

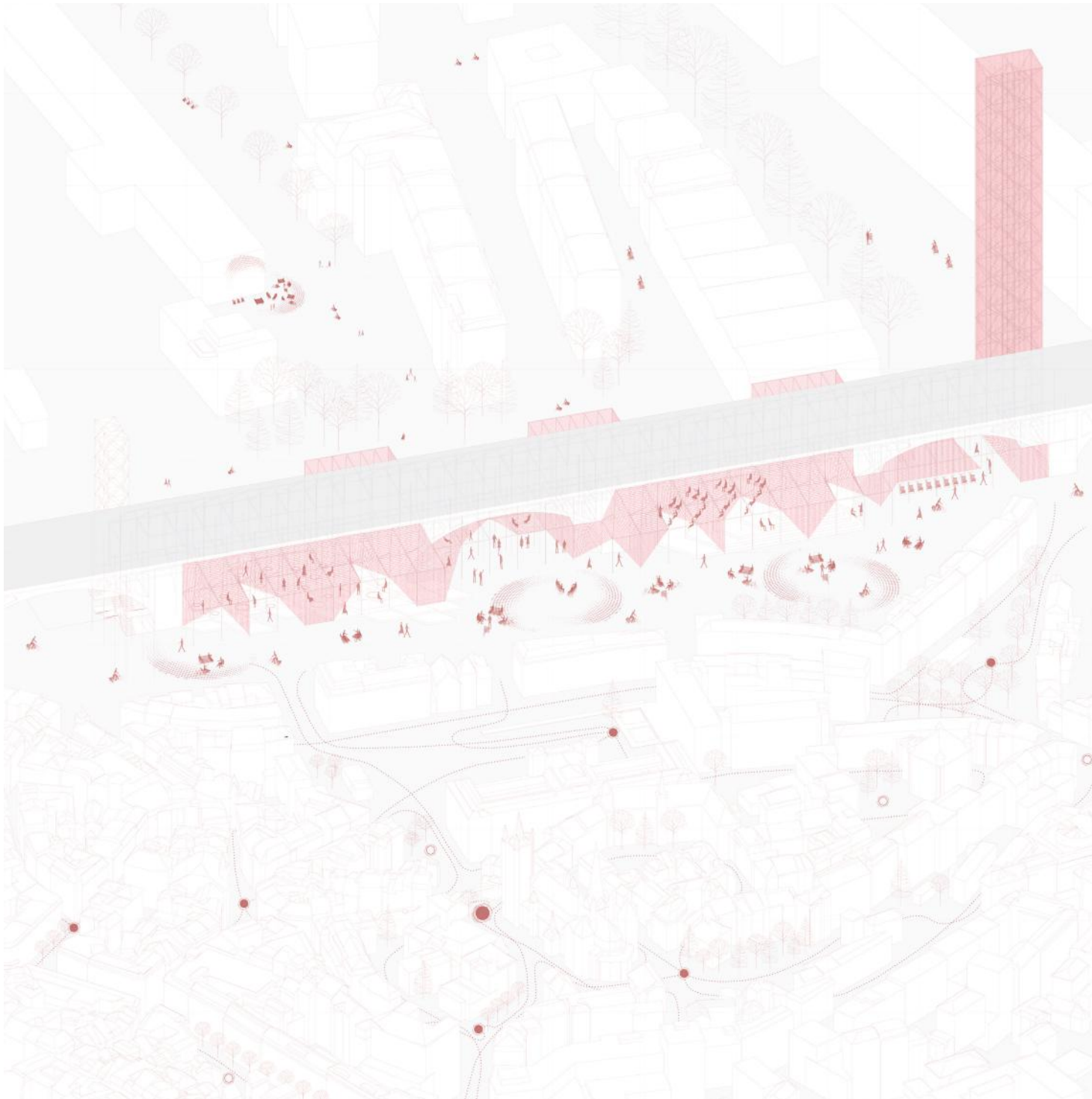
VOTE IN THE CITY

A collective way of voting

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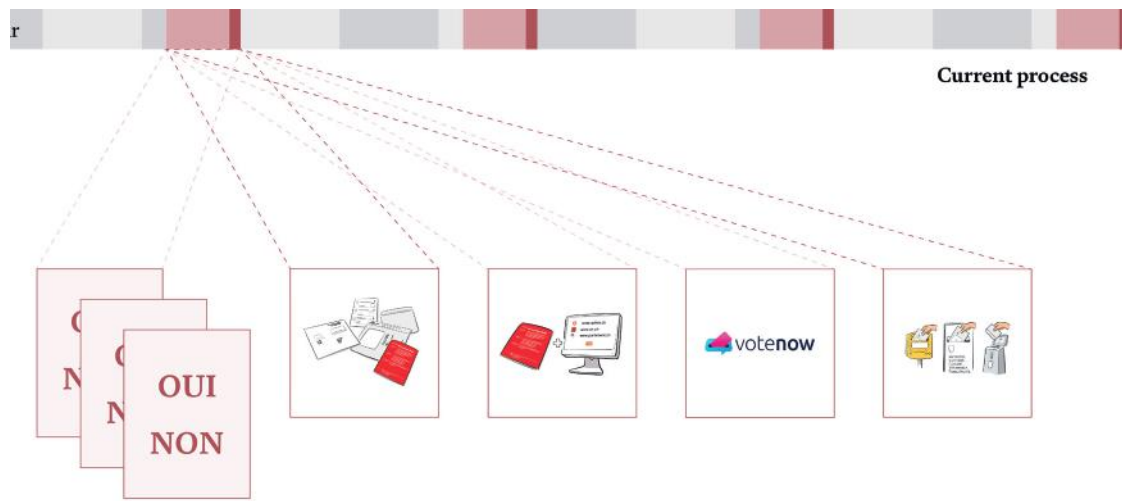
Abstract



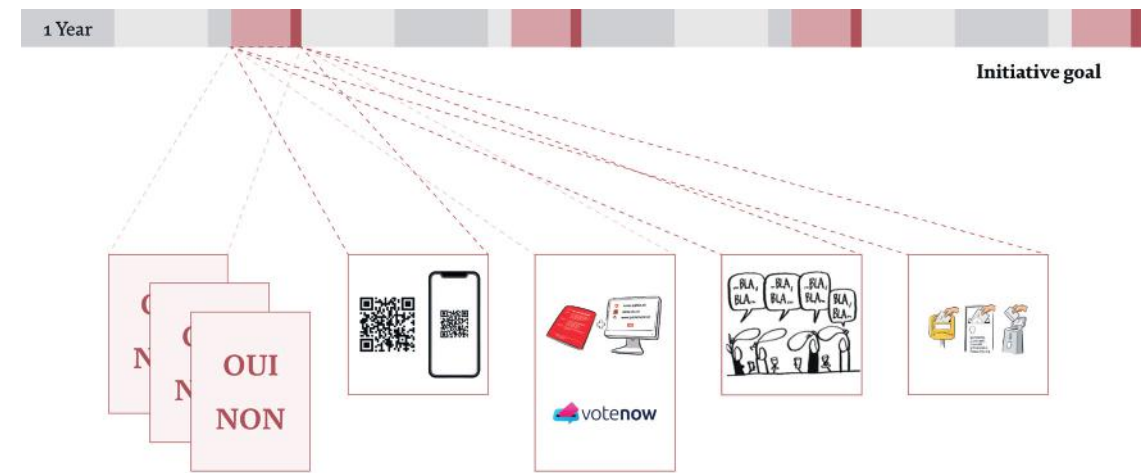
During the voting periods, the Swiss citizens have access to plenty of sources to inform themselves about the several topics at stake, but we believe that the discussion between people is an underrated powerful tool to exchange on diverse opinion before voting. The actual voting process still remains mainly individual. The goal of this proposed initiative is to transform the voting process as a more collective process, promoting interaction between voters with organised and spontaneous discussions.

A complete system was designed and integrated within the city, allowing it to get activated and creates a unique dynamic during the three weeks pending the votations. The system is fully interconnected - physically, virtually and mentally - and evolve in accordance with the voters. The study case for this initiative is the city of Lausanne.

Design Diagram
Vote in the city initiative



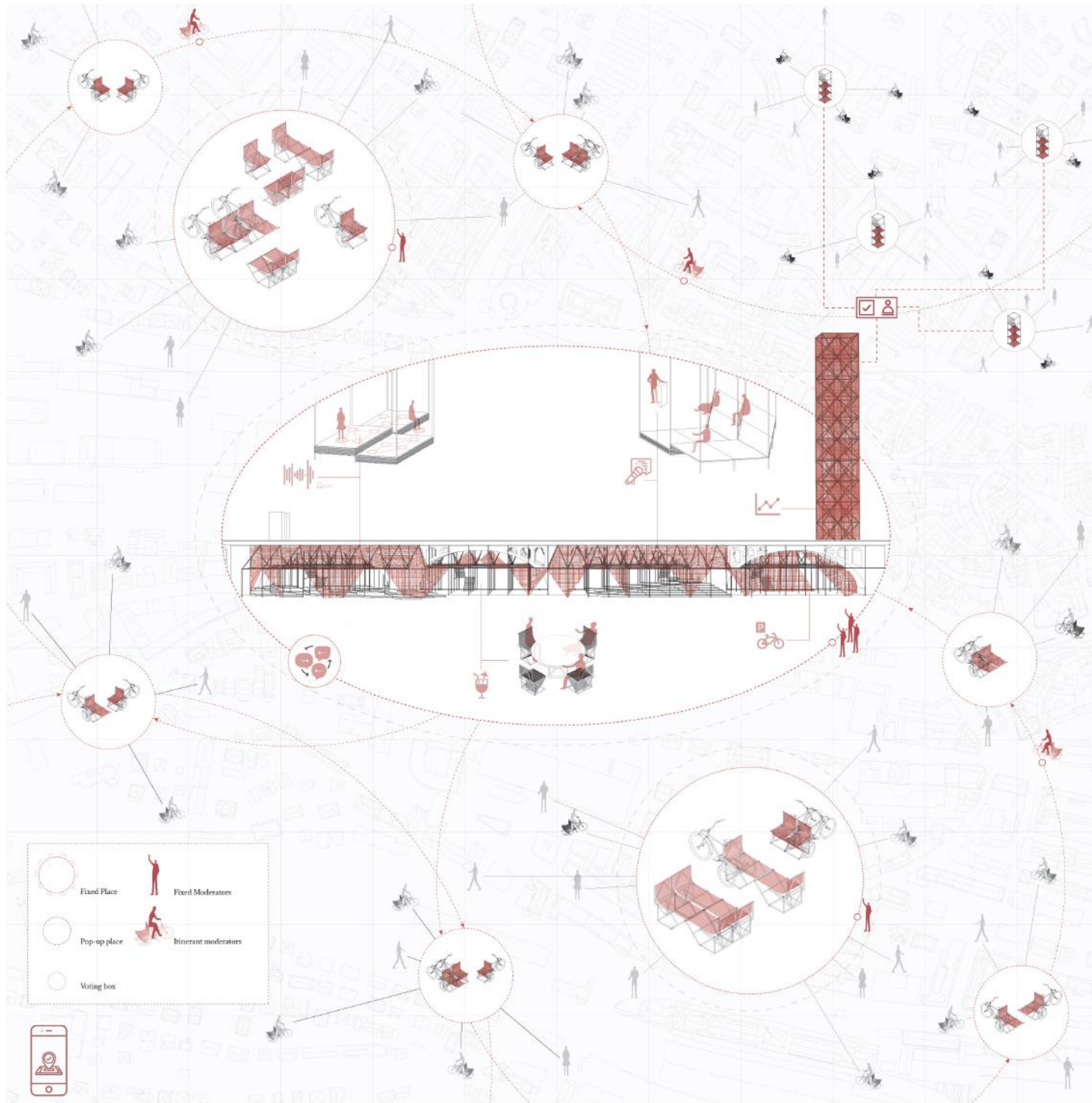
Four times a year, Swiss citizens pronounce on popular initiative and referendum. These voting periods are spread over three weeks, in which the citizen is sensibilised, informed and equipped to vote. Each one receives at home a voting ballot that has to be read and completed before mailing it back via the Swiss Post to count the votes. In order to express an opinion on the votations in stake, voters have access to many information sources and tools to help them. Yet the current process of decision-making stays mainly individual and the informative sources present some disparities between them and lack of opinions to compare, which doesn't help to take a final decision. A detailed analysis of the red explanatory brochure from the Federal Council in contrast with the App Vote Now testifies the lack of equity between the diverse sources and the difficulty to orient the debate.



Intervention goal
Promote the discussion in the
process

To develop its political thoughts, one major way is simply to confront its ideas and its knowledge with those of someone else by discussing. In fact the discussion is way less neutral and offer more liberty in the orientation of the debate to complete its opinion and develop it. To this observation, the presence of organised discussions in the voting process between the citizens and concerning the vote may be beneficial in the process of decision-making, which will improve also the voting rate. Thus, this initiative involves a new voting system, promoting a collective way of voting. In concrete terms several interventions will be spread in the public spaces of the city dedicated to encounters for political discussions. The city is activated and take part of the voting process. This new process is partially digitalised to suit better. Citizens will then receive a QR code linked to their ID instead of a physical voting ballot.

Activate the city



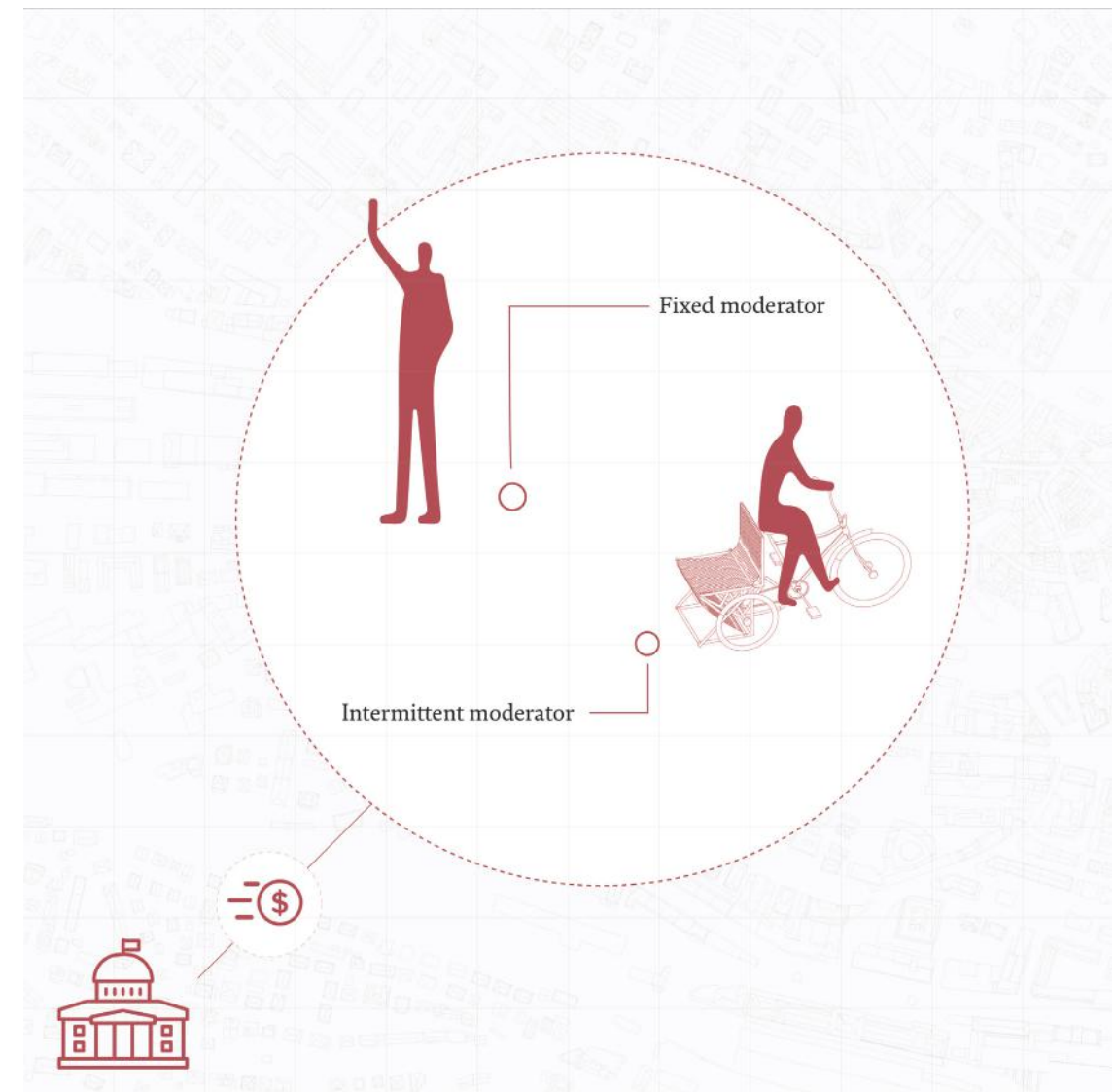
To promote a collective way of voting, several architectural interventions dedicated to encounters for political discussions will be spread in the public spaces of the city. Therefore the city take part of the voting process and become active. In order to activate the entire public space in the best way, the designed interventions are divided in three different scales, which will be presented further.

The system works globally so every intervention is linked to the others in three ways. First to activate the discussion or to supervise it, moderators spread around the city will be partially or permanently present on place. Secondly, the various places of interactions will be linked geographically by the same mean of transport : voting bikes. And thirdly, all the places follow a similar design as a visual cue.

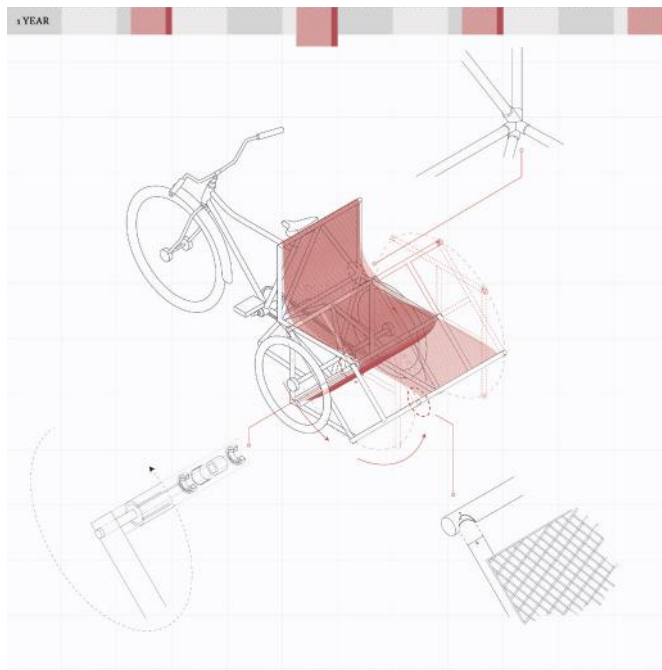
Intervention Network
The city activation

Let's further develop their functioning, starting with the moderators. They play a big role in the process because they are the human link between all the places and particularly with the citizens. The moderator is fully engaged in the process of discussion by opening discussion, orienting it, taking part of it and answering to the questions of voters. These moderators are paid by the government and this position is open to any citizen that wishes to take actively part in the voting process, from adult students to retired people.

There will be two types of moderators. In fact, depending on the scale of the intervention mentioned before, some moderators will be fixed and permanently present on the place when others will be intermittent. These are automatically equipped of a bicycle and travel around the city and the different places of discussion.

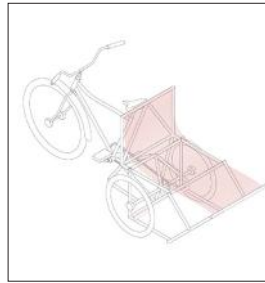


Moderators
Human link between the citizen.

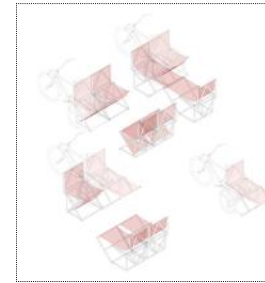
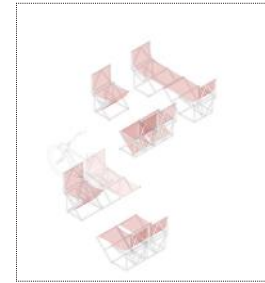
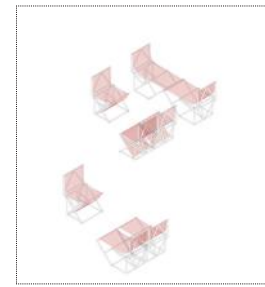


The voting bikes are the physical elements which link spatially the different places. During the voting period any citizen can take a voting bike to travel easily around the city to meet people to discuss with. Therefore, the traffic of bikes around the city translate the idea of an active city. As these bikes are associated with the voting process, they have also the purpose to draw attention on the current vote.

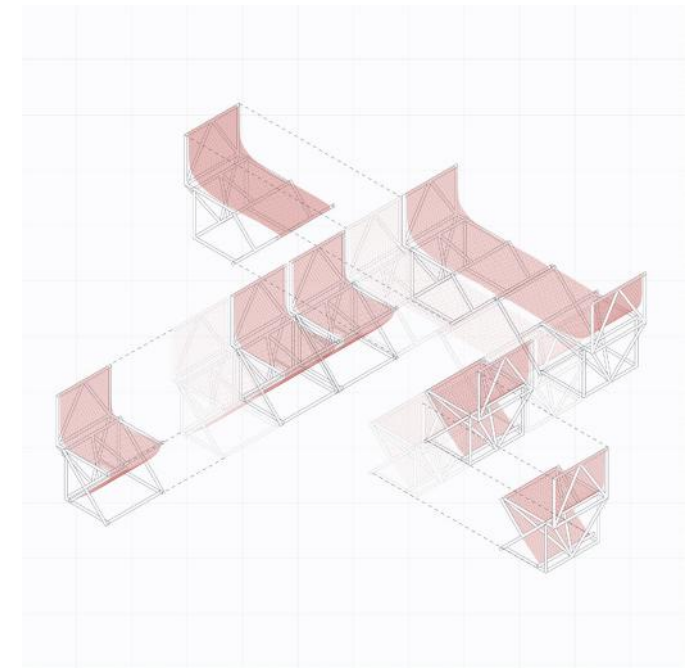
These voting bikes have an incorporated convertible chair on the back. So the bike becomes the means of transport as well as the chair where the citizens can sit and discuss with others. During the voting period then a mechanical system allow the chair to be converted in a deck chair to suit the preferences of the users during the discussion and multiply its possible uses. Outside the voting period the voting bikes become as publi-bikes and the chair is converted in a basket.



Three chair variation
Chair and deck chair for the discussion time
Basket for everyday life



Evolving place
Flexible furniture and bicycle arrangement



Finally, all the interventions in the city are similar in their design to show that they belong to the same system, as a visual connection. This design is established especially by street furniture, placed around the city. These chairs are permanently available in some public places, allowing citizens walking in the street to meet and discuss too. This furniture is composed of the same mechanical system than the chair of the voting bike, meaning that it can be converted in a deck chair.

In addition the street furnitures are modular elements, which means that many isolate chairs can be assembled to create different forms of street furniture and different kind of discussion layout. Of course the bike chair can be incorporated to the existing urban furniture to multiply the possibilities of organising.

Three scales of places



Pop-up places
Spread around to city getting
activated by the citizen



View
Small group discussion

As mentioned previously, the interventions in the public space are divided and group in three different scales. They all offer the possibility to participate in political discussion, but they differ in their operation.

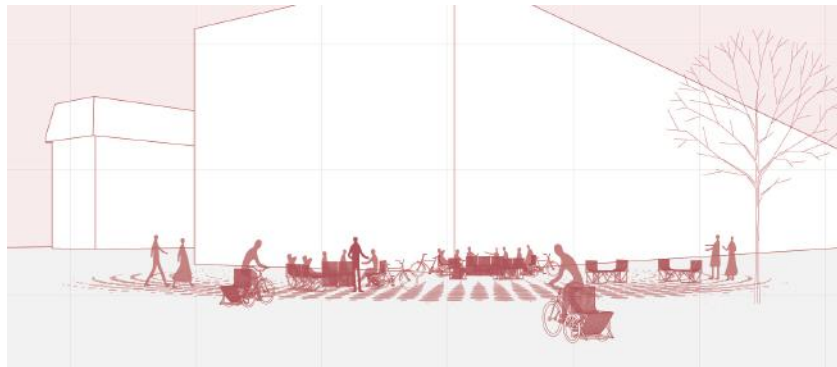
The smallest and the most spread form of discussion places are the pop-up places. They can happen in many places of the city and their activity depends on the movement of the people. In fact, some places are considered active, which means that people have a discussion right at this moment, when others are not active. Pop-up places are so called because a group of citizens can choose to activate a new place of discussion anywhere in the city, by meeting themselves in a predefined zone and because these places are only formed by group of voting bikes, it allows a certain liberty in their positioning.

Concerning the moderators, the pop-up places are mainly autonomous but intermittent moderators are assigned to specific routes passing by several pop-up places and bike from an active place to another one to supervise the ongoing discussions.

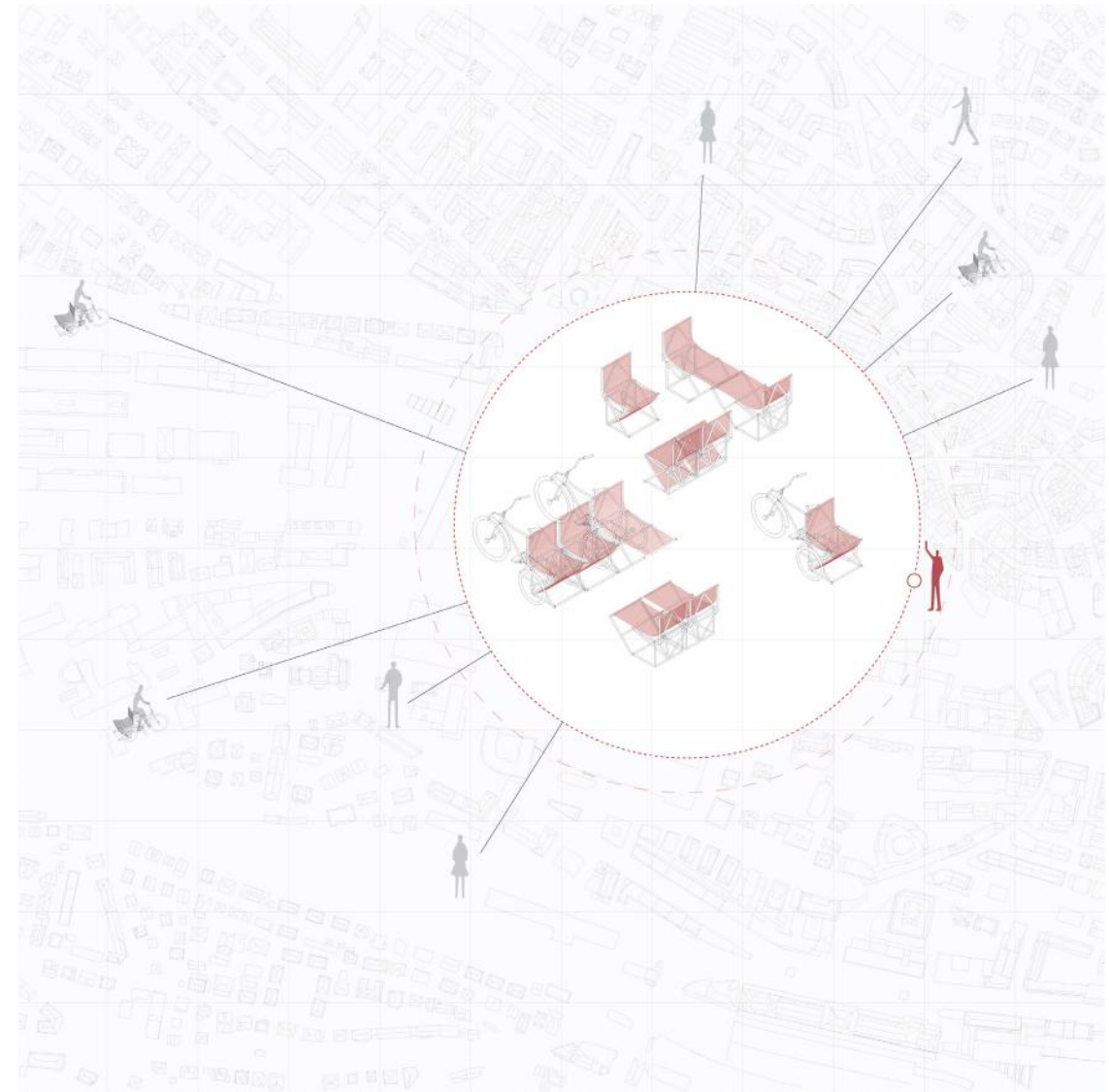
Then come the second type of interventions. Unlike the pop-up places these are permanent discussion places integrated to the few main public spaces in the city with bigger capacity, allowing more variety in the size of the discussion groups. Also, they are permanent due to the continuous presence of moderators that guided the discussions.

These places are also equipped of the urban furniture described previously, which means that anyone can meet there to share their thoughts. The bike is not a requirement, but the combination of the bike-chair and the modular street-furniture's allow to create a different kind of spontaneous discussion layout again.

In addition, these specific places are distinguished under a same visual identity by street paintings.



View
Collectiv discussion

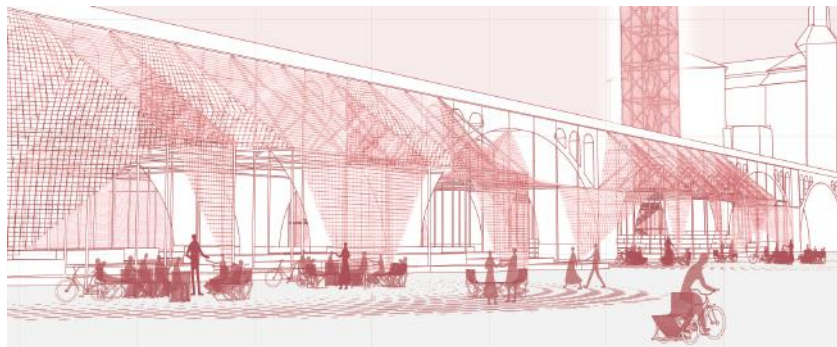


Permanent places
Fixed public spaces with urban
furnitures and moderator

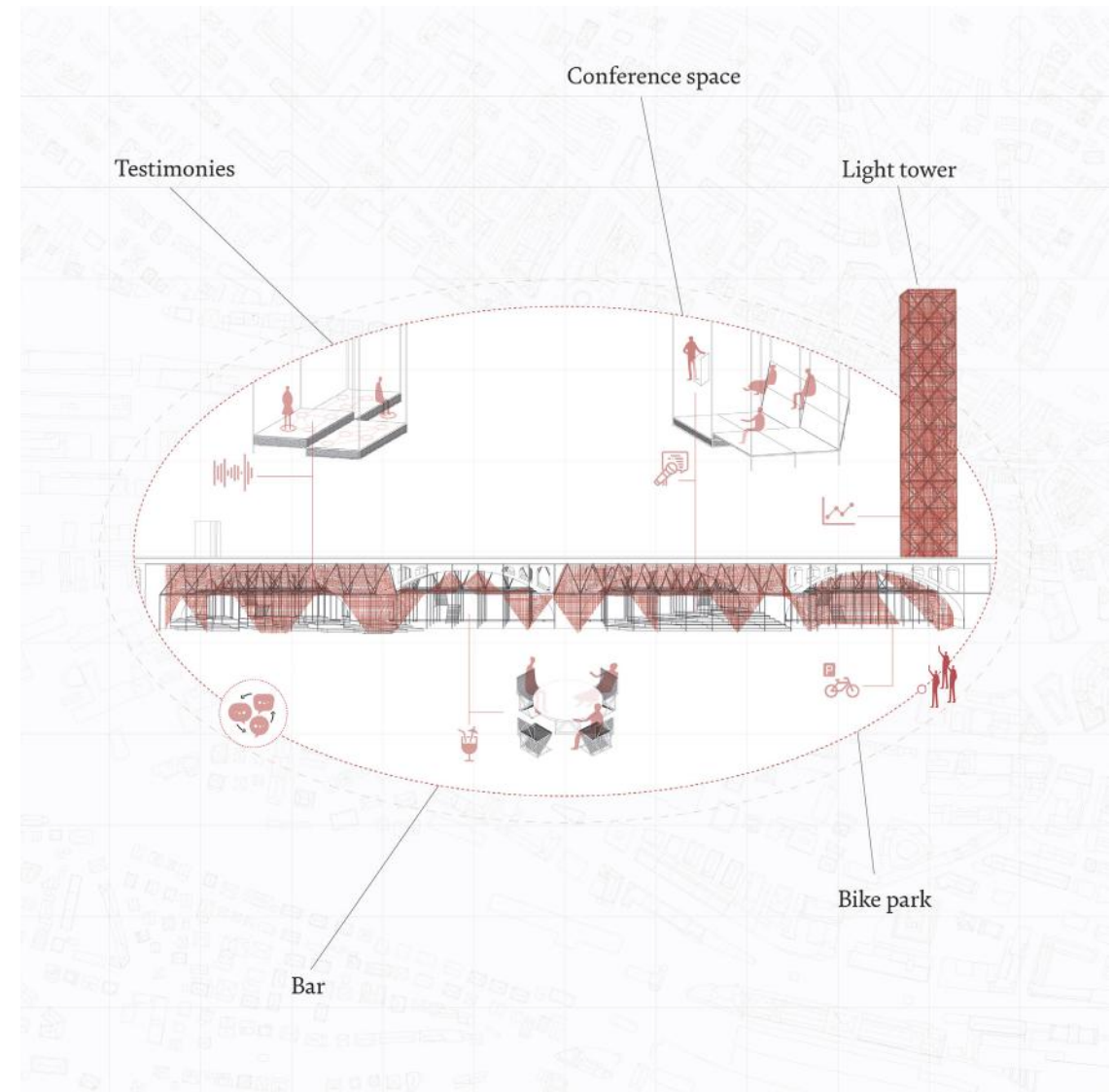
Last but not least, the main intervention consists in a central pavilion. All the details of the current voting process happening in the city are centralized in this pavilion, which confer it the role of a voting archive of Switzerland.

However, the program of this pavilion is more diversified and hosted special uses. Each arch corresponds to one use. The first one proposes a testimony space, where citizens can come to listen to some testimonies concerning the ongoing violations and recorded by concerned people. Then comes a conference space where informative events open to the public can take place. The last arch host a lounge for moderators with a parking for bikes. And in the middle of these programs a bar participates in the life of the pavilion. Besides, build up against the bridge and the pavilion, a light tower develops in the sky. This light tower act as a live indicator of the ongoing votations and can be seen by everyone. In fact the tower shows to the city the number of people that have voted and evolve in parallel to it during the three weeks of the voting process.

The infrastructure takes place under the arches of the Pont Chauderon. In fact the investigation of arches is an emblematic typology in Lausanne.



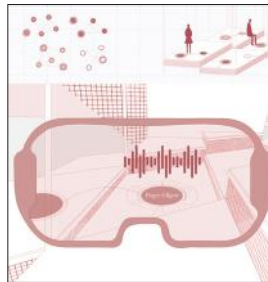
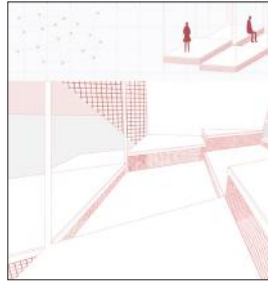
View
A place to exchange views



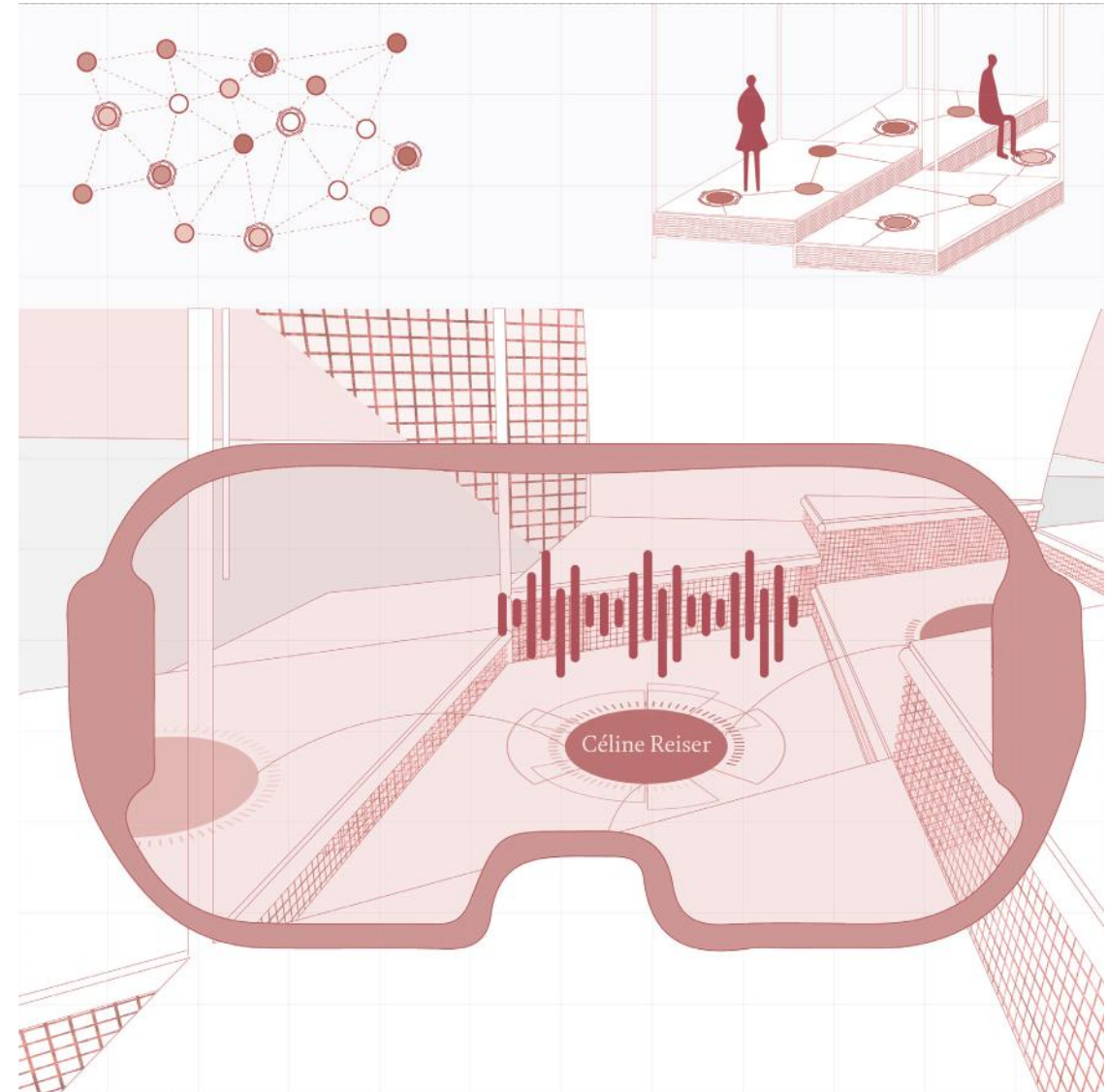
Voting pavilion
Voting archive and multifunctional space

In the testimony space of the pavilion, citizen can borrow AR glasses (augmented reality) to cross and explore the many testimonies on an artificial topography that allows the users to listen to them while having the possibility to seat anywhere. When the person put on its AR glasses and opt for one votation, a network of virtual elements appears and displays on the topography like a map of testimonies. So people walk through the testimonies and can choose to listen them or not. This map is interactive, which means that the user can sort all the testimonies on the base of criterias. Therefore, the layout of the map will change to reorganised itself in several groups or categories following the interests of the user, as for example age, canton, political spectrum, or only testimonies from specialists concerned by the votation.

Thanks to AR, each user may have a different map from its neighbor display on its glasses. These are connected to sensors and points of reference above the head of people in a technique layer for the proper functioning of the virtual and interactive map. In addition the pavilion is technologically equipped to record testimonies and this is open to everybody. Once the testimony has been recorded it directly complement the data base of the pavilion.

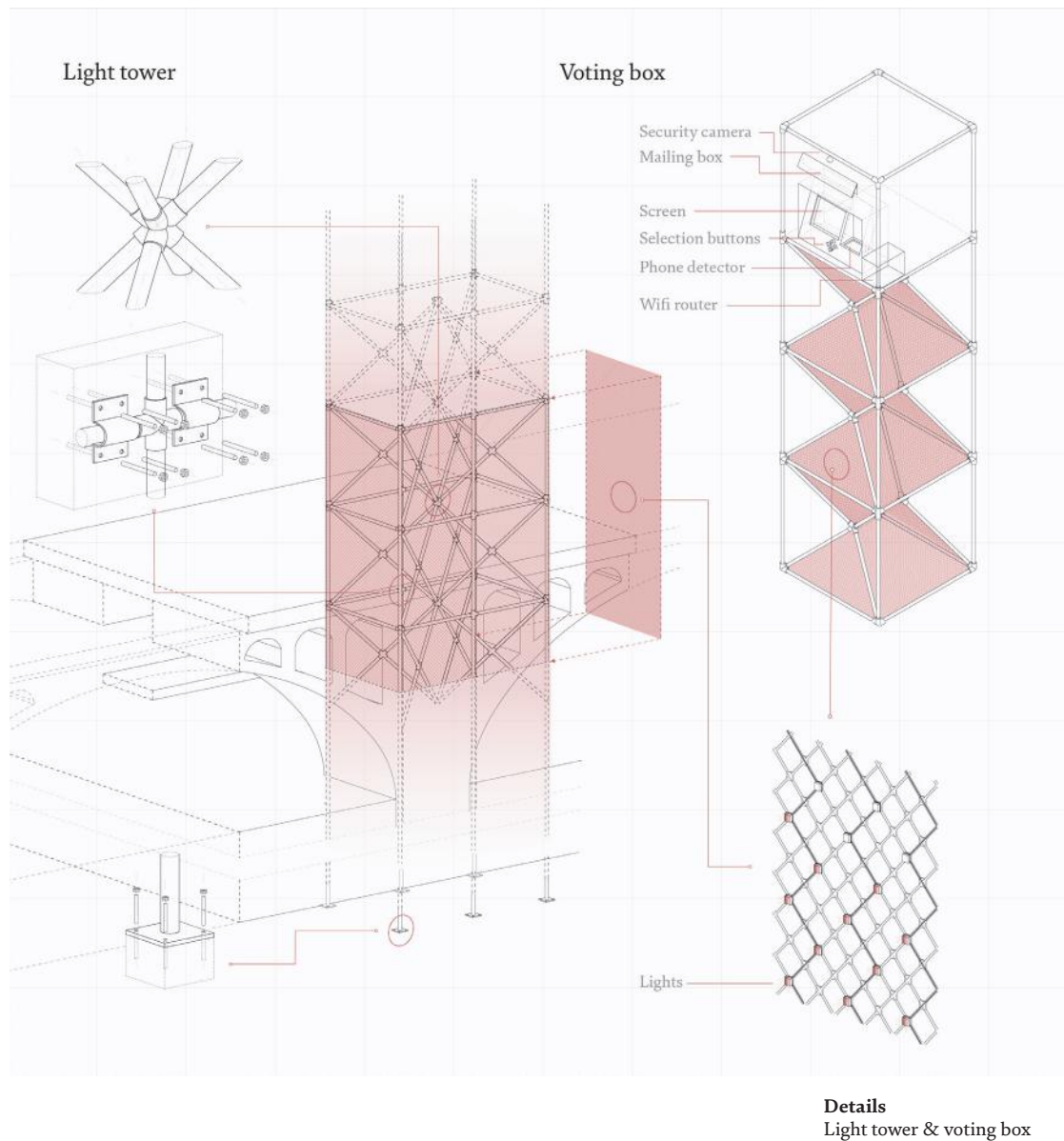


Testimonies
Physical space and virtual configuration



Testimonies room
Once the AR glasses on a network of testimonies appears

The vote



Finally, once citizens are able to express their opinion on the current vote, they may go to the closest voting box to officially validate their votes. Citizens write their answer on their smartphone and put it in the phone detector to register the vote. Both smartphone and voting box have to be logged in with the same ID. The position in the city of these voting boxes follows the actual placement of the mailboxes, which are then replaced by the new ones.

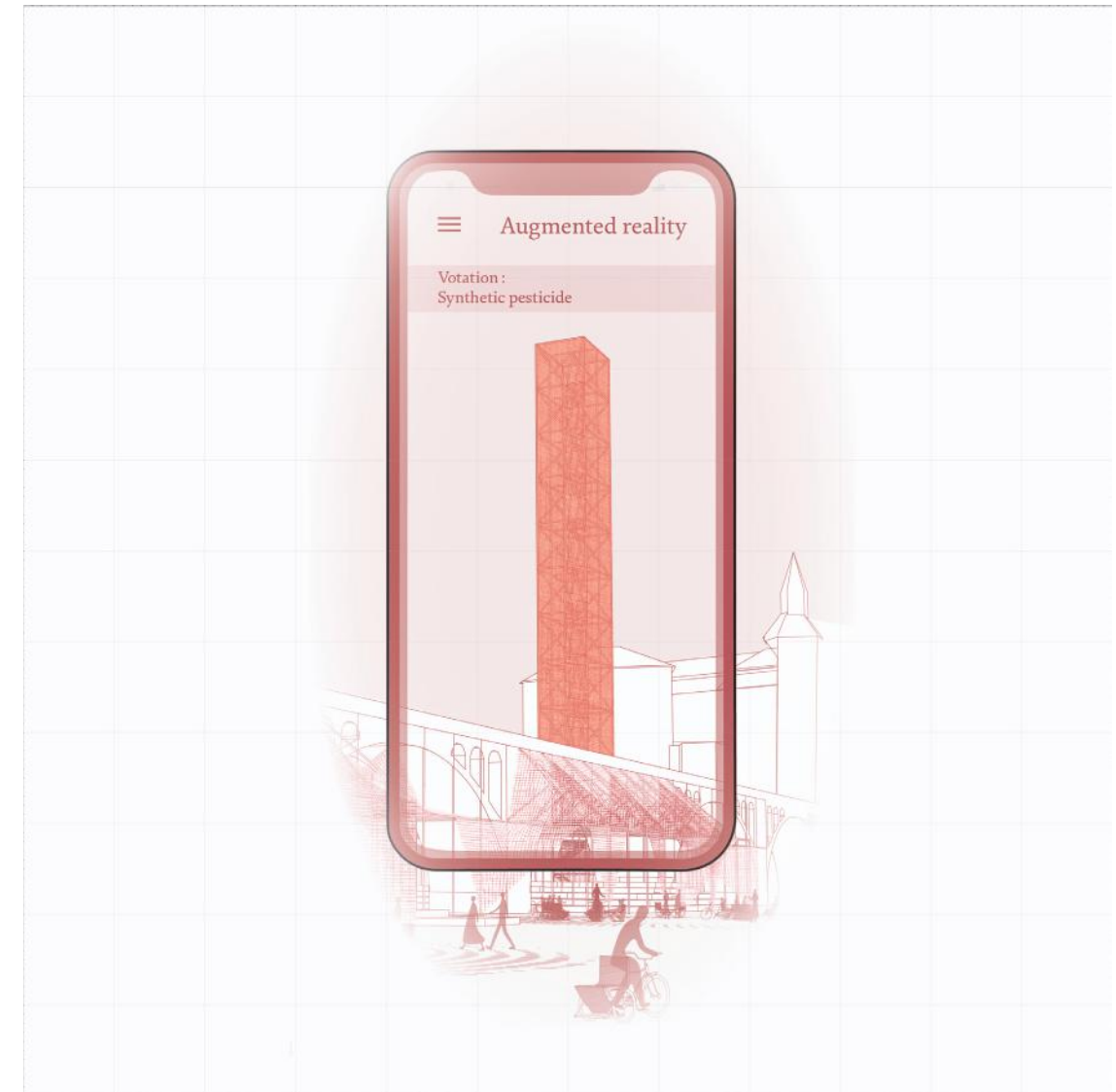
In parallel, as said previously, the act of voting impact directly the aspect of the light tower. In fact, the tower is equipped with plenty of lights and each one represent a vote. The lights go higher and higher on the tower days after days during the voting period, as an live growing voting rate indicator at the scale of the city.

Furthermore, to accentuate the direct link of the voting boxes with the light tower, these shares a similar structural design and are also equipped with lights that shine when someone vote. Thus the light seems to pass from the voting box to the light tower, which appears as a giant voting box, the one of the city.

AR tower

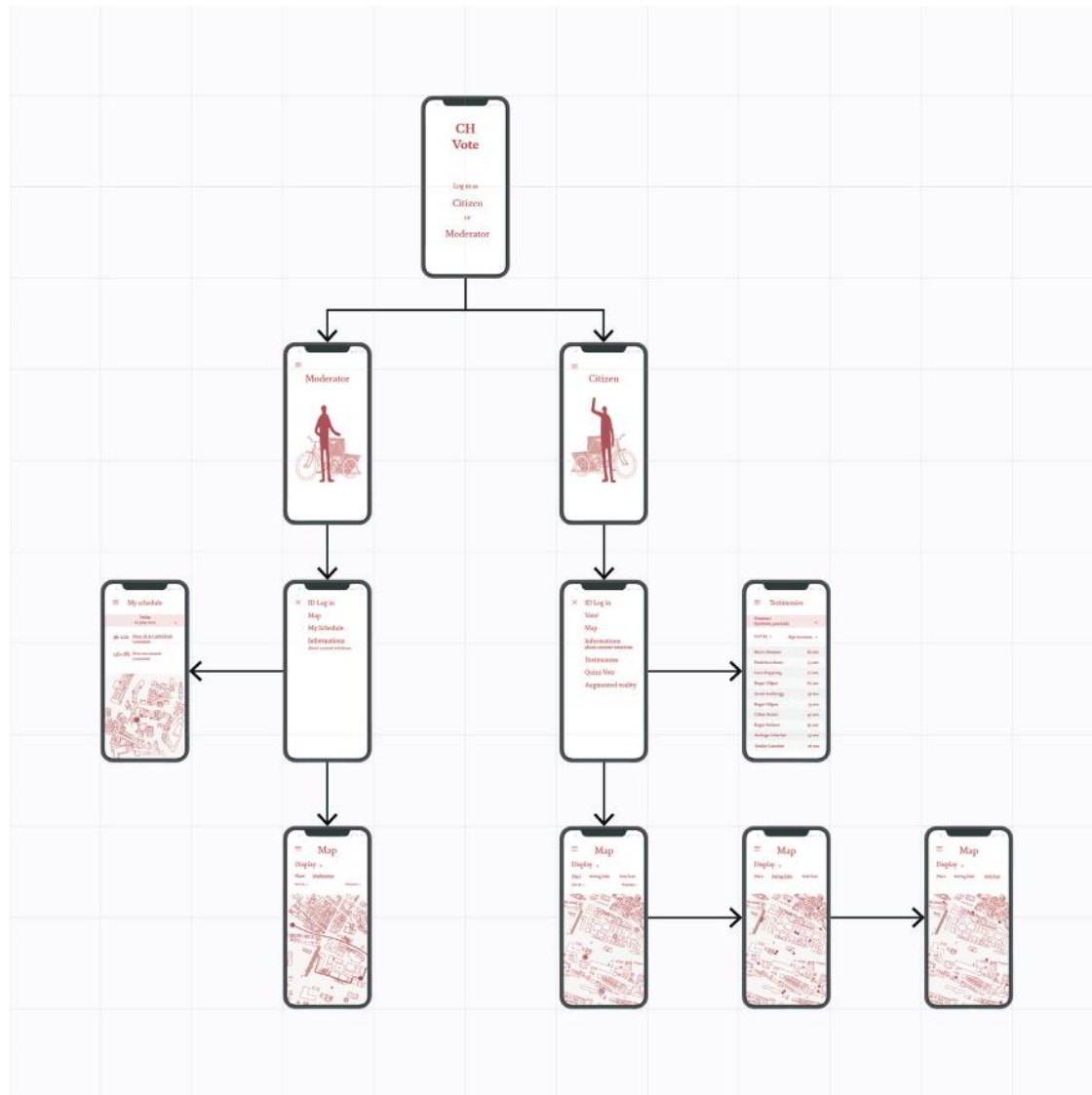
Besides, the light tower is not only there to show the percentage of participation to the vote. In fact, it also has a virtual purpose. Using AR on its smartphone and pointing at the tower, citizens can follow in real time the current prognosis of the different variations. If the results are in favor of the initiative the tower appears green. And on contrary, if it tends against it will turn red. The percentage is shown by the saturation of the tower seen through the phone.

This AR mode is available for every citizen by using their smartphones via an App dedicated and developed to lead the whole process of this proposed voting system.



Live Update
Augmented reality displaying
the current status of the vote

App



App
Connection and organisation of
the initiative

In order to organise and facilitate the whole process, the App, called CH Vote, connects virtually all the parts of the initiative and every information concerning the voting process are available there. To access it citizens have to log in with their ID given by the QR code that each one receives at home. Once this is done, people access to their profile, as a citizen or as a moderator. Both have the general functionalities, but the moderator profile is more detailed and helps them in their job and their schedule. They are all connected together for a better organisation.

In terms of the functionalities, the App gives access to complete information regarding the current votes and a Quiz to formulate a first opinion and help in the decision-making process. But principally, the App develops in a practical way with a virtual map showing the position of all the interventions in the city, from the active pop-up places to the voting boxes, passing by the position of the voting bikes. Furthermore, the App is linked to the database of the testimonies so people can listen to them at any time and anywhere. And last but not least, the App is used to register the final vote when connected to the voting box.