

THE SOCIAL PARLIAMENT

Connecting every Swiss citizen

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Abstract

The topic of politics can sometimes be overwhelming to understand. There are many layers and information is sometimes hidden behind unnecessary procedures and protocols. We must find a way, as a democracy, to embrace the fact that citizens can get informed, interact, react, and overall participate in politics.

The political landscape is a very complex and multi-layered environment. The tools of the digital era have allowed us to connect to this complexity but have also multiplied it.

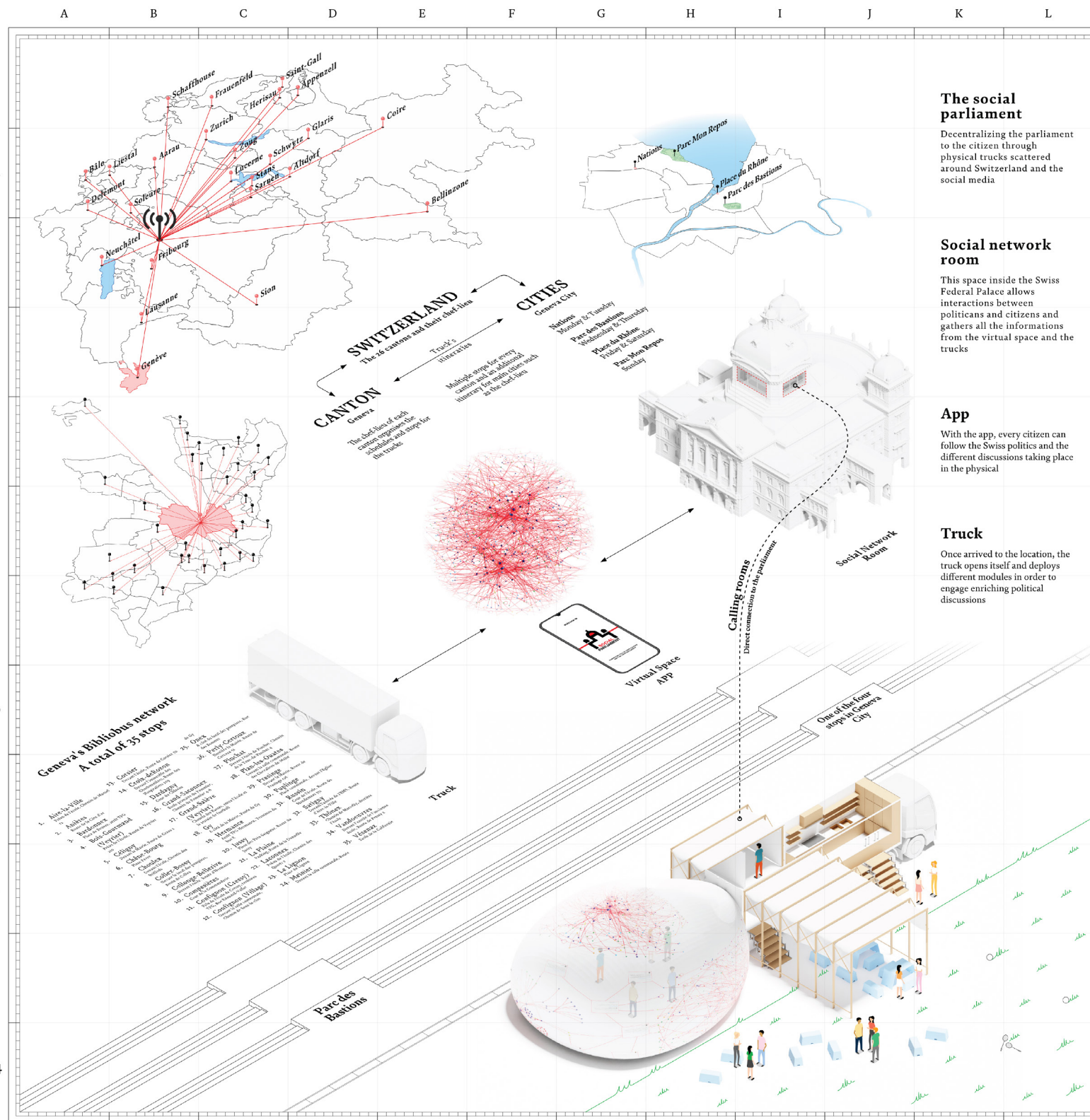
This project is a result of this observation. With this, citizens can come and not only get informed through social media, but also talk to other citizens through calling rooms, which are transmitted live to even more citizens. The point is that by communicating, the person becomes a better citizen.

First come the trucks, places of gathering that are scattered throughout the country, so that everyone can experience a space of information and communication close to their home.

Second comes the Social Network Room, an intervention inside the parliament to aid the trucks and where politicians and citizens are welcomed to bond together.

Last is the app, an effective way of connecting digitally the citizen to this new infrastructure.

The project aims to get people involved in politics through informal spaces bringing the parliament and the political debate close to each citizen. By gathering in these spaces, people get the opportunity to exchange ideas and have direct contact with the members of parliament.



The dispositives

The social parliament

Decentralizing the parliament to the citizen through physical trucks scattered around Switzerland and the social media

Social network room

This space inside the Swiss Federal Palace allows interactions between politicians and citizens and gathers all the informations from the virtual space and the trucks

App

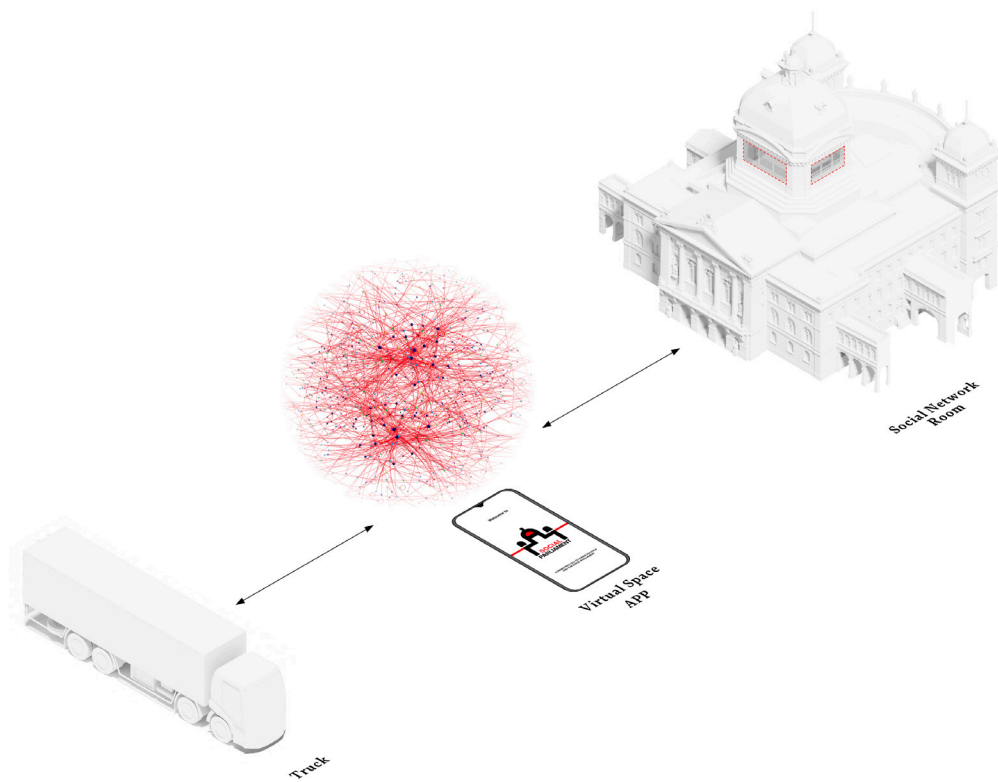
With the app, every citizen can follow the Swiss politics and the different discussions taking place in the physical

Truck

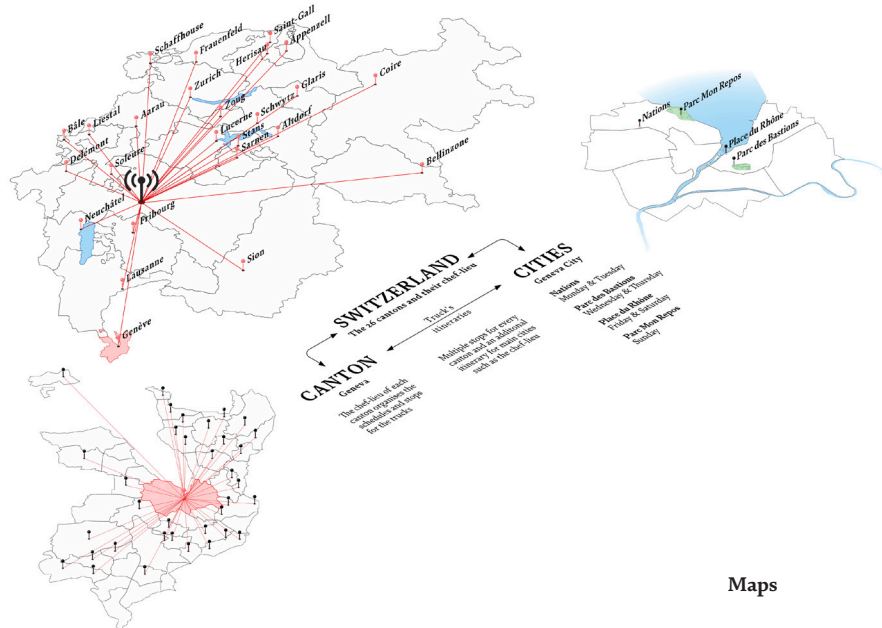
Once arrived to the location, the truck opens itself and deploys different modules in order to engage enriching political discussions

The project is composed of three interfaces in order to decentralize the parliament to the citizens around Switzerland. The idea is to get closer to the people with mobile trucks scattered around the country. Inside the parliament, the Social Network Room is a place of encounters and it also acts as a beacon of the Social Parliament. Then the application allows every citizen to connect to the virtual space, find his local truck and learn about politics.

Transscalar network of physical/digital dispositives



Interfaces



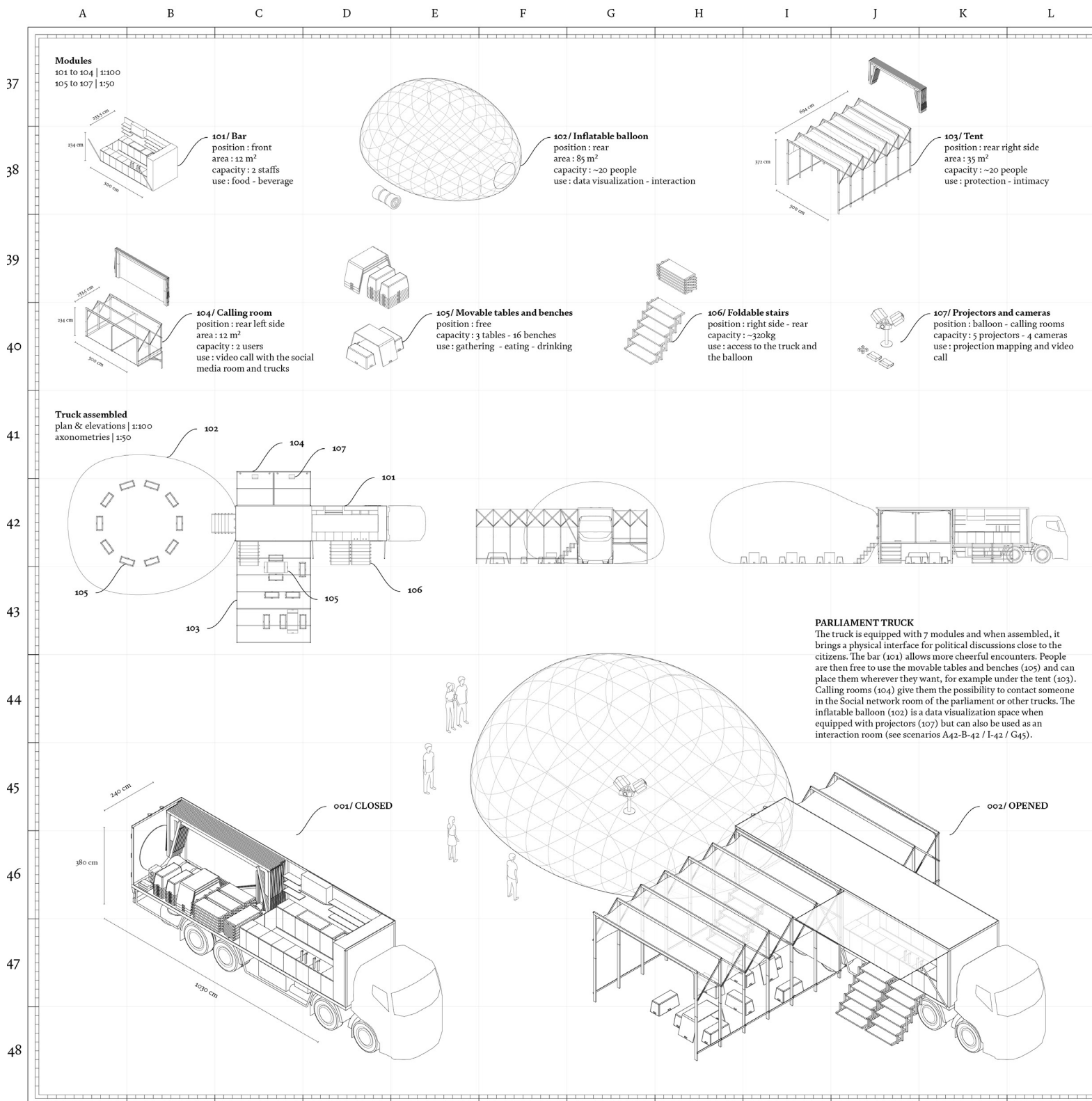
Maps

The trucks move around cities with different modules installed inside. Its main purpose is to create interaction with the citizens and inspire enriching discussions about politics. Then there is the Social Network Room inside the swiss federal palace, just under the cupola. These two physical spaces are connected to the virtual space. It allows a citizen from anywhere to follow the news and the different live discussions.

Following federalism, the swiss federal palace, in Bern, transmits the information to the 26 cantons. Then the chef-lieu, otherwise said the capital of each canton, is responsible to organise the itineraries and the schedules of its trucks. For Geneva, we imagine a collaboration with the Bibliobus network and its 35 stops. The stops vary from public places to school yards. The chef-lieu, Geneva City in this case, could benefit from an additional itinerary which would serve places with a lot of flow. These could be:

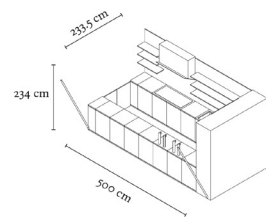
- Nations / in front of the United Nations
- Parc des Bastions / a multigenerational parc
- Place du Rhône / near the river with public flows
- Parc Mon Repos / a nice place near the lake

Patent

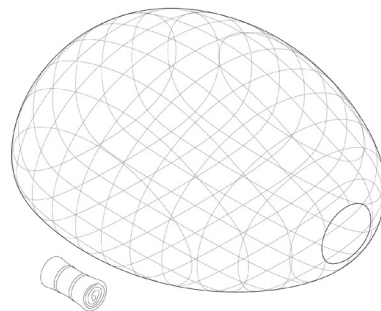


The truck, being the main interface of the Social Parliament, needs to bring the necessary facilities to get people interested in politics and to connect them to it, both digitally and substantially. Therefore, the truck tries to engage enriching political discussions with cheerful gatherings with food and beverages and different interactive elements.

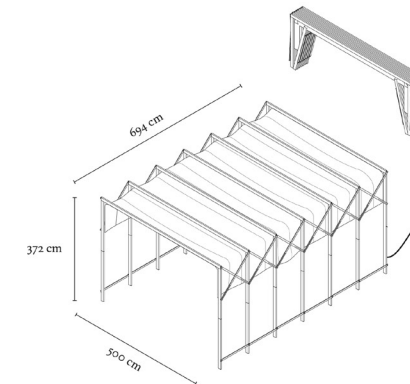
Patent diagram



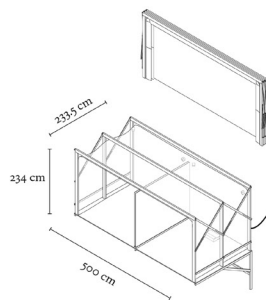
101/ Bar
position : front
area : 12 m²
capacity : 2 staffs
use : food - beverage



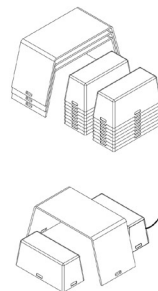
102/ Inflatable balloon
position : rear
area : 85 m²
capacity : ~20 people
use : data visualization - interaction



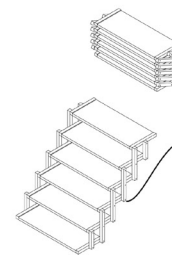
103/ Tent
position : rear right side
area : 35 m²
capacity : ~20 people
use : protection - intimacy



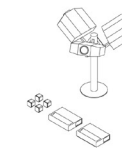
104/ Calling room
position : rear left side
area : 12 m²
capacity : 2 users
use : video call with the social media room and trucks



105/ Movable tables and benches
position : free
capacity : 3 tables - 16 benches
use : gathering - eating - drinking



106/ Foldable stairs
position : right side - rear
capacity : ~320kg
use : access to the truck and the balloon

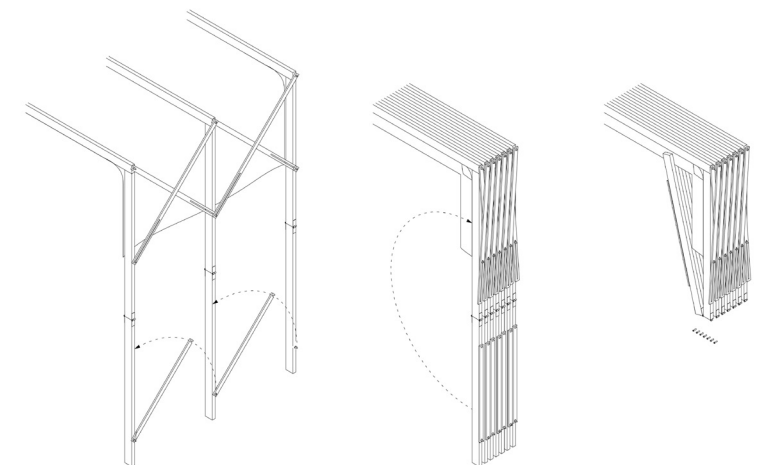


107/ Projectors and cameras
position : balloon - calling rooms
capacity : 5 projectors - 4 cameras
use : projection mapping and video call

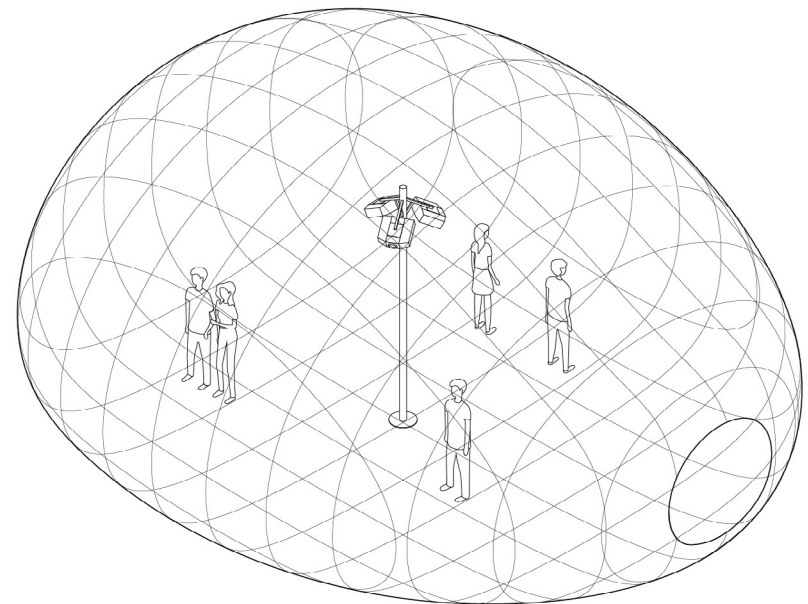
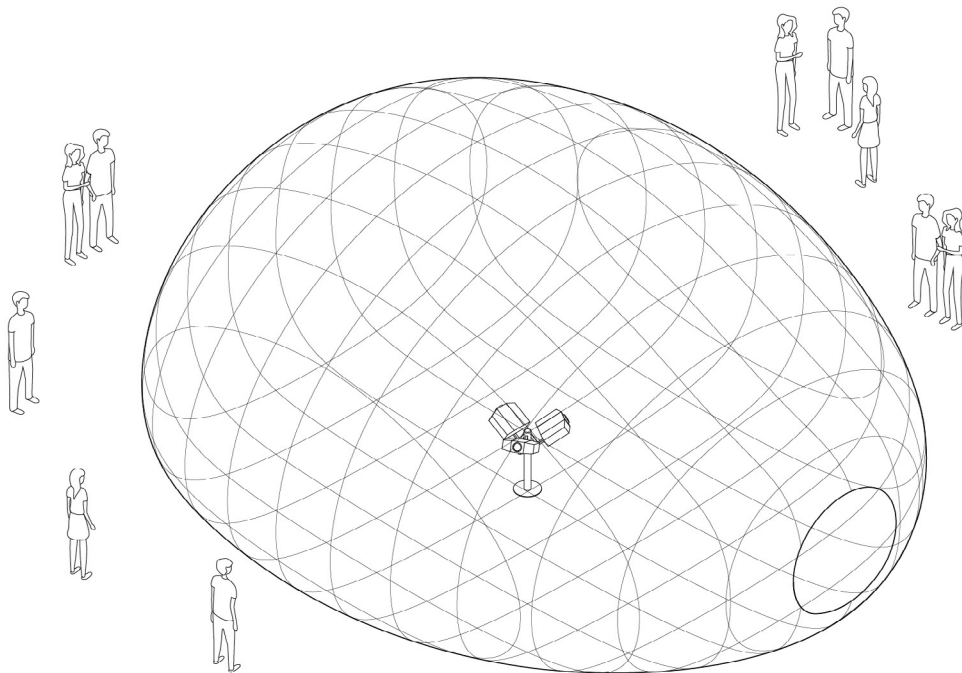
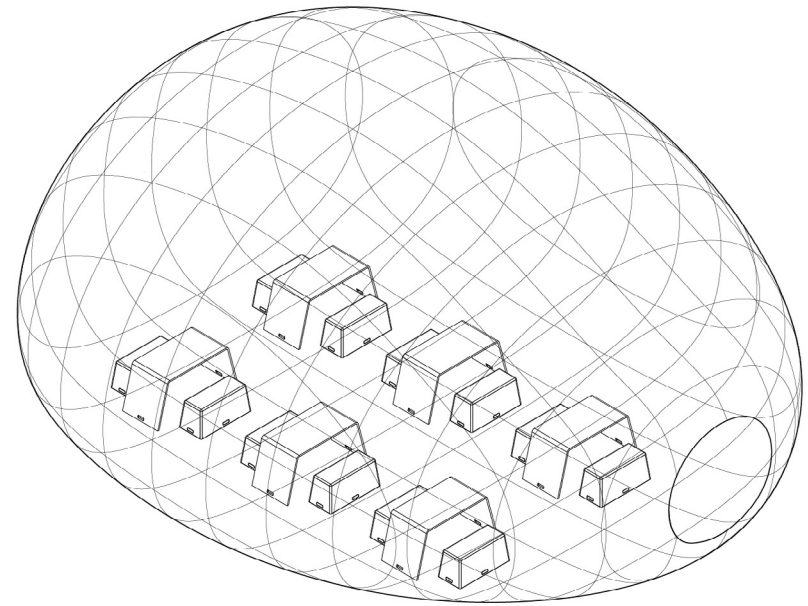
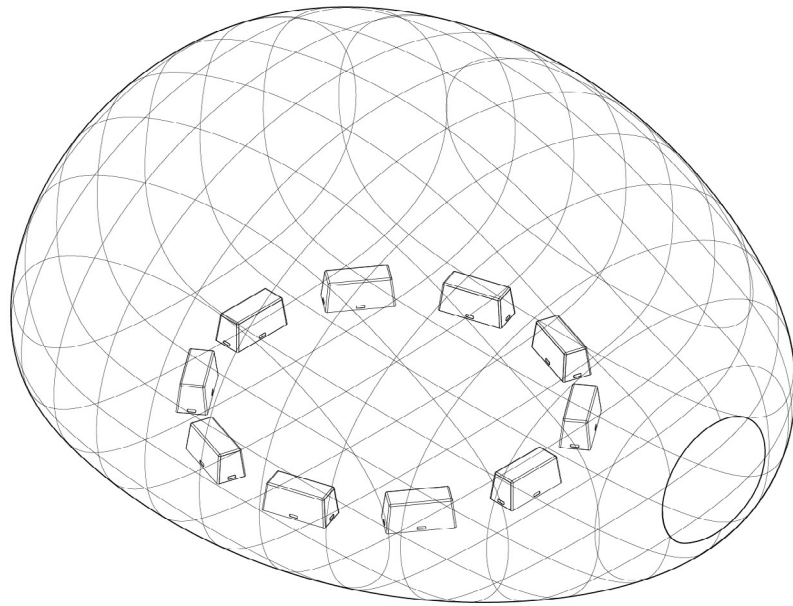
The truck is composed of seven modules, which are designed to be easily movable and deployable on site. The Bar is a fixed module in front of the truck. Tables and benches have multiple handles and are stackable. The tent is made out of a fabric and a wooden accordion structure with folding legs. The calling room on the other side has an identical structure but with shorter legs. The truck carries multiple cameras and projectors, which are used for the video call inside the calling room and for the projection mapping inside the inflatable balloon. The latter one is made out of a membrane and allows different activities to take place, depending on the multiple configurations. Every module is thought to be easily foldable, like the stairs or the stackable benches.



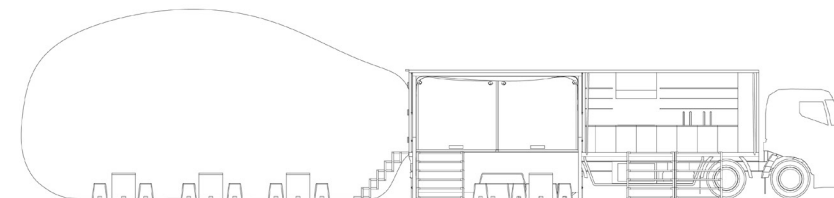
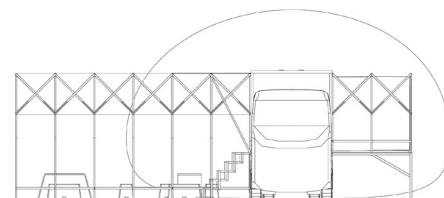
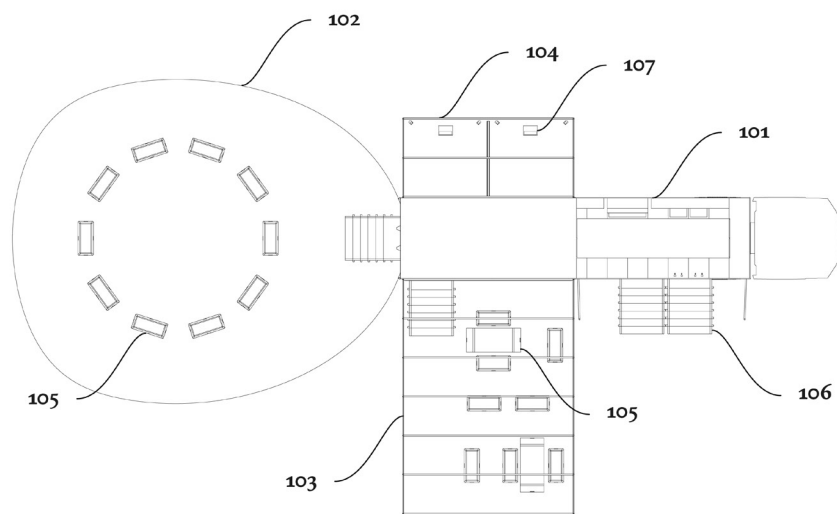
Collapsible street cinema,
Venice



Detail of the tent (103)

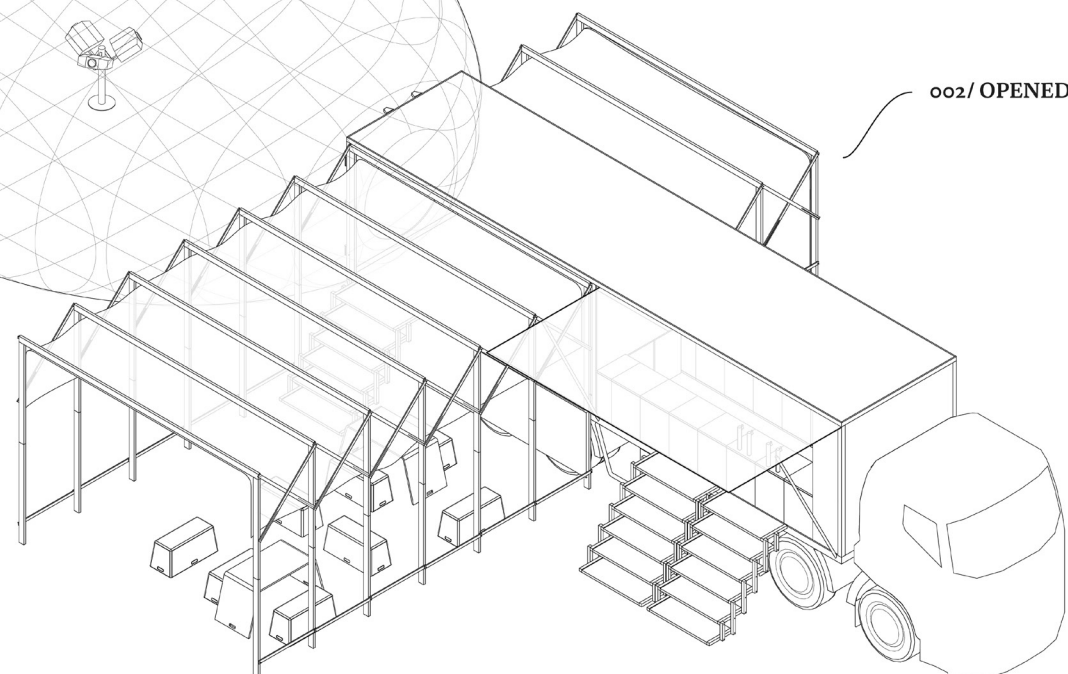
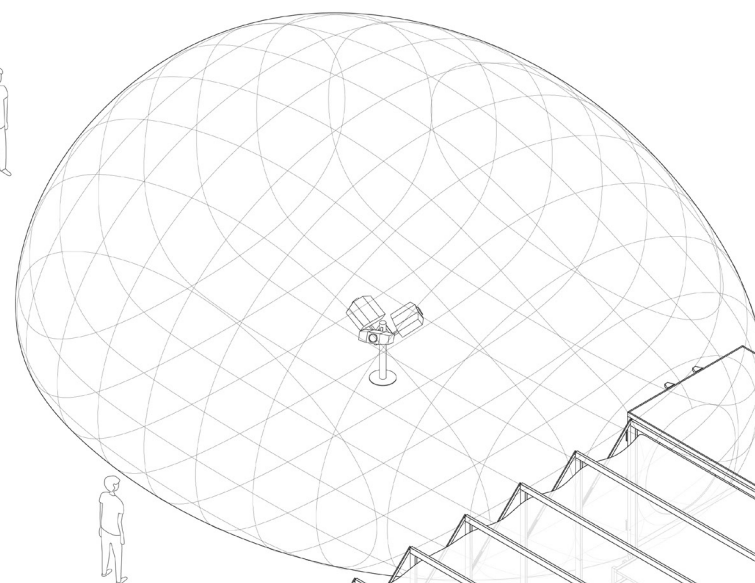
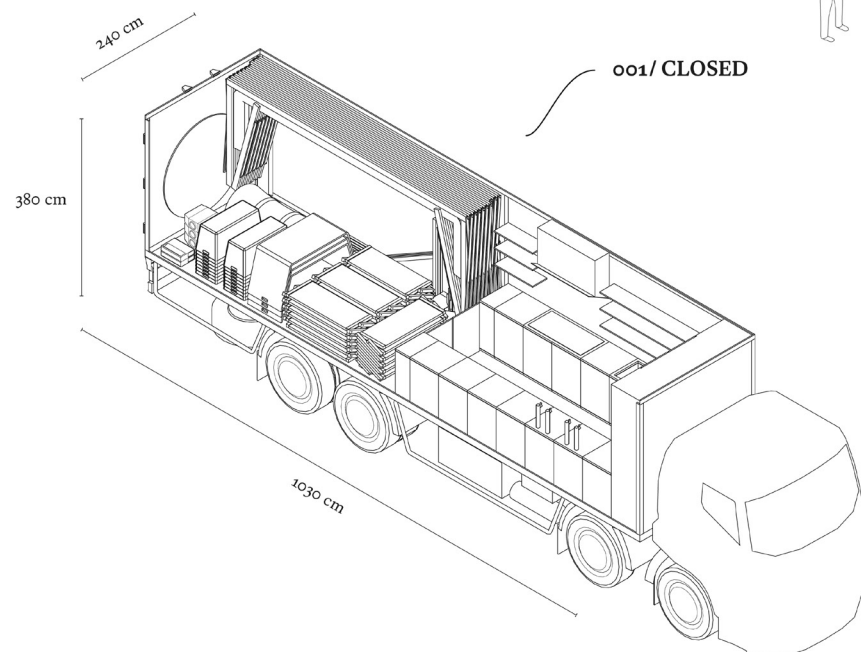


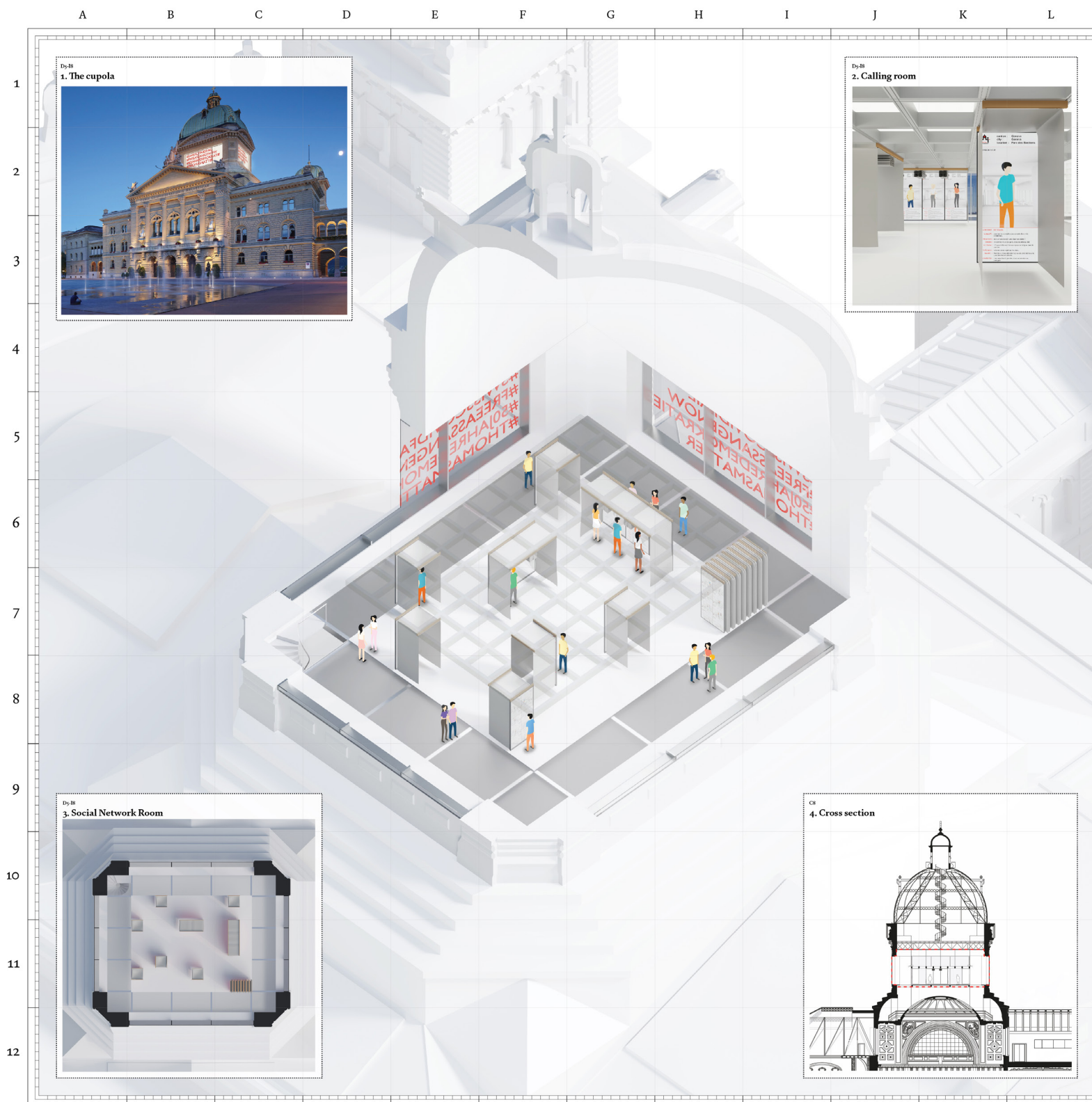
Different configurations



PARLIAMENT TRUCK

The truck is equipped with 7 modules and when assembled, it brings a physical interface for political discussions close to the citizens. The bar (101) allows more cheerful encounters. People are then free to use the movable tables and benches (105) and can place them wherever they want, for example under the tent (103). Calling rooms (104) give them the possibility to contact someone in the Social network room of the parliament or other trucks. The inflatable balloon (102) is a data visualization space when equipped with projectors (107) but can also be used as an interaction room (see scenarios A42-B-42 / I-42 / G45).





Social Network Room

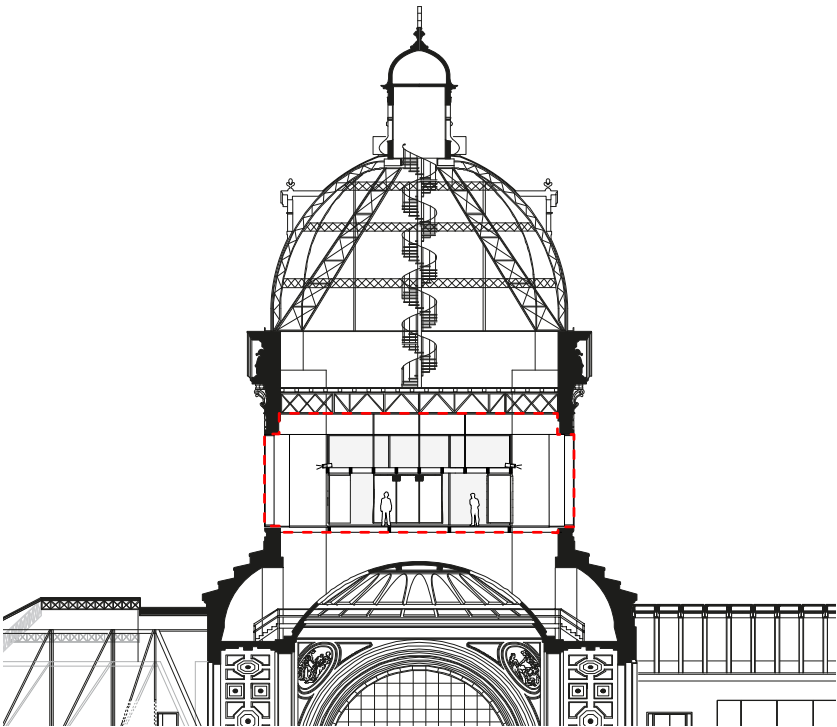
Situated on top of the parliament, just under the cupola, the Social Network Room works as a connection point from the parliament to the trucks. Inside, there are multiple "calling rooms" that connect to the trucks. These calling rooms are based on a grid, on which the user can take one, deploy it, and arrange it to his need, allowing the space to be flexible.

As the beacon of the social parliament, the Social Network Room needs to be visible from far away, just like social media are made to be seen by everyone. Investing the space under the cupola is also a way to reappropriate an unused space, as well as not creating a big change inside the parliament, since it needs a big space and an open plan. By putting the physical social network on top, this project brings the citizens and their voices above the parliament, reaffirming the Swiss democratic principles.

Main diagram

This room is placed on top of the parliament, since this space is not currently being used. This means that the intervention will not be too intrusive on a building that is old and respected. The cupola under it is still illuminated thanks to the glass floor on the periphery of the room.

Inside, these calling rooms can be put in different configurations: they are either a booth for a single person, so the conversation is one-on-one, or they can either be put together so that multiple people can talk together, for example if members of a party decide to do an interview.



Cross section

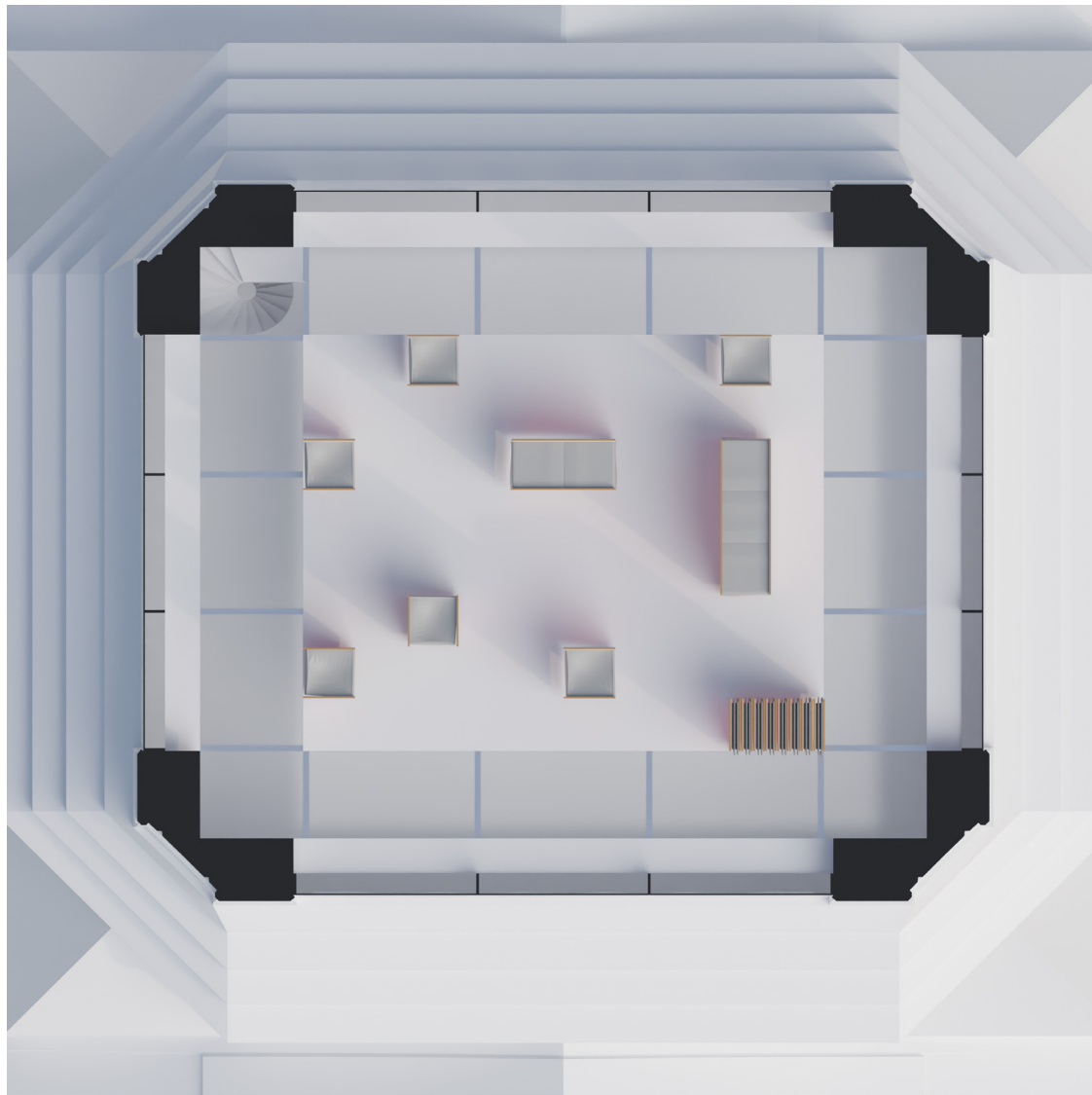


Inside the room

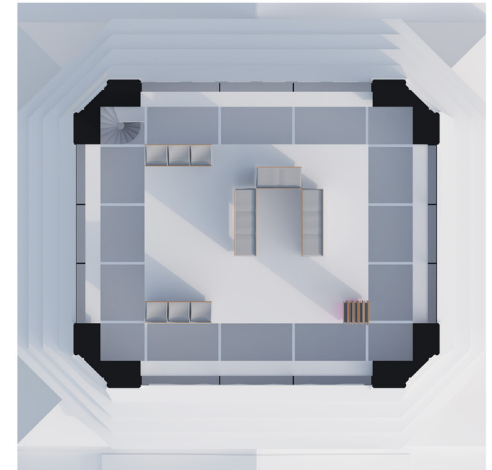
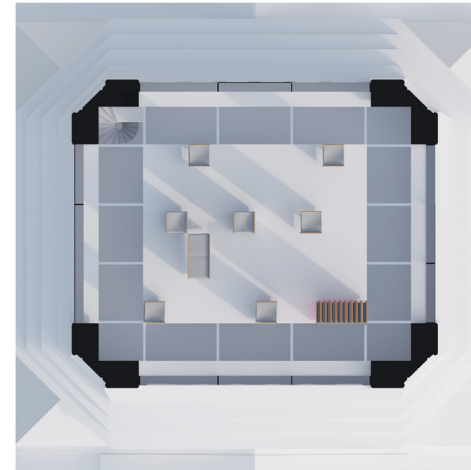
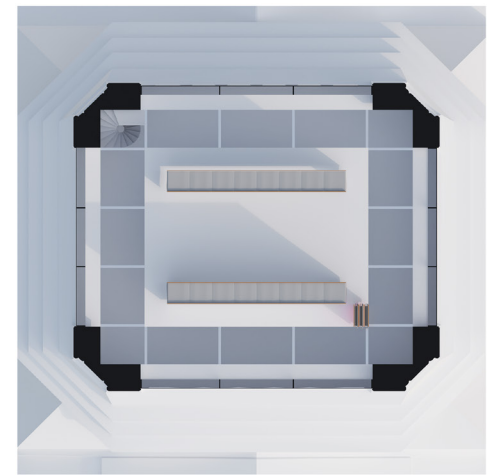
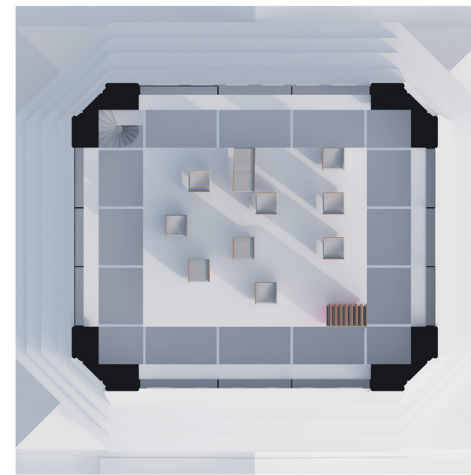


By doing this intervention on top of the parliament, information can be shared through the windows. It can either be the current trending hashtags, statistics about the trucks, an important message from the government, ...

The parliament at night



Since the calling rooms are on a grid, the configuration can be changed every day. It is either randomly placed by the people, or they can be put together to create a cluster of multiple booths.

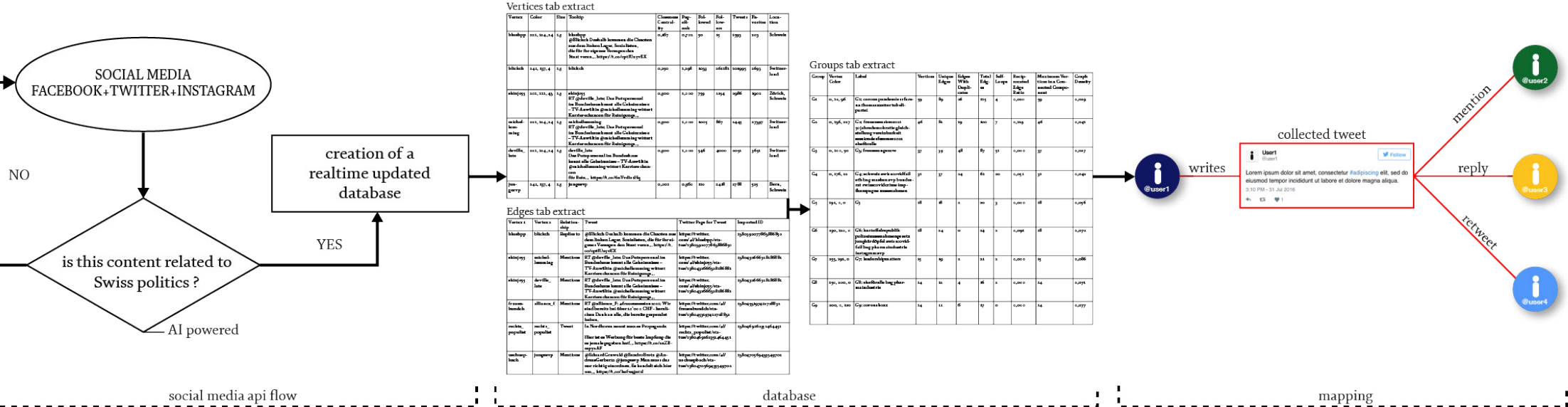


Different configuration

s citizen

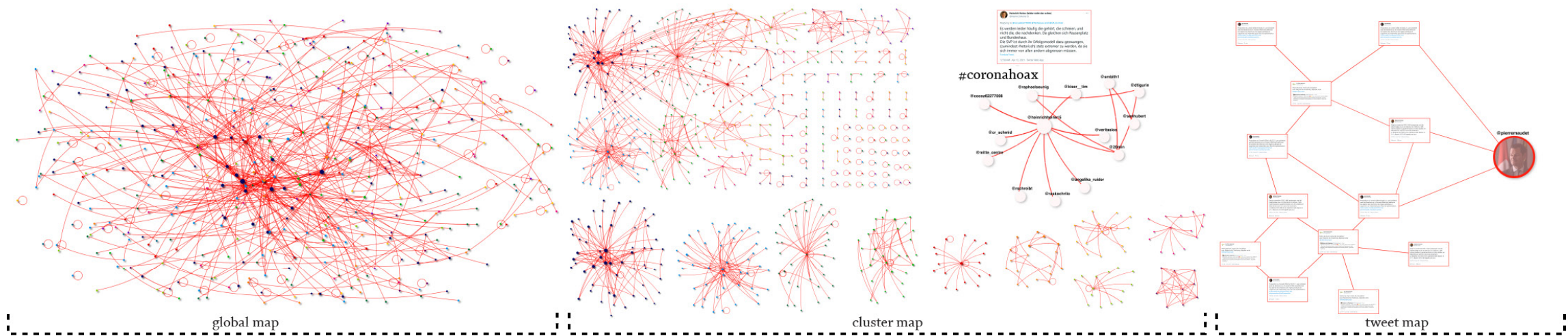


1. Data Processing

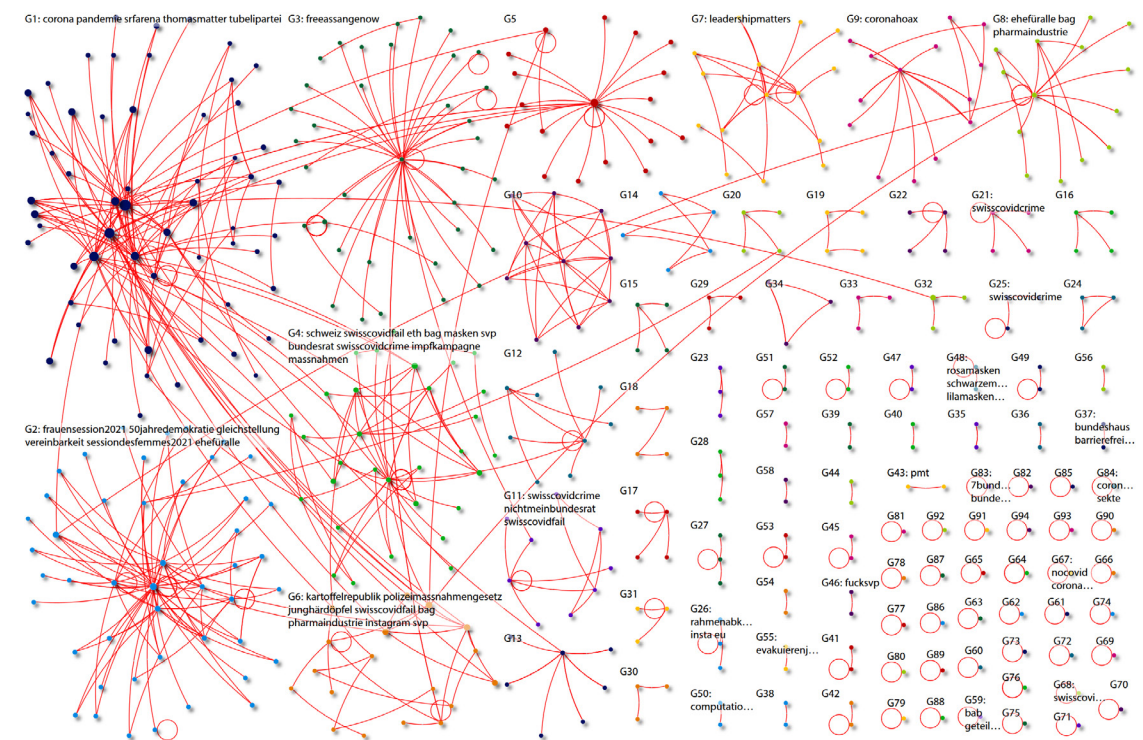


The raw information from the internet is a giant chaos that is hardly understandable to a user. To create a pleasant user interface, it must first be listed and categorized, and it means doing a first swipe of the social media to check what is relevant to the Swiss politics, using an AI powered algorithm. Once we have all the connections from every tweet, we can map it in 2D and then show it on the screens.

2. Visualization

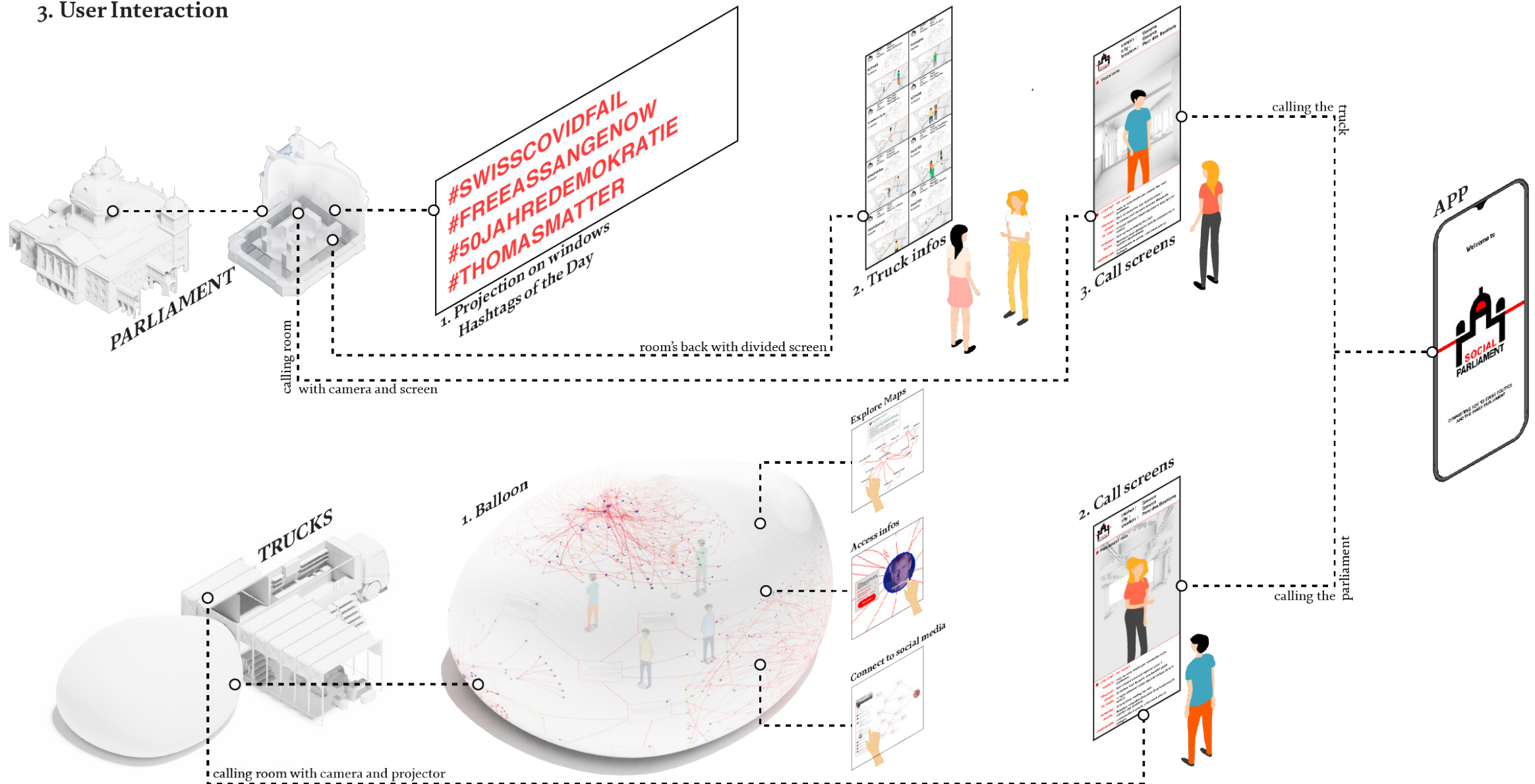


The visualization of data through those maps allow the users to have a global understanding of what is currently taking place on social media. One can identify the different stakeholders concerning Swiss politics on online social media. Those visual representations contain all the data collection and are to be accessed by the different interfaces the user will have access to. This way his political opinion and discussion can be feeded in real time with all the online media content.



Clusters with hashtags

3. User Interaction



Now that there is something to show to the users, there is also an interface so that the user can interact with it. On the parliament it's on screens, while on the trucks it's a projection on the balloon's membrane. The user can see, touch, move around by the tip of his finger, and can also add content by connecting through his own social media.



To connect all the dispositives together there is an app, called Social Parliament. First, it connects them to their social media accounts so that everything they like, post, or share on our app is done through their account. Second, it is also a way to connect to the trucks remotely: when people are talking in the calling rooms, you can watch it live and react through a chat that is also displayed on the calling rooms.

Homepage

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