

Push and Pull

- how people in homelessness are being excluded from urban space in the city of Copenhagen

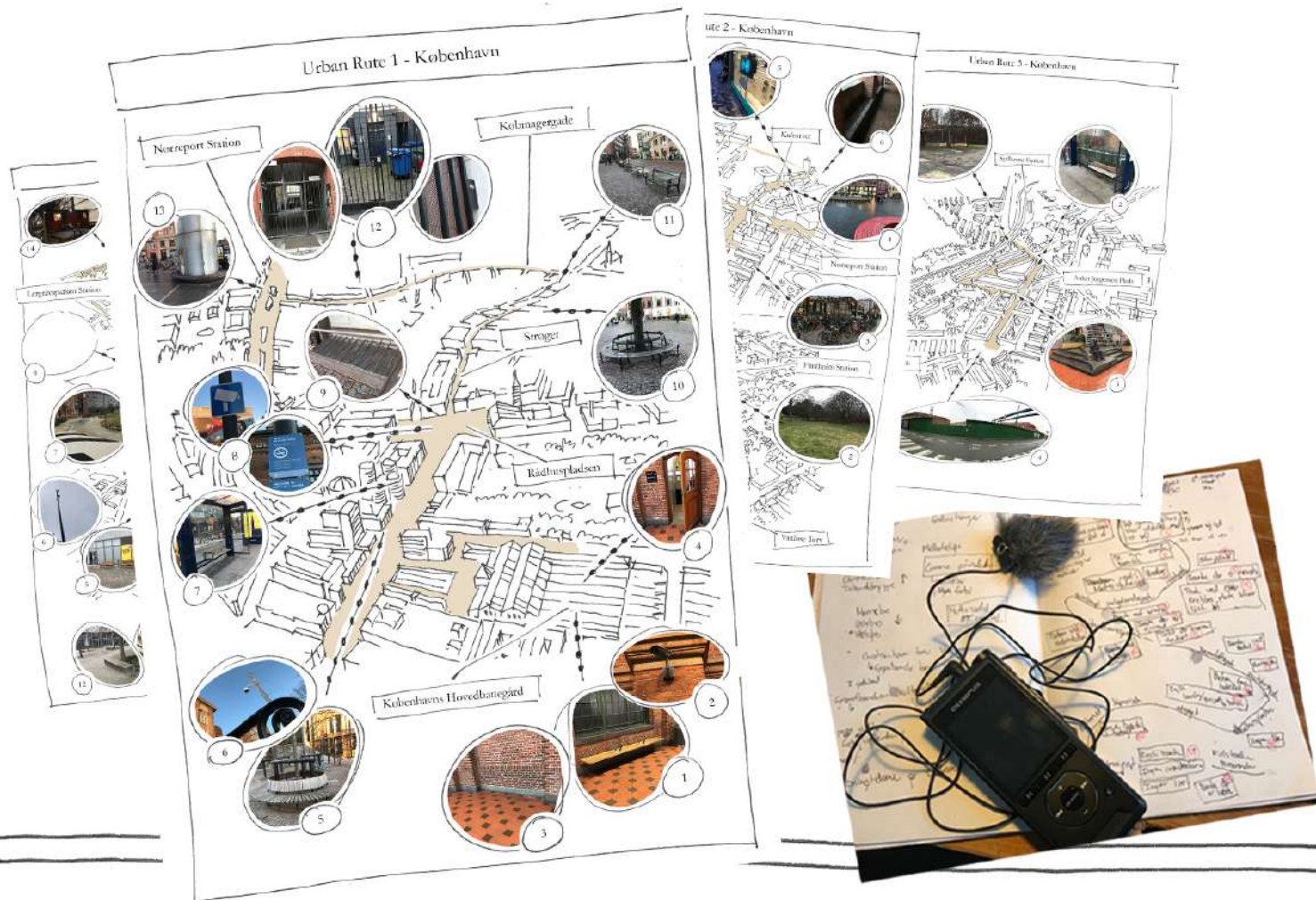
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1. Research Aim

The purpose of this Ph.D. project is to study the phenomenon of Dark Design (Jensen, 2019): design interventions in urban spaces that push and pull socially disadvantaged and people in homelessness around in the city or completely out of the city. I want to investigate: 1) What is Dark Design? 2) How is Dark Design experienced by the socially disadvantaged and people in homelessness? and 3) How can I contribute to the creation of a dialogue about Dark Design?

2. Research Methods

Qualitative methods, such as urban songlines, walking interviews and sensory ethnography.



3. Theoretical Framework

In Situ

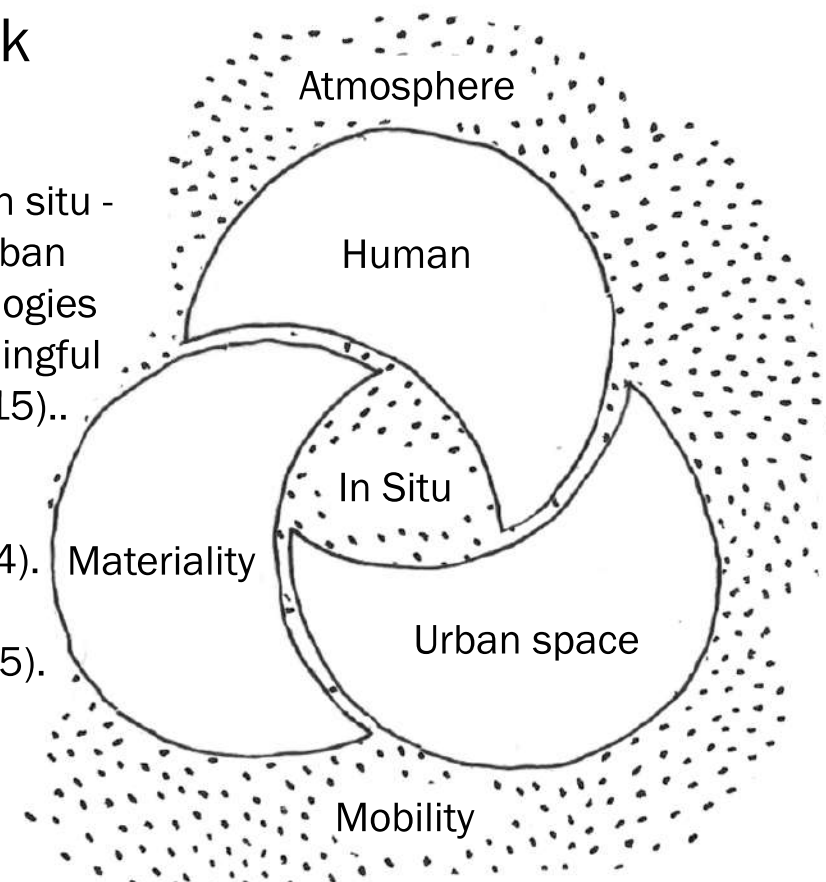
- The concrete pragmatic meeting - in situ - between human, materiality and urban space, where artefacts and technologies mediate our relationship to a meaningful world (Rosenberger & Verbeek, 2015)..

Human

- Humans have needs (Maslow, 1954).
- The human experiences the city through multiple senses (Pink, 2015).

Materiality

- Multiplicity is expressed in multistability (Rosenberger, 2017)
- Functions and tasks can be delegated from humans to materiality (Latour, 1988)
- Artefacts and technologies encourage different affordances depending on, *who you are* and under what *circumstances* (Davis, 2020)



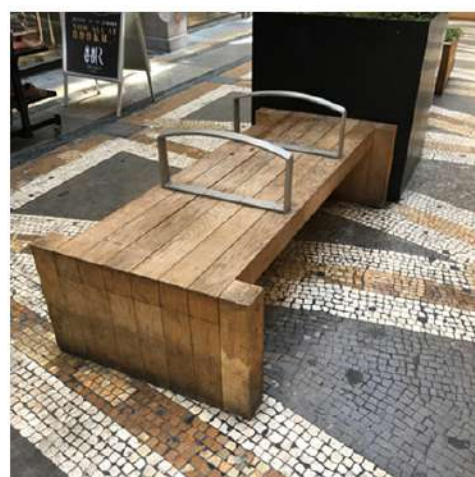
4. Preliminary Findings

Four different categories of socially exclusive design in urban spaces

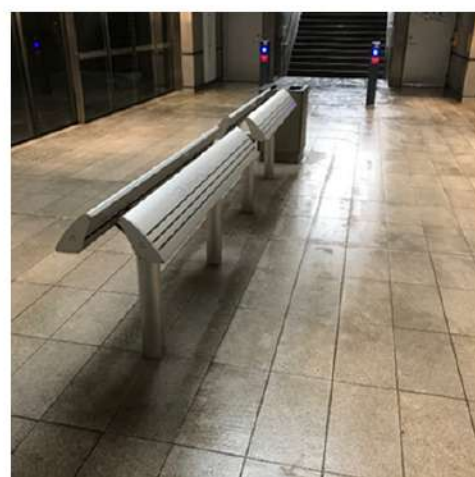
Urban Furniture



Bus shelter with a small bench and gaps between the glass and the ground.

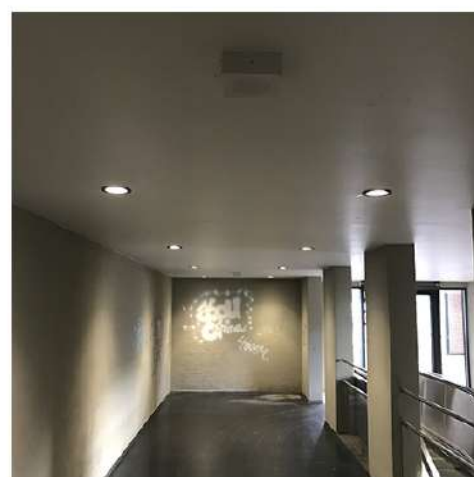


Bench divided into sections with armrests.

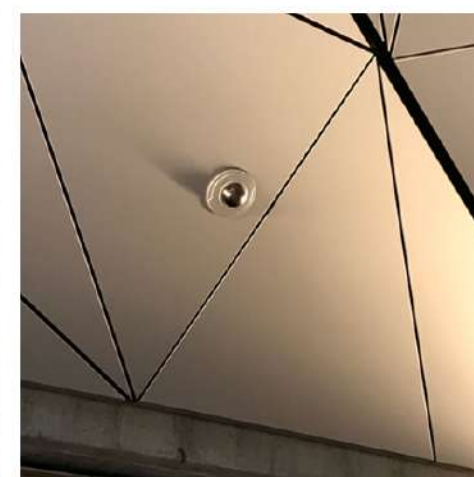


Leaning bench.

Technical Installations



Opera music played at the train station.

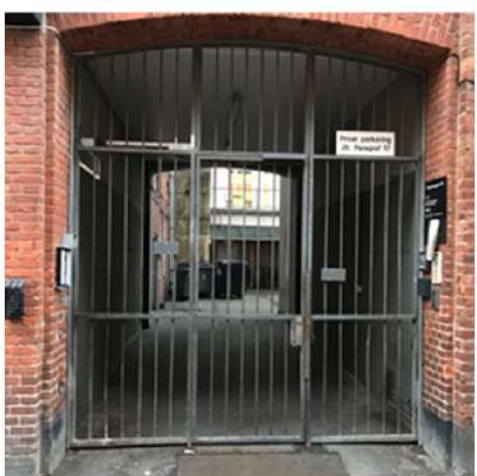


Real time monitoring.



Bright light in a basement.

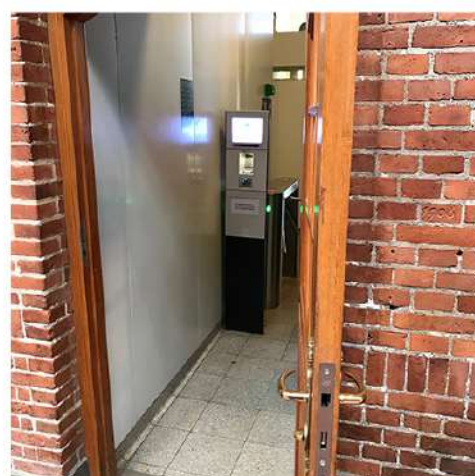
Barriers



Fences and gates that create enclosed areas in the city.

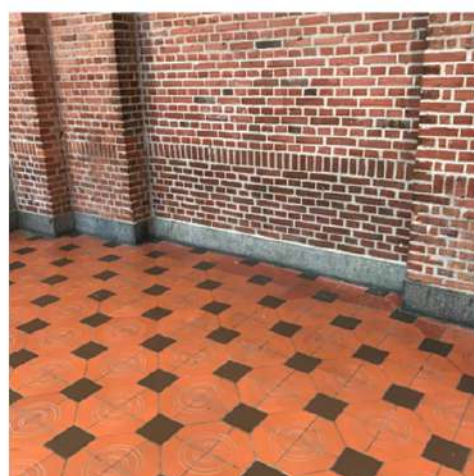


Fence over or around heat sources.

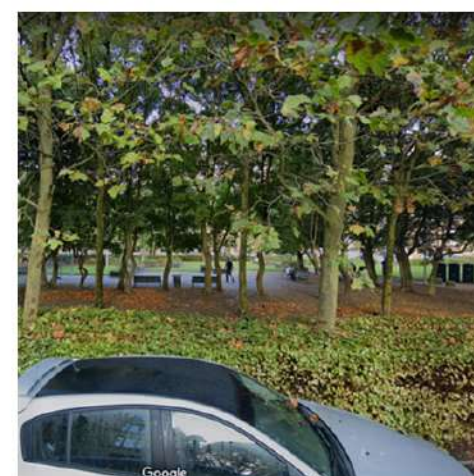


Payment machine that only allows access with a payment card or mobile phone.

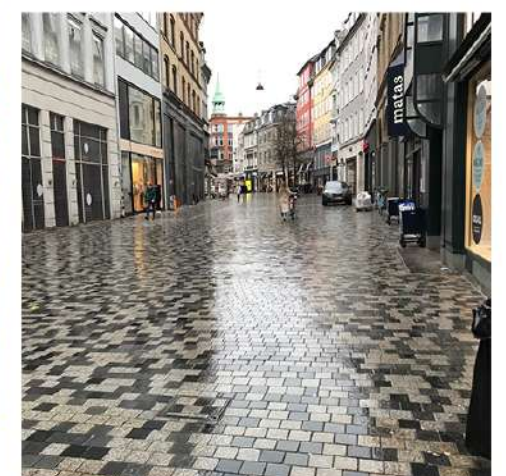
Absence of 'Material'



Benches being removed.



Bushes are cut down, leaving the area completely transparent.



When benches are absent after renovation of an area.

5. Next step in the research project

- 1) Analyze more specific urban spaces to study how these design interventions affect how people in homelessness experience the atmosphere. We have the idea that these types of design interventions combined with legislation create an atmosphere of rejection in some areas of the city for these people.
- 2) Involve designers, architects, building owners etc. in the attempt to investigate the intentions behind the design interventions.