



TEMPORARY USE • DYNAMICS FOR LIFE  
REuse of vacant spaces as driving  
Force for Innovation on Local Level

# LOCAL ACTION PLAN - THE ISLAND OF NANTES



## Summary

The aim of Nantes' Local Action Plan was to use TU as a tool to prefigure urban development involving the citizens' participation in the process of urban planning. The REFILL network allowed the SAMOA to capitalize on the experience of TU and go a step further in the involvement of citizens in the experimentation of innovative bottom-up ways to handle urban planning. The Local Action Plan is focused around the Iltopia project, a three-year program (2016 – 2019) dealing with the participation of the inhabitants and individual initiatives to prototype and test future uses in public spaces within the *Faubourg* neighbourhood.

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# I. NANTES IN CONTEXT

## 1. INTRODUCING NANTES

Nantes is a city of 300.000 inhabitants located in the West of France. Along with 24 other municipalities, it forms the 6<sup>th</sup> largest metropolitan area (Nantes Metropole) of France with a population of 600.000 inhabitants. The city has been subject to major economic changes since the 1980s. Once a world key player in the shipbuilding industry, the city has successfully managed to adjust and evolve towards new attractivity models since the 2000s. Its industrial forces lay with the food and aviation industries and Nantes Metropole is the 7<sup>th</sup> French city in terms of tourism with over 2 million people visiting each year. The metropolitan area of Nantes is a dynamic and growing urban area attracting around 3500 new inhabitants each year with an estimated 100.000 new inhabitants by 2030. This continued growth brings forward issues of land pressure and urban spread, leading the local authorities to rethink central parts of the city like the Island of Nantes.

The Local Action Plan led by the SAMOA is centred around the Island of Nantes. Encircled by the Loire River at the centre of the city, (337h = 1,3 square miles / 3,37km<sup>2</sup>, 5km long and 1km wide at its widest), the island hosts 18.000 inhabitants and is expecting to reach 40.000 by 2030. The island is commonly divided into three urban areas : the East, heavily constructed in the 1970s upon previous swamps. The centre, the *Faubourg* is the oldest urbanised area of the island and was largely inhabited by the workers of the industries present on the island. The western part of the island, approximately 1/3 of the land, became a vast brownfield after the decline and then closing of the leading shipyard industry in 1987. In the 1990s, this industrial wasteland started being used as an alternative event venue for cultural and artistic events, underground music festivals, contemporary art biennial, etc. These events revealed the strong ties between Nantes residents and their history and initiated a shift in the perception of the island (historically related to heavy industrial labour). In the meantime, the city decided on the rehabilitation of the area and started the “Island of Nantes” project which is today one of the largest regeneration sites in Europe. In 2003, the local authority of Nantes Metropole created the development agency the SAMOA (Société d’Aménagement de la Métropole Ouest Atlantique) in order to coordinate the urban regeneration operations of the entire island.



# I. NANTES IN CONTEXT

## 2. THE SAMOA AND THE ISLAND OF NANTES PROJECT

In 2000 a team of urban planners led by Alexandre Chemetoff initiated the first phase of the urban project when he was selected to design the regeneration of the island as a whole. He founded the project upon the preservation and enhancement of the industrial heritage and on public space as an instrument for transformation. The 2<sup>nd</sup> urban phase started in 2010 and incorporated the concept of the figure of landscape in the urban programme, centred around public spaces as meeting places (developments of the banks all around the island for example). In 2017 the 3<sup>rd</sup> phase started, this time the team is led by a landscape architect to reinforce the focus on landscape in public spaces and private constructions.

As the urban development agency of the Island, the SAMOA developed the perspective of temporary use (TU) as early as its existence. The team first settled in the unoccupied part of the Alstom warehouses, after the decline of part of their activities. The vast building demanded quite a bit of maintenance and security in order to avoid degradations, so in order to reduce the costs, the SAMOA looked for inventive solutions.

In 2005, with 25.000m<sup>2</sup> at their disposal, the SAMOA started inviting creative and artistic organizations and enterprises to invest the available spaces (office type spaces but also larger workshop type spaces) at lower costs : a creative cluster gradually emerged. For a few years, the dynamic went on, grew and the potential of temporary use for economic development became clear. The availability of infrastructures for TU empowers the economic development, allows attracting and mixing economic actors within a long-term strategy. When the

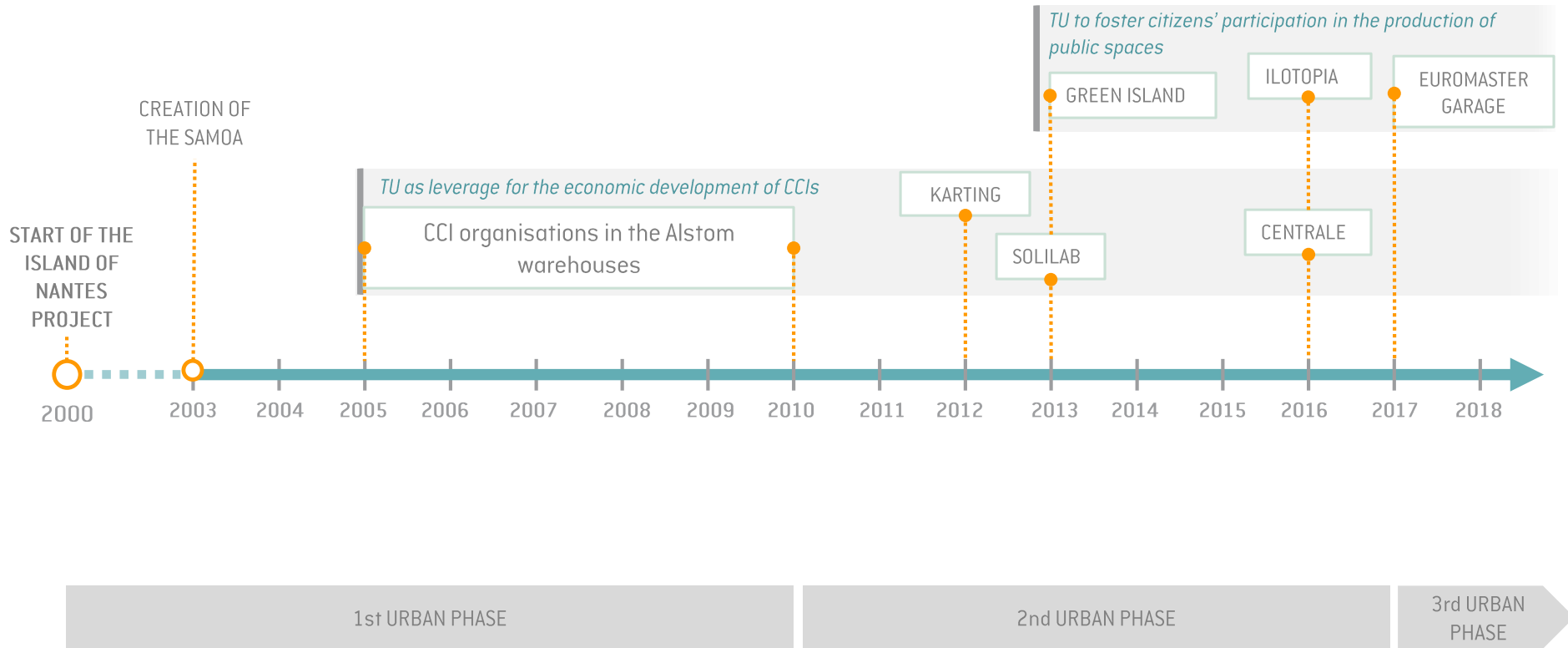
permanent urban project for the Alstom warehouses started, the SAMOA decided to develop further temporary use as a leverage for economic development and attractivity, relocated most of the initiatives in other vacant buildings (the Karting building, the Solilab, the Centrale...) and normalized the process. In 2017 a total of 4 200 m<sup>2</sup> of tertiary office space as well as 8 370m<sup>2</sup> of workshop and studio type space was available for TU.

The SAMOA was able to take advantage of a legal contract much lighter than conventional renting schemes, the *Convention d'Occupation Précaire* (Temporary Occupation Convention). It allows flexibility to address the rigid legal framework that sometimes prevents experimentation and less rigid expectations of the initiatives occupying the space (deposit, departure notice...). This tool has been widely used and has allowed the SAMOA to facilitate and normalize the process of temporary use.

The SAMOA has been successfully leading the integrated redevelopment of the island partly due to its original configuration and mode of operation. Divided into two branches, the SAMOA holds two mandates : the urban planning project and the management of the Creative District cluster. The cluster is dedicated to the development of the cultural and creative industries (CCIs) and supports the economic development of young organisations or start-ups. The cluster is closely tied to the urban project and allows the SAMOA to be flexible and to link urban planning to the economic development of the cultural and creative industries.

# I. NANTES IN CONTEXT

## 3. A TIMELINE FOR TU ON THE ISLAND OF NANTES



# I. NANTES IN CONTEXT

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## 4. CURRENT CHALLENGES AND PROSPECTS FOR TEMPORARY USE ON THE ISLAND OF NANTES

The TU implemented by the SAMOA in the first decade of its existence was mainly focused around the occupation of empty buildings. These buildings are either owned by the SAMOA or rented by the SAMOA. They represent mostly old industrial warehouse-type buildings for sale and bought by the SAMOA or owned by the harbour of Nantes. As the urban development project progresses, the possibilities of using empty old industrial warehouses or other empty buildings are becoming scarce. At the same time, the citizens of the island express their own demands concerning the urban planning and development of their neighbourhoods and push the SAMOA to redefine its methods of intervention.

### **The current challenge for the SAMOA is two-fold :**

- To develop temporary use in public space, which does not represent the same constraints (legal, administrative...) as space owned by the SAMOA.
- To involve the citizens of the island in the definition of temporary use projects. While they have been associated and involved in the urban planning process of the island through classic methods (information and consultation meetings), citizens have been little or not at all involved in TU projects.

The first TU initiative of the SAMOA in public space took place during Green Capital 2013. The core idea was to call inhabitants of the city to propose temporary projects investing vacant spaces on the island. 12 initiatives were selected from the open call exploring the topics of sustainable living and green city: vegetable gardens in boxes; a corn field on a derelict land; a music kiosk and chicken farm; open lounge

areas facing the river; organization of collective brunches, etc. The projects were present in public space for the 3 summer months. The feedback on the initiative was mainly positive but it did underline that the projects developed were all very temporary and did not influence or question in any way the urban development project of the Island.

The idea of TU on public space developed during Green Capital moved forward with the project *Île de Nantes Expérimentation* and has now become a programming method. The idea is to largely involve citizens in the definition of public spaces, in order to better incorporate the citizens' needs, to facilitate their appropriation of public spaces so as to redefine the management of public spaces, involving the citizens in the governance. *Île de Nantes Expérimentation* aims at reinventing the city testing new uses with the citizens.

The method for citizen participation is currently being tested in the Ilotopia project, in a historical neighbourhood of the Island of Nantes, the *Faubourg*. Before the end of the urban development project, many new public spaces are to be developed, including the creation of a new metropolitan park on the South-West of the Island. The challenge here will be that around these public spaces the area is not inhabited yet, the involvement of citizens will be different than in already inhabited areas.

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## II. THE LOCAL ACTION PLAN

### 1. THE LOCAL ACTION PLAN AND THE URBAN LOCAL GROUP

The general strategic target of the Local Action Plan of the ULG is to use TU as a tool to prefigure urban development involving the citizens' participation in the process of urban planning. The REFILL network allowed the SAMOA to capitalize on the experience of TU and go a step further in the involvement of citizens in the experimentation of innovative bottom-up ways to handle urban planning. The Local Action Plan is focused around the Iltopia project, which is a component of the larger *Île de Nantes Expérimentation*. The Urban Local Group was constituted from the relevant stakeholders linked to the issues of urban planning and citizen participation and included seven organizations and members:

- The ULG lead is the **SAMOA**, who coordinates the REFILL network on a local level as well as the development of the Iltopia project.
- The **City of Nantes** participates through several political representatives and professionals (engineers, project managers, technicians...). It is involved on the basis of several competences : through its department of urban development, greens and parks service, citizen participation and urban "tranquillity". It is involved all along the project development and specifically in the working groups related to the selection of sites to be tested as well as the future adaption of the prototypes in the urban masterplan.
- The **Metropole of Nantes** is involved through professionals from the citizen dialog and urban development departments.
- The Agency **What Time Is It (WTII)** is in charge of the citizen participation in the project Iltopia and of the propositions of TU prototypes in the public space with the citizens. WTII also observes and evaluates the prototypes during their period of temporary use.

- The **community centre of the Island of Nantes** is involved for its ability to be a gathering force in the neighbourhood and their good knowledge of the local associations, NGO's, business owners and active citizens in the neighbourhood.
- The urban planning team, the **Atelier Jacqueline Osty & Associés** is involved to use the feedback produced by the observation of the prototypes and to implement them in the permanent urban masterplan for the related public spaces.
- Finally, a research group from Nantes architectural school, the **CRENAU** is involved to produce an unbiased evaluation of the project, and specifically of the method used to include citizens in the process or urban planning and its potential for replication inside the global *Île de Nantes Epérimentation* Project.



## II. THE LOCAL ACTION PLAN

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### 2. THE ILOTOPIA PROJECT - DESCRIPTION

Ilotopia is a three-year program (2016 – 2019) dealing with the participation of the inhabitants and individual initiatives to prototype and test future uses in public spaces within the *Faubourg* neighbourhood. The project is part of the larger programme *Île de Nantes Expérimentations* led by the SAMOA, which aims at experimenting the integration of the citizen participation in the urban development process. The Faubourg neighbourhood is a central neighbourhood on the island, with a historical working-class population linked to the industrial activities of the island. It was chosen because it has not yet been subject to an integrated intervention by the SAMOA which until then has privileged the conversion of the old industrial brownfield. The overall objective of the project is to establish and test a method to be potentially normalized in the co-conception of urban development with the citizens.

Prototyping in the urban planning process means setting up small equipments (for example urban benches, small garden, playground, etc.) on a defined public space in order to test them around the notion of uses. The project intends to involve the citizens in the design and evaluation of its practical use in view of future permanent planning. The concept of a co-conceived prototype with the inhabitants also intends to implicate a wider range of stakeholders in the management of public space and to enhance the appropriation of public spaces by the citizens. This “*mise en réalité*” (way of testing in real life) through the prototypes can strengthen the design process of use as well as provide feedback on the process. It can also help with the validation or correction of urban planning choices to be made. For the SAMOA, citizen participation in urban planning projects should

allow for the enhancement of such projects as well as the legitimation of public policies in the eyes of the citizens.

The agency What Time Is It (WTII) coordinates the design of the method dealing with the citizens' participation process and the management of the testing phase. The method being tested involves 7 defined phases (illustrated in the [next page](#)), from the start of the project until the setting up of permanent urban developments.

The Ilotopia project is closely linked to the Wattignies Social Club, a rehabilitated old garage, the most recent TU project run by the SAMOA. It is used by What Time Is It as an anchor in the *Faubourg* neighbourhood in the first three phases of the project. It provides room for collective experimentation that helps drawing the attention of the inhabitants towards Ilotopia and enables a collective dynamic with the local community and associations. It also helps potential « driving communities » that may be sceptic towards institutional activities to get involved in the process.

Around 350 contacts have been established with the citizens. Among these, approximately 10% have effectively joined the “driving community” involved in the designing process of the prototypes. A Citizen Committee (around 20 people from various interests), reunites every month and discusses the development of the project.



UN RESTAU  
D'HÛÎTRES EN  
BORD DE LOIRE

UNE FERME  
URBAINE  
SUR BERGES

BOUQUINISTES

UN MARCHÉ  
NOCTURNE

LA LIGNE  
ROUGE  
(PARCOURS INSOLITE)

UN JARDIN  
D'ACCLIMATATION

DÉPOSE-  
MINUTE

DES TOILETTES  
PUBLICS

UNE COLONNE  
MORRIS

ATELIER  
BRICOLAGE  
& ARTISANAT

POINT DE  
RALLIEMENT ET  
D'INFORMATION

SERVICES  
AMBULANTS  
(colporteur  
de rue)

DES SOIRÉES  
CRESCENDOS

PÔLE  
LOGISTIQUE  
DU DERNIER  
KILOMÈTRE

DES PIEDS  
D'IMMEUBLES  
ACCUEILLANTS

UNE SERRE  
CITOYENNE

UN PARVIS /  
UNE PLACE  
PUBLIQUE  
MOBILE

UN FORUM  
/ THÉÂTRE  
URBAIN

KIOSQUE  
ÉVÉNEMENTIEL

JARDINS  
PARTAGÉS  
20WATTS

UN SALON  
DE LECTURE

UN CITY PARK  
POUR JEUNES

## 1. The Iltopia project - The method :



### PHASE 1 ACTIVATION | October – December 2016

The first phase of the project consisted in a diagnosis of the neighbourhood prior to the work with the citizens. It involved field study, investigation of the habits around public spaces and of the flows of people crossing through the neighbourhood. It also involved the conducting of interviews with a selection of identified people.



### PHASE 2 EMULATION | March – May 2017

After the installation of the What Time Is It team in the Wattignies Social Club garage, the second phase was centered around the deployment of the tools, meeting the citizens (from workshops to open-doors and door to door), communication on the project in public space, (flyers, website, workshops), and the start of a collection of the citizens' voices.



### PHASE 3 ORIENTATION | June-July 2017

The orientation phase consisted in thematic workshops, and resulted in the pre-selection of places the citizens wanted to work on. The working groups came out with a set of six sites they wanted to collectively test around prototypes. Then, the selection was submitted to the ULG and the selection was narrowed down to three sites around the criteria of feasibility.



### PHASE 4 PRE-PROGRAMMING | September – December 2017

This phase started after the selection of three sites was validated and allowed to establish *Fiches Actions* of the prototypes to be tested. It gathered the collective voices of the inhabitants assembled during the first three phases of the project and produced a synthetic plan to submit to the urban planning team, which also included part of the Phase 5.



### PHASE 5 PROTOTYPING | October 2017 – July 2018

This phase is currently ongoing. The first prototype has been implemented and is waiting for observation and feedback. The other two prototypes will be implemented between May and July 2018. The observation of the interactions between the three sites will provide useful insight on what should be integrated in the permanent urban plan.



### PHASE 6 URBAN DESIGN | January 2018 -

The objective of this phase is to deliver recommendations to the urban planning team based on the TU prototypes and the knowledge drawn from TU. The ULG group will be closely associated with the integration of the recommendations in the final urban masterplan.



### PHASE 7 SUPERVISION AND CONSTRUCTION | 2018 - 2019

The last phase of the project corresponds to the implementation of the changes to be made to the public spaces as defined in the urban masterplan. The goal is to continue to work with the citizens during this last phase.

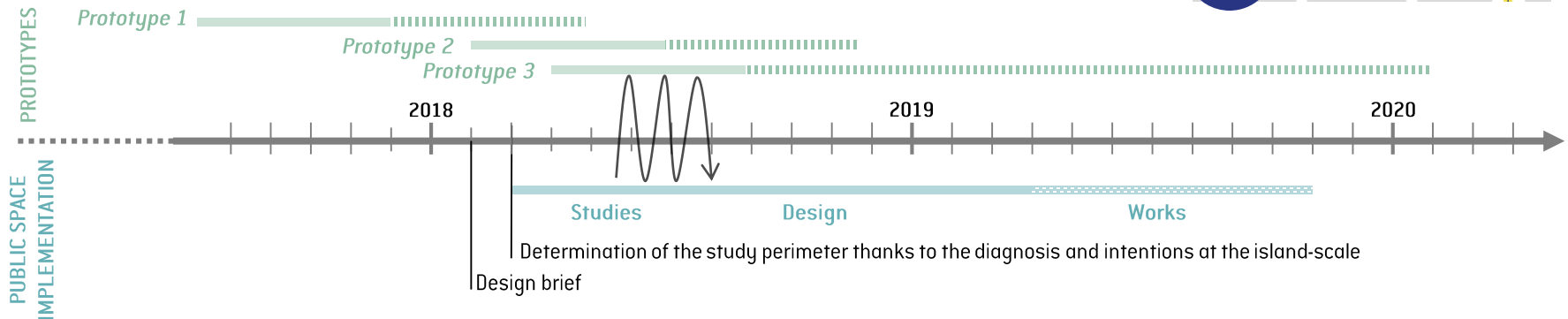
## II. THE LOCAL ACTION PLAN

### 3. THREE EXPERIMENTATION SITES – THREE PROTOTYPES

After three months of thematic workshops, meetings and visits with the citizens, the pre-program phase was engaged with a pre-selection of six sites with the inhabitants submitted by WTII to the ULG. The ULG members eventually narrowed down the selection to three sites among the six, based on the experience of the ULG members and the feasibility of each site, three of them involved too many difficulties in the realization.

The three sites are particularly relevant in the process of the revitalization of the neighbourhood. They are situated along an important route in the history of the island and the interaction of the three prototypes is envisaged to bring back life along it. Three *Fiches Actions* were set up, one for each site based on WTII's study of the neighbourhood and the expression of the potential uses imagined by the citizens. They are currently at different stages of realization, the 1<sup>st</sup> prototype is in place and will soon be able to provide feedback. The second and third prototypes are in the development phase. The first prototype installed can feed the other two in experience and provide useful information: the project is providing lessons as it unravels.

Evaluation forms were set up for the evaluation process of the prototypes, one for each. They are based on the citizens' responses and appropriation of the prototypes as well as by a technical evaluation by the WTII team. The results from these sheets will eventually be submitted to the ULG group to be studied and incorporated into the permanent urban plan.



## II. THE LOCAL ACTION PLAN

<b>PLACE</b>	
<b>Square on G. Roch / Biesse Street</b>	
<b>CHALLENGE</b>	
Turn this place into an information desk articulating and strengthening the ties between Grande Biesse and Petite Biesse St	
<b>PUBLIC</b>	
IN	35
ON	40
OUT	5
OFF	20
<b>VISIBILITY</b>	
STREET	
COURTYARD	
NEIGHBOURHOOD	
METROPOLE	
<b>ADDED VALUE</b>	
Landscape	0 1 2 3 4 5
Economic	
Social	
<b>PREDOMINANT THEMES</b>	
Garden Street	30
Storytelling Street	15
Shopping Street	40
« Our » Street	20
<b>COMPLEMENTARITY WITH SURROUNDINGS</b>	
Biesse Street – River Loire Gustave Roch School Ste Madeleine Church (on Sundays)	

- **Fiche Action Prototype 1 – Biesse Square**

**Objective:**

- Reconnect the upper and lower part of the Biesse route (Petite Biesse and Grande Biesse streets)
- Turn the unused square into a place of visibility for the Iloptopia project to spark curiosity among the inhabitants and people passing by
- Transform it into a relaxation spot, an urban living-room that can host neighbourhood events and an information stand

**Context :** The site was selected because it is located at the crossroads of an important traffic route and the historic North/South crossing line of the Island. Potential future permanent equipment was evoked from the uses identified by the inhabitants (bike station, pop up store, hand out box, etc.) The content of the Fiche Action was designed after a set of three working sessions with the citizens.

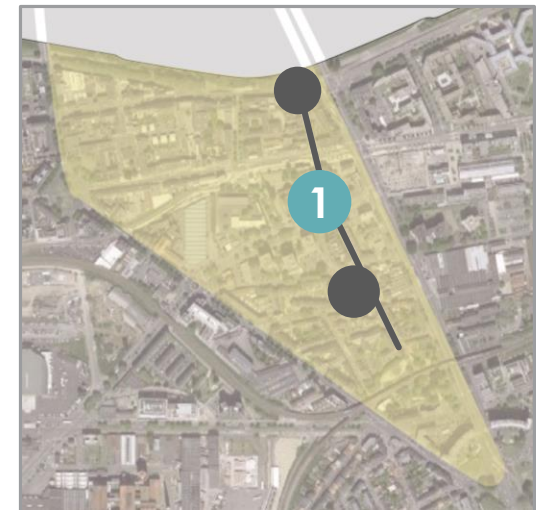
**Prototype :** The construction followed the instructions of the Fiche Action but also included improvised installations. The Ilobox was set up before the start (a toolbox cabin that can turn into an information totem, a contact point, a storage cabin for construction, a small bar, etc.) and the involved citizens cleaned the square, created a herb garden, set up high bar tables, wooden benches, a stone hopscotch game, a flag garland, and winter lights in the tree.

**First results and observations :** A solid group of around 20 people was mobilized in a long period perspective. Three highlights around the prototype were organized and motivated many citizens of diverse backgrounds : the set-up of the Ilobox, the inauguration of the prototype and the Shopkeepers' party. The citizens led the organization of the Shopkeeper's party themselves, the WTII team just being present as technical support, which marks a first step in the appropriation process of public space. The site used to be an empty space and can now be appropriated by the citizens and disposes of an actual name, the Square Biesse.

**Budget for the action :** 47,000€ + 15,000€ for the Ilobox

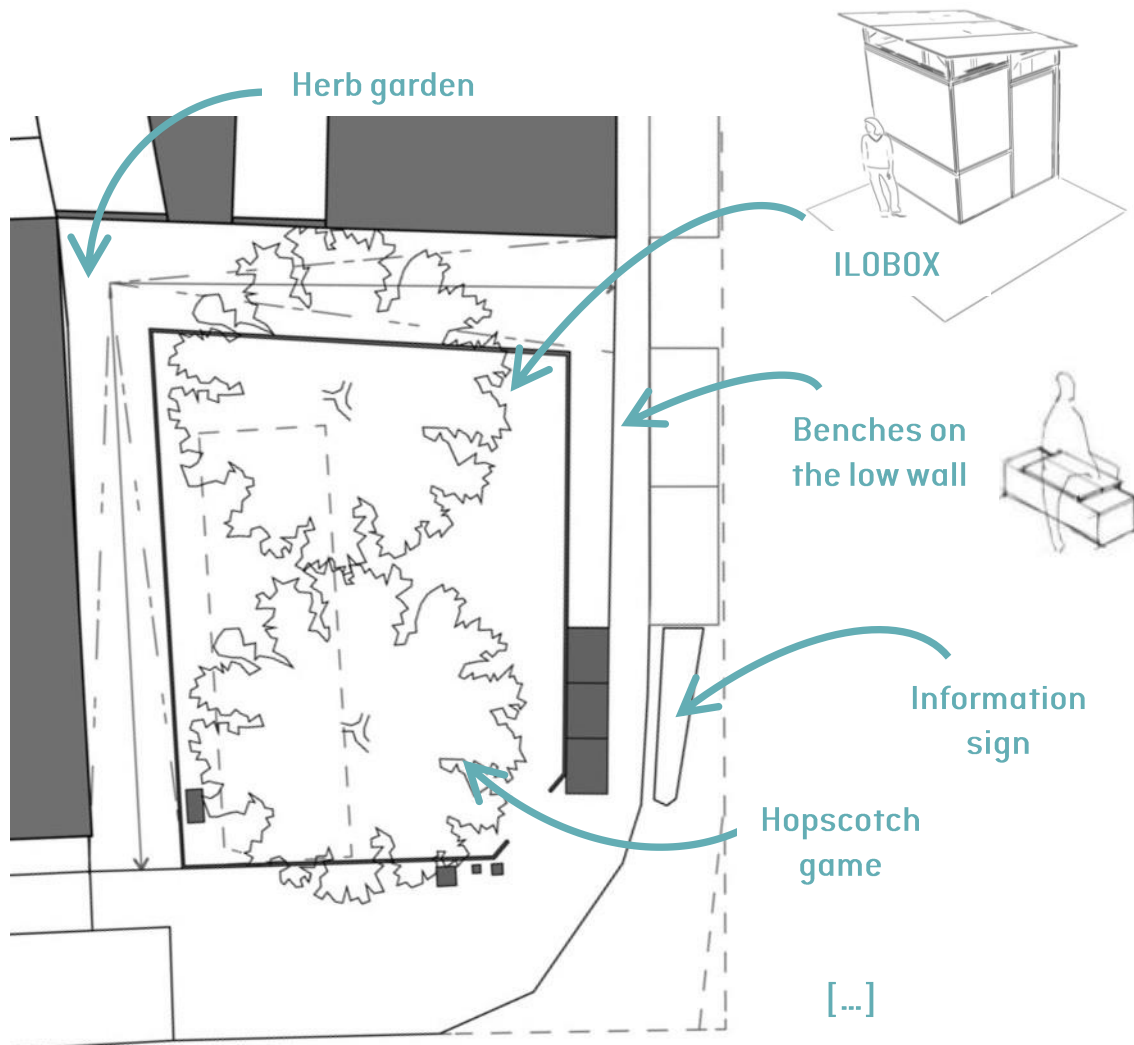
**Calendar:**

- March – May 2017 : sessions with the citizens
- Summer 2017 : design of the Fiche Action
- Oct. 2017 : construction of the prototypes
- Oct. 2017 – September 2018 : Temporary Use
- May – Sept. 2018 : evaluation of the site



## II. THE LOCAL ACTION PLAN

- Prototype 1 : Biesse Square - examples of the installations



## II. THE LOCAL ACTION PLAN

<b>PLACE</b>																																
<b>Grand Biesse / Petite Biesse Streets</b>																																
<b>CHALLENGE</b>																																
Compose with the flows to gain attractivity and enhance the « walkability » on the neighbourhood																																
<b>PUBLIC</b>																																
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<b>COMPLEMENTARITY WITH SURROUNDINGS</b>																																
Loire banks > Biesse route Square Wattignies Ilotop' Station																																

### Fiche Action Prototype 2 – Grande Biesse and Petite Biesse Streets

#### Objective :

- Bring unity to the neighbourhood through its visual identity
- Create a signage and storytelling that can draw the people to walk through these streets
- Reconnect the upper and lower part of the Biesse route (along with prototype 1)

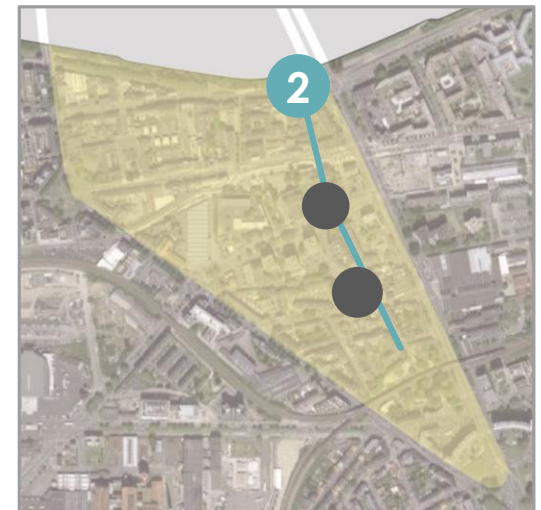
**Context :** The second prototype followed the same process as the first but different interventions were considered, as the second site is not a square or a defined place but a route including the entire Grande Biesse Street and part of Petite Biesse Street. This route used to be the only route North/South from Nantes to Rezé (the town south of the Loire) and has gradually been emptied and its line interrupted by two large boulevards.

**Prototype :** The ULG group published a call for proposals to graphic artists and scenic designers to propose a visual change to the street (paint, urban objects, street signs, etc.) along the recommendations issued by the inhabitants. The solid base of people involved in the 1<sup>st</sup> prototype has constituted a “Citizens Committee” and participated in the selection process of the graphic designers / scenic designer. They were actively involved in the reflexion on the three prototypes and have by now arranged to meet up every month to discuss the project’s progress.

#### Calendar :

- March 1<sup>st</sup> 2018 : application of 3 teams of graphic designers
- April, 3<sup>rd</sup> : presentation of the propositions to the citizens
- April 9 : selection of the final proposition by a jury of citizens and shopkeepers
- Early June : urban signage delivered

**Budget :** A budget of 28,000€ was allocated for prototype 2. The graphic designer teams designed graphic scenarios to fit into a budget of 20,000€.





## II. THE LOCAL ACTION PLAN

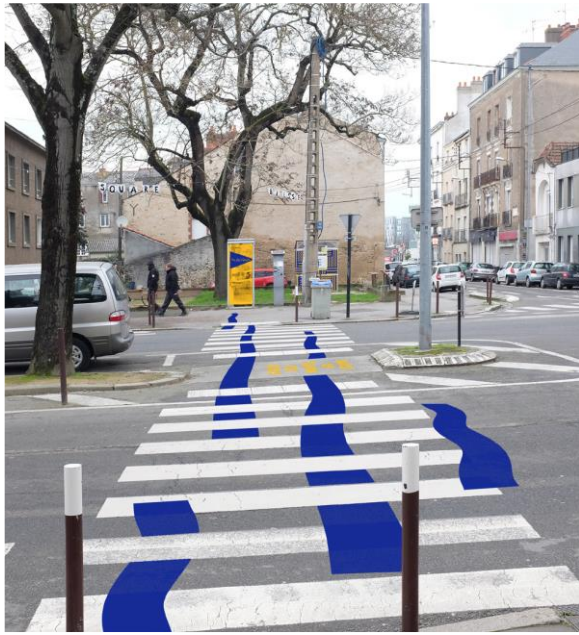
- Prototype 2 – KATRA Studio proposition (selected by the citizen jury)

# M.E.U.H

## CONCEPTION ET REALISATION D'UNE SIGNALÉTIQUE DE QUARTIER

Faubourg île de Nantes – Biesse





Katra Studio Proposition for Prototype 2

## II. THE LOCAL ACTION PLAN

<b>PLACE</b>	
<b>Wattignies Square</b>	
<b>CHALLENGE</b>	
Create a strong polarity to stand out and avoid a gravity shift from the neighbourhood towards the river banks	
<b>PUBLIC</b>	
IN	20
<b>ON</b>	30
OUT	20
<b>OFF</b>	30
<b>VISIBILITY</b>	
○	○
●	○
STREET	COURTYARD
<b>NEIGHBOURHOOD</b>	
METROPOLE	
<b>ADDED VALUE</b>	
	0 1 2 3 4 5
Landscape	
Economic	
<b>Social</b>	
<b>PREDOMINANT THEMES</b>	
Garden Street	30
Storytelling Street	10
Shopping Street	30
<b>« Our » Street</b>	40
<b>COMPLEMENTARITY WITH SURROUNDINGS</b>	
Madeleine towers - School Biesse Street – River Loire Vertais Park – Mangin neighbourhood	

### Fiche Action Prototype 3 – Wattignies Square

#### Objective:

- For the square to become the Southern entry point to the neighbourhood
- Establish a matrix for future events to take place, empower the citizens to manage the public space
- Set up a possibility for regular events organized by the inhabitants (daily, weekly, annually).  
Preserve the existing gardening activity but open other areas to simple passing-through.

**Context :** The third site, the Wattignies Square, will be the last prototype to be installed. Workshops and proposals have been submitted in the *Fiche Action* and validated by the ULG group. It is the most sensitive area that reveals deeper issues than the two other prototypes. The Square is relatively bigger than the Biesse Square, there are no close-by shops, it is already provided with ageing equipment that does not fit the citizens' uses and it is subject to social tensions. Moreover, there are issues related to ownership as only part of the square is fully public space and the other part belongs to a social housing company. However, the Wattignies Square has the potential to become a very structuring square in the neighbourhood, a lot of human flow is anticipated as large workplaces are or will settle nearby in the near future.

**Prototype :** A reused bus is going to be settled on the square, it will be prolonged by a terrace where there will be possibilities to install chairs, tables, suspended objects, etc. The citizens will define a matrix of activities to make the square attractive once again. The prototype 3 rather constitutes an animation programme of the square than material prototypes.

#### Calendar:

- May, 9 : set-up of the bus and start of the exterior layout
- May, 26 : inauguration of the bus on the occasion of the neighbours' party
- June : activation of the events matrix / progressive empowerment of the citizens
- June, 21 : *Fête de la musique*
- June 2018-June 2019 : Temporary use, 1st evaluation

**Budget :** 60,000€



## II. THE LOCAL ACTION PLAN

### • Prototype 3 – Set-up of a multi-use bus

The bus and its terrace will be able to serve many purposes:

- market
- concert
- restaurant
- urban living room
- etc.

The citizens will gradually take over the management of the site and be able to propose events of their choosing, under the supervision of the Citizen Committee.



## II. THE LOCAL ACTION PLAN

### 4. EVALUATION

- Observation of the prototypes

The observation of the prototypes will be organized around evaluation sheets that the WTII team has designed. Derived from the Fiches Action, the sheets will provide observations of the uses made by the citizens. The observations drawn from the sheets will enrich the pre-programming (phase 4 of the [method](#)) and be used in the conception of the final urban plan by the urban planning team.

- Support from the CRENAU

The SAMOA called upon the expertise of a research department from the architectural school, the CRENAU (*Centre de Recherche Nantais Architectures Urbanités*) to elaborate a study with an overall and independent view of the project. The aim is for the CRENAU to support the SAMOA, evaluating the development of the citizen participation method in order to facilitate its deployment in further project inside the larger *Île de Nantes Expérimentation* programme. A researcher has followed the various phases of the project, the ULG meetings and the events. She draws observations and regularly meets with the SAMOA to render advice on the the method. The evaluation will run until February 2019 and a 50-page report will be issued. The study might go on after this point to assist other developments of *Île de Nantes Expérimentation*.

#### A/ Contexte urbain à venir

**Localisation dans la centralité**

**Caractéristiques urbaines** à développer

<b>• Polarité</b>	<b>• Accessibilité</b>	<b>• Attracteurs</b>
Polarité métropolitaine	Train	- Square Vertais,
Polarité locale	Bus	- Maisons de retraite,
Polarité de proximité	Livraison	- Canal Départemental
	Auto	- MSC
	Vélo	- pelouses et jardins partagés
	PMR	
	Pikine	<b>• Contraintes moyennes</b>
<b>• Flux</b>		- Peinture ludique
1500 passages / jour		
500 passages / jour	<b>• Jauge quotidienne</b>	
TERREUR	+ 300 personnes	
	+ 200 personnes	
	PIÈCE	

#### B/ Évolutions et équipements

**Zone d'implantation possible**

**Equipements**

Fixe	Quotidiens	Événementiels
Végétalisation urbaine pour les villes d'été	Aire enfants	Assises et tables pour événementiel
Escapes selon la durée - eau - plantes	Projetés pour les événements	Terrasses à développer à venir
Planification de l'espace public, mobilier urbain	Escapes visuels historiques	Installations solaires, écrans pour les concerts, panneaux, supports d'affichage ou historiques
Implantation en complément de la place de la centralité		
Alignement de canalisations aux quatre coins de la place		
Zone de stationnement pour les véhicules		
Planification des usages de la place		
Zone de stationnement pour les véhicules		
Escapes visuels pour la découverte		
Escapes visuels pour la découverte		
Escapes visuels pour la découverte		
Escapes visuels pour la découverte		

#### C/ Attractions

**Les rendez-vous**

**Les disco-soupes**  
(Attraction ludique-éducatif)  
Un espace préservé dédié pour nos "accueils" d'activités ludiques autour de l'énergie et de la biodiversité: légumes ou végétaux, vélo-grosier...

**Les « guitounes trampes »**  
(Attraction économique)  
Quelques guitounes (matériel à disposition) en espace « émergence de compétences » où l'on peut venir voir et tester son début d'activité et/ou s'enrichir (conseils en cours ou cours de soutien ou de soutien, de retour ou de soutien public...). Un module d'accompagnement d'équipe et/ou de soutien par mesurés à un usage pour des usages.

**La récré – L'arbre à palabres**  
(Attraction sociale)  
Sur le chemin des associations partenaires, la place Allotting les se fait le cœur de médiation inter-générationnelle de quartier. Une zone de médiation sous l'arbre à palabres, pour de sociétés avec les résidents de la maison de retraite...

#### Exemple de configuration

■ Eau  
■ voir aller carillonné  
■ installation musicale  
■ événements publics  
■ zones enfants / jeunesse  
■ nouvelles et tables basses

WTII's evaluation sheet for prototype 3

## II. THE LOCAL ACTION PLAN

### 7. RISK ANALYSIS

Risks	Solutions
Low engagement of the citizens	WTII agency focuses on a method that can reach out widely to the citizens in the neighbourhood and beyond, more than the usual concertation practices
Difficulty to maintain the citizen's engagement in the long process of urban planning	WTII agency activates and offers regular animations and highlights
The citizens' needs around public space might outreach the urban planner's prerogatives	The experimentation of TU in public spaces needs to be developed only in specific contexts by the SAMOA.
The method might be impossible to normalize	Develop a matrix that can be adapted to each context with the support of the evaluation from the CRENAU
The citizen's propositions might be impossible to implement in the permanent urban plan	Maintain a sustained dialogue between the ULG and the citizens to assert the feasibility of the prototypes and their incorporation in the permanent urban plan

- As the project unfolds, the ULG groups has noted a shift from the initial expectations of the citizens' needs. In fact, the prototypes have evolved from installations towards animation methods. The main drive for the citizens is to create room for interaction and social bonding. The question arising from this observation is whether animating public spaces belongs to the urban planner's prerogatives.
- The replication of the method developed with Ilotopia however, cannot be completely normalized as it has to adapt to every context and every location, in order to reach out to citizens that usually don't participate in a traditional concertation process.
- Thus, this method has to be used under specific contexts, cannot be systematically replicable as the SAMOA doesn't have the time, the means and even sometimes, the legitimacy to work on these matters.

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## II. The local Action Plan

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## 1. MEMBERS OF THE URBAN LOCAL GROUP

### SAMOA

Virginie Barré	Project manager - coordinator of the ULG
Emilie Jeanniot	Project manager <i>Ile de Nantes Experimentation</i>
Marieke Zeegers	European Project manager
Pauline Rimetz	Project assistant - Ilotopia
Lenaïc Le Bars	Project manager - Communications and citizen participation

### WHAT TIME IS IT ?

Stéphane Juguet	Director - coordinator of the Ilotopia project
Audrey Degrendel	Project assistant
Thomas Guihard	Project assistant
Jean-Frédéric Desaix	Achitecte
Jasmine Juguet	Artist

### URBAN PLANNING TEAM

Jacqueline Osty	Landscape architect
Claire Schorter	Urban planner
Pierre-Yves Péré	Architect

### NANTES ARCHITECTURAL SCHOOL

Margaux Vigne	Researcher at the CRENAU research department
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### CITY OF NANTES

Alain Robert	Vice-mayor urban development
Bassem Asseh	Vice-mayor participative democracy
Jean-François Cesbron	Department of parcs and gardens
Antoine Piraud	Department of parcs and gardens
Marie-France Ringear	Department of parcs and gardens
Pascal Charpentier	Department of parcs and gardens
Naima Bouadjaj	Department of public "tranquility"
Sébastien Le Guevellou	
Gaëtan Brevet	
Lionel Edmond	Director department of public "tranquility"

### COMMUNITY CENTRE OF THE ISLAND OF NANTES

Laurence Crochet	Neighbourhood manager
Xavier Picard	Neighbourhood manager
Géraldine Gouret	Neighbourhood manager

### METROPOLITAN AUTHORITY

Fanny Loiseau	Citizen dialogue and democracy
Maelick Khouri	Urban development - sector Island of Nantes
Catherine Rinfray	Urban development





## 2. MEETINGS OF THE ULG

01/07/2016	<b>Brainstorming workshop</b>	A 1-day long workshop, in the presence of the entire working group and several external professionals. The goal of the workshop was to brainstorm several themes and see the first priorities and ideas that emerged for the Ilotopia project. It also allowed the installation of the ULG Groupe and identified its core members.
18/10/2016	<b>Technical working group</b>	A meeting about the method of citizen participation designed by What Time Is It and a first diagnosis of the characteristics of the Faubourg neighbourhood
18/11/2016	<b>Political session</b>	Présentation and validation with the political representatives of the method of citizen participation
11/04/2017	<b>« Quality Street » - citizen workshop</b>	A meeting with citizen's in one of the citizen's homes, the general aspect, difficulties and priorities for the neighbourhood were discussed.
11/05/2017	<b>Technical working group</b>	Technical meeting around the method used and the different phases of the project.
03/06/2017	<b>Urban walk – République-Les Ponts neighbourhood (also called « the Faubourg »)</b>	A walking tour with citizens, members of the Samoa team and What Time Is It around the neighbourhood central in the Ilotopia project
10/06/2017	<b>Urban walk – Les Olivettes neighbourhood</b>	A walking tour with citizens, members of the Samoa team and What Time Is It around a similar neighbourhood in Nantes that has already undergone transformation
17/06/2017	<b>Wattignies citizen workshop</b>	A workshop with a groupe of citizen's about their needs and ideas for the Wattignies Square
20/09/2017	<b>Session with the urban planners</b>	Presentation of the diagnosis of the aspect and characteristics of the Faubourg neighbourhood as well as the first results of the citizen participation process. Presentation of the three possible prototypes.
26/09/2017	<b>Technical working group</b>	Presentation and choice of the three prototypes to be implemented in TU
13/11/2017	<b>Political session</b>	Validation with the political representatives of the three prototypes
29/01/2018	<b>Session with the urban planners</b>	Working session to go into the detail of each prototype (mostly n° 1 and 2) and their TU implementation
03/04/2018	<b>Urban walk with the urban planners</b>	A walking tour with the team "What Time Is It" and citizens in order to present the results to the urban planners
03/04/2018	<b>Presentation to the citizens of the 3 teams pre-selected for the prototype 2</b>	Preparation for the final selection of one urban design team for the prototype 2. Presentation of the 3 projects to the jury of citizens and explanation of the modalities for the vote.
DISSEMINATION EVENT 09/04/2018	Selection of the prototype 2 project by the jury of citizens	In presence of the elected representative of the neighbourhood, technicians the city of Nantes and the members of the SAMOA team, selection of the urban design project to implement temporary graphic design in the Biesse route.



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TEMPORARY USE • DYNAMICS FOR LIFE

# KARTING



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