

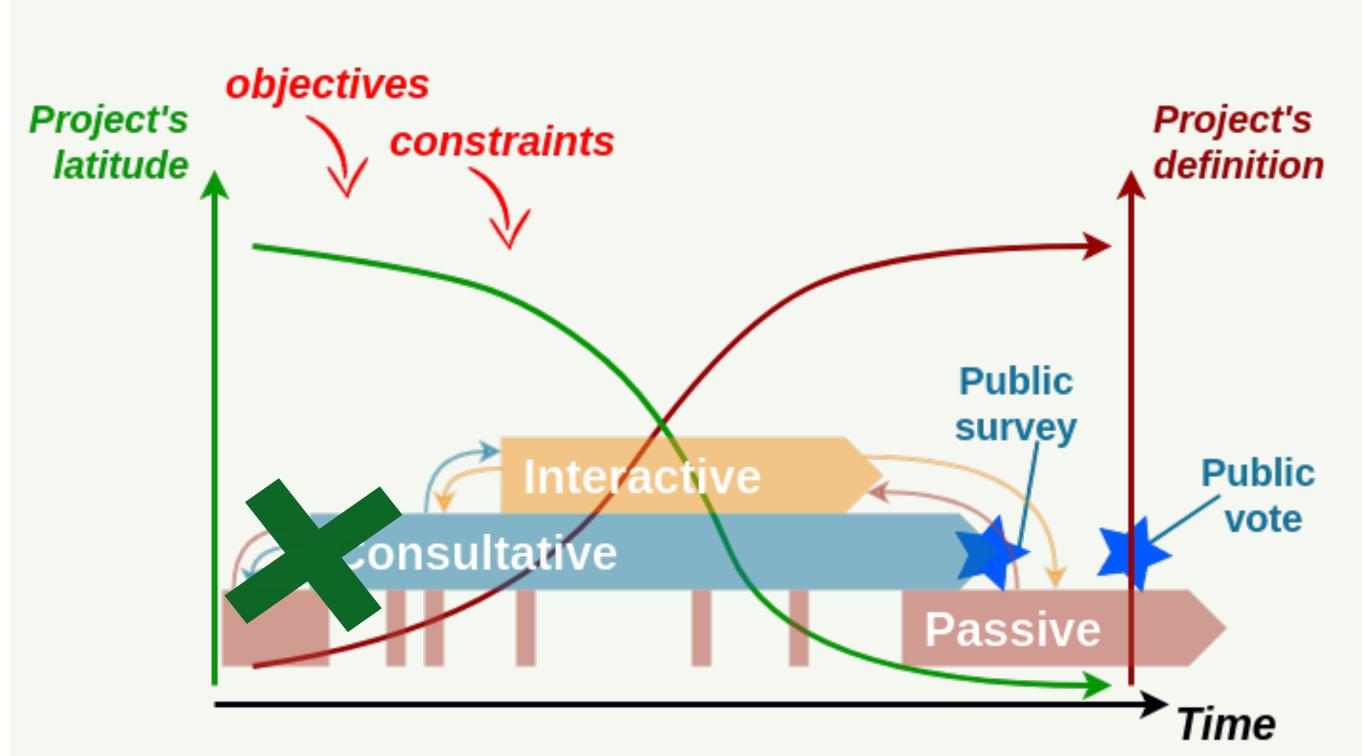
## \_ A change in urban planning practices is needed to introduce participatory digital 3D approaches in urban projects



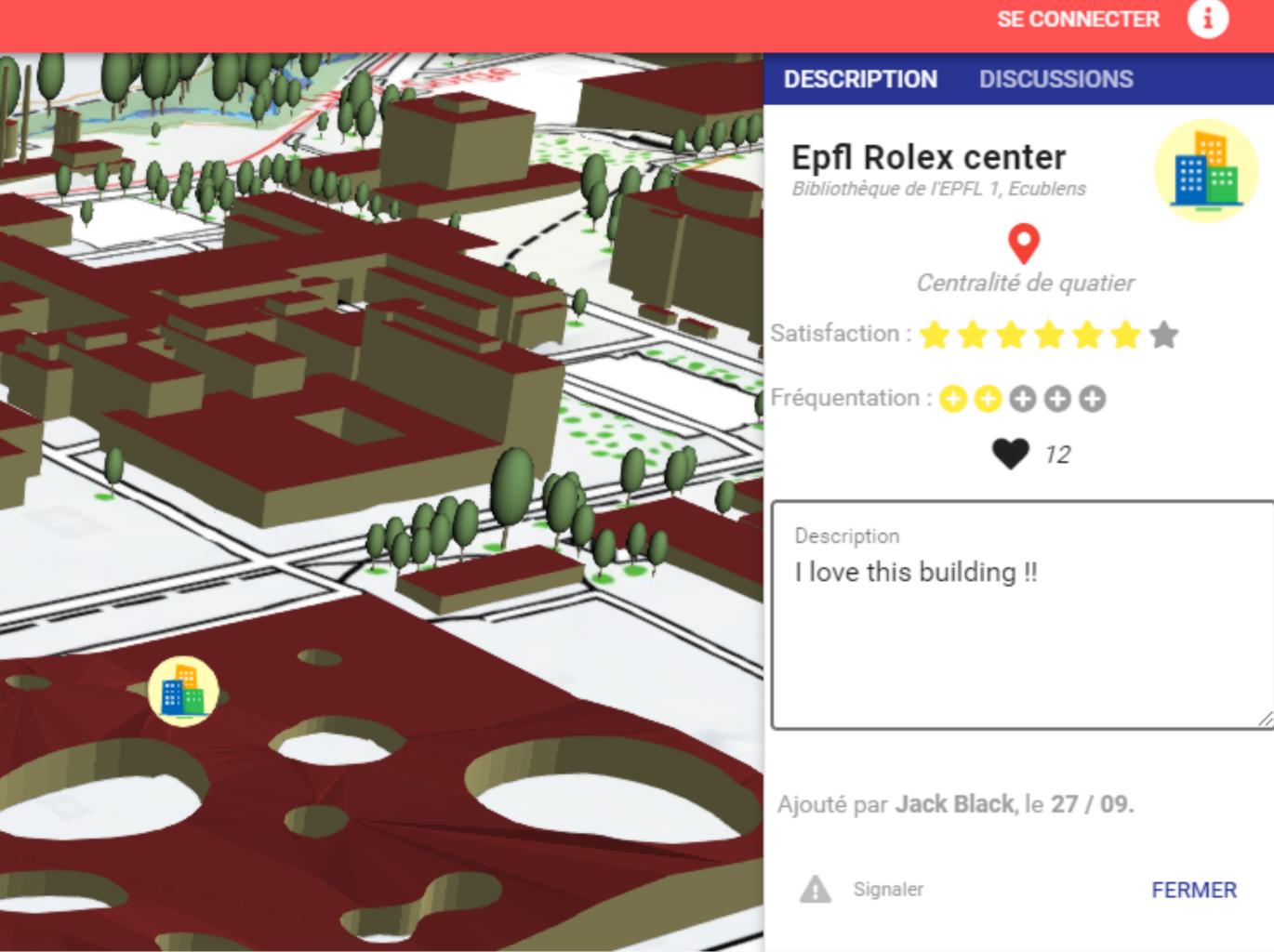
## Action-research: Assessment of using a 3D participatory platform for reviewing a Swiss city urban development plan

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• Engaging citizens in the revision of a simplified Master Plan by collecting information about the public's perception of the city.



\*This step of public consultation occurs in the project diagnosis phase, where it is still possible to modify different aspects of the plan.



• Categorizing places within a 3D virtual environment according to participant's practices (i.e. opinion, frequency of use).



## Results:

 Request to abandon 3D representation in favor of 2D.

## Interpretation:

- Authorities lack knowledge regarding participatory processes.
- Abstract representations are not in line with popular photorealistic 3D models (video games).
- 2D visualizations are better adapted to schematize large geographical spaces.



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