept. The design of the interfaces of Talking Frontiers pursued these actions from provocative approaches, using color, open forms, 3D models, light and shadows, surfaces and textures that stimulate participation through raw / open interfaces.

The interaction was a complementary concept on the design process, for achieve participation and deal with critical problems such as intra-urban borders, focuses designers to generate materializations that involve public participation to create content about social issues, rather than objects that only affirm information. Recognizing this purpose, extended from communication to creation, is important for participatory design aimed at social design.

In addition, it is also relevant that this type of participatory empowerment process goes beyond localized action, so it is important to deliver the tools to continue replicating, since once the public received it; Finally, that the participatory design also conceives a phase to involve citizen interaction after the intervention, like the open licensing work methodology that this action will provide.

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